

CHAPTER 5

Conclusion and Recommendations

This independent study was conducted in order to investigate how the idea of conflict between the proletarian and bourgeois class in Marxism can be seen in the story and footage from the game *Metal Gear Solid 4: Guns of The Patriots*. This chapter provides the conclusion of this research and the recommendation for further study.

5.1 Conclusion

In the story taken from the script of the game, the researcher discovered three issues which make the in-game events resemble parallel events in Marxist theory. The first aspect is the representation of the in-game superior class, The Patriots, and their oppressive activities. In the game, The Patriots uses information and manipulating ability to create global proxy wars and feed into the resultant battles with their unique types of military equipment. This enables The Patriots to dominate the weapons market and gain tremendous profits for its faction. This approach of The Patriots resembles the actions of bourgeois capitalists in Marxist theory who are in possession of the advanced means of production and use them to produce products on a massive-scale in order to increase their wealth. Furthermore, the signs acquired from the selected footage using Peirce's theory of signs show several characteristics of The Patriots such as being wealthy and having the controlling power over the in-game lower class, this also resembles the bourgeois class in Marxist theory, whose chief characteristics are wealth and power.

Second, another in-game aspect which has parallels in Marxist theory is the in-game inferior class and its relationship to PMCs, resistances, and civilians who are involved in proxy wars. In the game's story, although the PMCs, resistances, and

civilians are not the employees of The Patriots, the conflicts which they are involved in around the world enormously benefit The Patriots. So the people on the battlefields can be considered as the labor forces which help The Patriots to gain wealth and expand their businesses. However, the war business of The Patriots exploits the PMCs, the resistance groups, and the civilians. Furthermore, the semiotic analysis of the selected footages reveals several signs which indicate the powerlessness and hardships of the in-game inferior class. Therefore, these aspects make the PMCs, resistance groups, and civilians inferior to The Patriots and they resemble the proletarian class in Marxist theory who are ruled and exploited by through the control and ownership of the means of production by the bourgeois capitalists.

Last, the final in-game issue which is similar to the features in Marxism is the revolt of the in-game lower class. After being oppressed for years, the in-game lower class starts to form various resistance groups and launch an attack on The Patriots which consequently ceases all of its operation and helps to set the world free again. Also, Peirce's semiotic analysis of the selected footage from the in-game revolt shows power seized by inferior class and the downfall of The Patriots at the same time. As a result, these become similar to what Karl Marx said about the proletariat: it has to form associations in order to create enough counterforce and attack the control of the means of production by the bourgeois capitalists to eliminate oppressing power and return equality to the society.

5.2 Limitations and Recommendations

The *Metal Gear* franchise is a very popular video game creation of Hideo Kojima and has many installments in the series, which have storylines related to each other. Due to the time constraint on this research, the researcher selected to study *Metal Gear Solid 4: Guns of The Patriots* only, whose story has clearer parallels to what Marxism describes as the competing relationship of bourgeois and proletarians than the other installments of the *Metal Gear* franchise. However, other installments of the franchise also carry several important story parts as well. Therefore, the researcher would like to

recommend to any future researchers, who want to continue the research on this topic, to use the data from other installments of this franchise too in order to enable a better explanation of the game through analysis using Marxist theory.

Also, Marxism is the theory that explains the mechanism of conflict development caused by the exploitation of one class by another, and it can be applied to other materials besides video games as well. Researchers who are interested in this matter can apply this theory to any topic of their interest which is related to the conflict caused by class conflicts and struggles. Furthermore, researchers who are interested in visual analysis can also use Peirce's theory of signs to gather information from visual materials for their study. In addition, the study of signs is not limited only to visual analysis but can be also applied to linguistic analysis as well. However, researchers will have to select the appropriate sign theory to apply to the topic of their choice.



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