

## CHAPTER 3

### Research Methodology

The independent study “An Marxist Analysis of the Video Game *Metal Gear Solid 4: Guns of the Patriots*” attempts to analyze how the video game can be understood by applying the concepts of Marxist theory in the dialogues of the in-game characters and the video footage. The following sections describe data collection and data analysis in this research.

#### 3.1 Data Collection

*Metal Gear Solid 4: Guns of The Patriots* is an action role-play video game on the Playstation 3 game-console platform which allows its players to control the protagonist via the third-person view mode. This mode allows the players to see the controllable in-game protagonist from a 360 degree view as demonstrated in Figure 3.1. The players use the Playstation 3’s game-controller to control the in-game protagonist to achieve the objectives of each mission in the game.

While playing, the visual content and several narrative dialogues are displayed, as shown in Figure 3.2, so that the players can understand the story of the game. The researcher then selected the in-game images from the cut scenes and narrative scripts which furnish data for a Marxist analysis of the data selected from the game as the basis for this research.

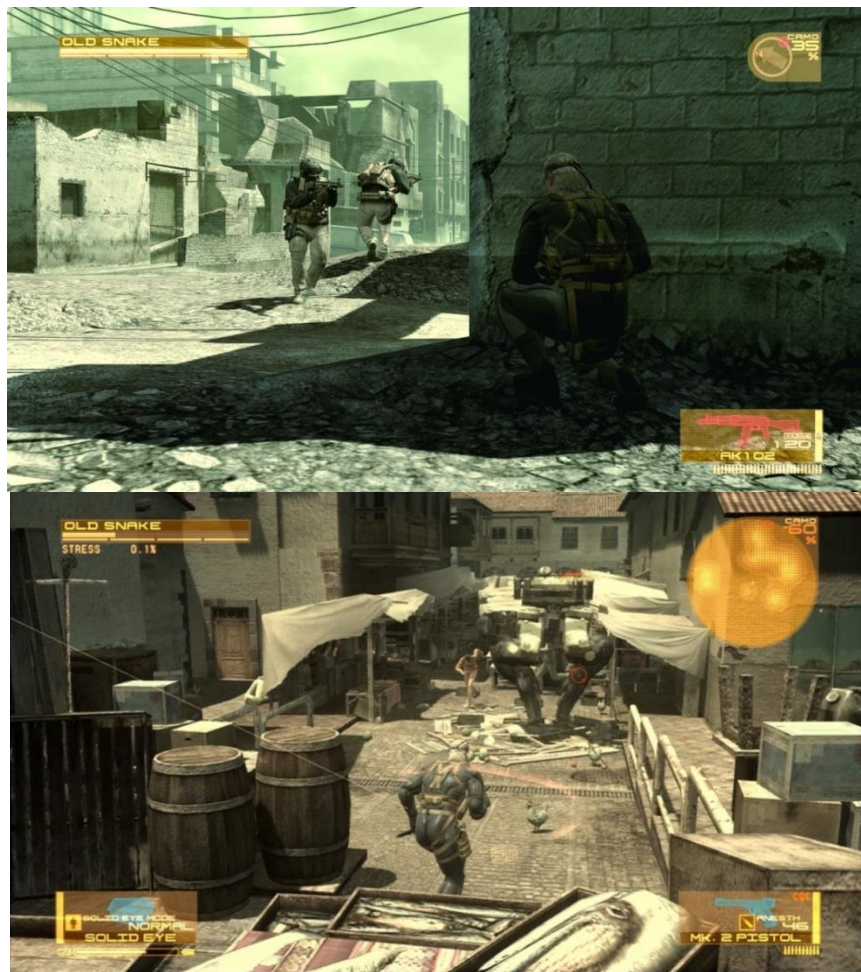


Fig. 3.1. In-game Third Person View Mode. *Metal Gear Solid 4: Guns of The Patriots*. Dir. Hideo Kojima. Konami, 2008. Video game. 3 July 2016.

ลิขสิทธิ์มหาวิทยาลัยเชียงใหม่  
Copyright© by Chiang Mai University  
All rights reserved

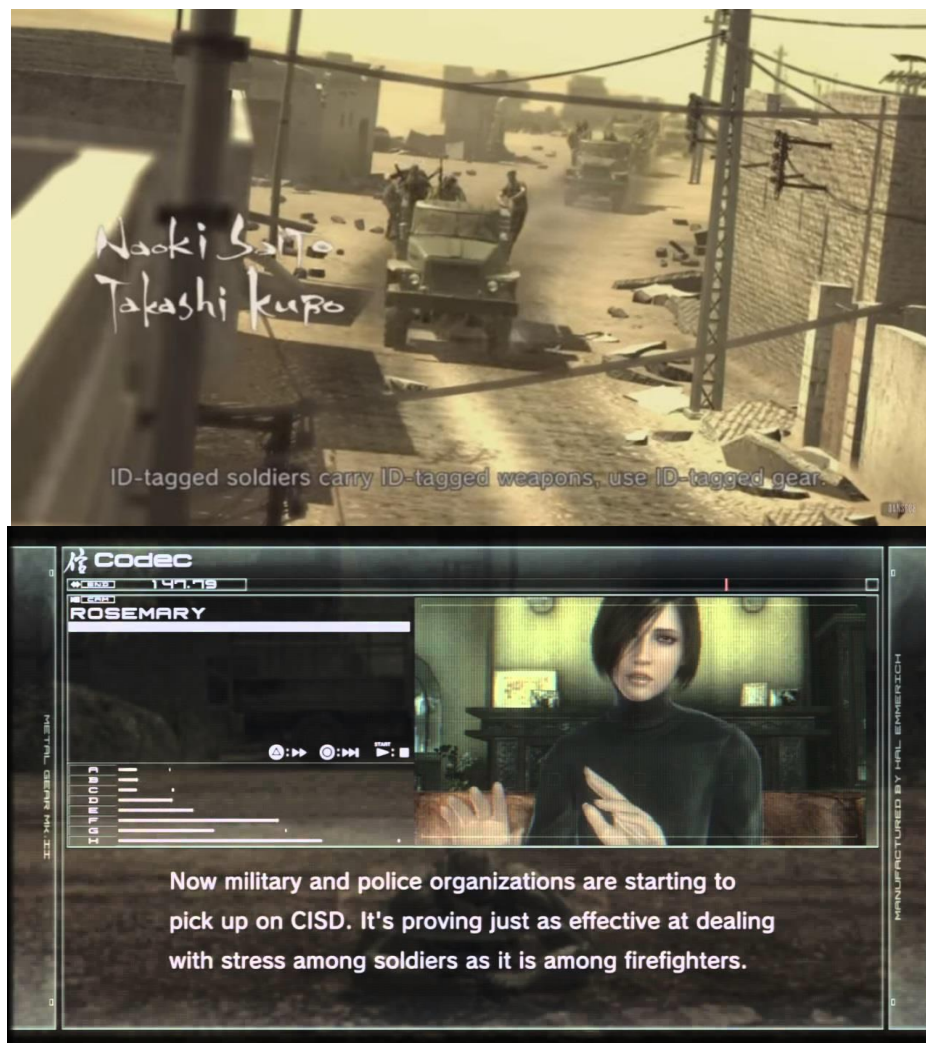


Fig. 3.2. In-game Cutscene and Narrative Dialogue. *Metal Gear Solid 4: Guns of The Patriots*. Dir. Hideo Kojima. Konami, 2008. Video game. 3 July 2016.

### 3.2 Data Analysis

The researcher observed the whole dialogue script of characters in the video game, and selected the parts which were only related to the characteristics and relationship of the in-game superior and inferior classes. Thus, Marxist theory, which explains the conflict caused by oppressive power of the bourgeoisie over the proletariat that consequently led to the uprising, was used to analyze those selected dialogues in

order to demonstrate how this video game can be understood using the concepts of Marxism This include the following three categories: 1) the oppressive power of the superior class in the game, 2) the exploitation of the in-game inferior class, and 3) the uprising and retaliation of the in-game inferior class.

In addition, the researcher watched all cut scenes in the video game and identified the footages that are used as corresponding to Marxist ideas applied to the in-game superior class, inferior class, and the uprising of the inferior class. Once the footage was selected, Peirce's Theory of Signs was applied in order to interpret the meaning by their use. Here, Peirce's Triadic Theory of Signs, which is the interpretation process of a sign from the relation of representamen, interpretant, and object, was applied to the footage in order to find the object or meaning of the sign. Consequently, Peirce's sign types, which are icon, index, and symbol, were employed in order to identify the degree of meaning of the sign depending on each type of sign.