

CHAPTER V

CONCLUSION AND SUGGESTION

5.1 Conclusion

The Eneste's concept of *ekranisasi* reveals that the adaptation process does not merely transfer content from one medium to another but also deepens narrative engagement and emotional intensity. Thus, the researchers use an object gameplay and TV series *The Last of Us* to find out the process of *ekranisasi* from the intrinsic element in both works. The researchers find out the intrinsic element of gameplay *The Last of Us* presents a linear but immersive storytelling experience with 29 plot elements (9 exposition, 13 complication, 3 falling action, 3 climax, and 1 resolution), 12 characters (2 major characters and 10 minor characters), and 3 main themes. The intrinsic elements in the gameplay *The Last of Us* is emphasizing all player interaction and progression when they play the game. Meanwhile, the intrinsic element in the adaptation from gameplay to TV series expands the plot significantly with 49 plot points (27 exposition, 14 complication, 5 climax, 2 falling action, and 1 resolution), 19 characters (2 major characters and 17 minor characters), and maintains the same thematic core.

The process of *ekranisasi* by Pamusuk Eneste involved notable reductions (5 in plot), additions (19 in plot and 5 in characters), and modifications (11 in plot and 4 in characters), which indicate a creative reimagining rather than a direct adaptation. These changes allow the series to

explore subplots, backstories, and emotional arcs that are only hinted at in the game. As a result, the series presents richer narrative structure and more intense dramatic tension in each episode, enhancing the audience's emotional connection to the characters and their journey.

5.2 Suggestion

For the film and television industry, by finding a comparison between gameplay and TV series *The Last of Us*, the researchers suggest that adapting a video game into a TV series offers a valuable opportunity not only to retell the story, but to enrich it. The process of *ekranisasi* that the researchers have analysed shows that careful additions and modifications to plot and character can deepen the narrative, build stronger emotional arcs, and enhance tension in each episode. Thus, industry creators are encouraged to treat video game adaptations not as direct adaptations, but as creative reinterpretations that expand upon the source material. By exploring untold backstories, side plots, and emotional nuances, an adaptation can resonate with both existing fans and new audiences. This approach allows for greater narrative depth and world-building, ultimately leading to a more impactful and cinematic storytelling experience.