



**RACISM AGAINST MEXICAN AMERICANS
DEPICTED IN *LIFE IS STRANGE 2* (2018)**

A THESIS

**In Partial Fulfilment of the Requirements
for S1 Degree Majoring American Studies in the English
Literature, Faculty of Humanities Diponegoro University**

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2023

PRONOUNCEMENT

A thesis entitled “Racism Against Mexican American Depicted in *Life is Strange 2* (2018)” is completely and truthfully composed by the writer. There is no profiteering from any studies or references except those that have been mentioned in the bibliography.

Semarang, July 13th 2023



Muhammad Salman Setiawan

MOTTO AND DEDICATION

“So verily, with the hardship, there is relief. Verily, with the hardship, there is relief.”

Q.S. Al Insyirah, 94: 5 -6

“Never giving up, is my magic.”

Asta, Black Clover

“We’re the champions of discovery. Why fear it when we can master it?”

Jayce Talis, Arcane

*This thesis is dedicated to
My beloved family, friend, and
to everyone who supported me to finish this thesis*

APPROVAL

RACISM AGAINST MEXICAN AMERICANS DEPICTED IN *LIFE IS STRANGE 2* (2018)

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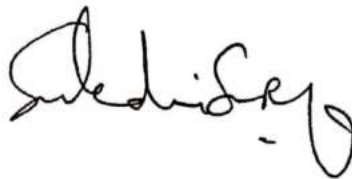
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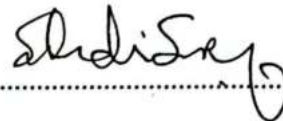
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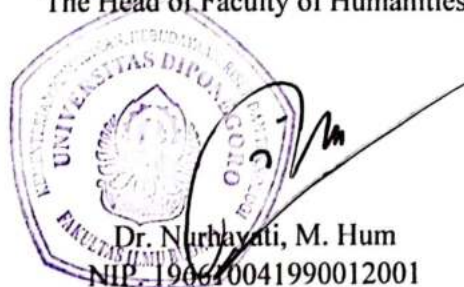
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ACKNOWLEDGEMENT

All praise be to Allah SWT, who has given me strength, spirit, and health. So that I can complete this thesis entitled “Racism Against Mexican Americans Depicted in *Life is Strange 2* (2018)”. The Deepest gratitude and appreciation are also extended to my thesis advisor, Dr. Sukarni Suryaningsih S.S., M.Hum, whose patience in giving me guidance, suggestions, corrections, and moral support has been one of the greatest reasons for my thesis completion. My deepest gratitude also goes to the following:

1. Dr. Nurhayati, M.Hum., Dean of Faculty of Humanities, Diponegoro University.
2. Dr. Oktiva Herry Candra M.Hum., Head of English Department, Faculty of Humanities, Diponegoro University.
3. All English Department lecturers, who patiently shared their precious knowledge and experiences.
4. Parents and family, who have been my life, moral, and material support. Special thanks to my dad who always give me advice and suggestion. My mom, who always cheers me up when I’m feeling down. And also, my grandparents who always give me support and motivation. Thanks to their non-stop prayers.
5. Friends, who help me relieve stress by hanging out together during the process of writing my thesis. Especially my college friends, who have helped a lot during college activities, thank you for being a friend to discuss and share ideas.
6. Discord friends, Comrade, who are willing to spend time playing online games or just chatting with me. Thanks for being my friend, and thanks for all your help and support guys.
7. Other parties that I can’t mention who have directly or indirectly has been part of my thesis completion.

The writer realize that this thesis is still far from perfect, but it is written to the best of my abilities, therefore constructive criticism will be greatly appreciated. Lasty, the writer is expected that this thesis to be beneficial for future research regarding the same or related theme.

Semarang, July 13th 2023

A handwritten signature in black ink, appearing to be 'MS' with a stylized flourish.

Muhammad Salman Setiawan

TABLE OF CONTENT

PRONOUNCEMENT	ii
MOTTO AND DEDICATION	iii
APPROVAL	iv
VALIDATION	v
ACKNOWLEDGEMENT	vi
TABLE OF CONTENT	viii
LIST OF PICTURES	x
ABSTRACT	xii
CHAPTER I INTRODUCTION	1
1.1. Background of The Study	1
1.2. Research Question	3
1.3. Scope of the Study	3
1.4. Aims of The Study	4
1.5. Previous Studies	4
1.6. Research Method	7
1.6.1. Data Collection	7
1.6.2. Method of Collecting Data	7
1.6.3. Method of Approach	7
1.7. Organization of the Writing	8
CHAPTER II THEORETICAL FRAMEWORK	10
2.1. Video Game as Literary Texts	10
2.2. Narratology in Video Game	12
2.2.1 Intrinsic Aspects	12
2.2.1.1 Character	12
2.2.1.2 Plot	13
2.2.1.3. Conflict	13
2.2.1.4. Setting	14
2.2.2. Extrinsic Aspect	15
2.2.2.1 Racism	15
2.2.2.2 Immigration	16
2.2.2.3 Representation Theory	16
CHAPTER III RESULT AND DISCUSSION	18
3.1. Intrinsic Aspects in <i>Life is Strange 2</i> (2018)	18

3.1.1. Character	18
3.1.2. Plot	19
3.1.3. Conflict	20
3.1.4. Setting	21
3.2. Immigration to America in <i>Life is Strange 2</i> (2018)	22
3.3. Racism in <i>Life is Strange 2</i> (2018)	26
3.3.1. Racial Prejudice	26
3.3.2. Racial Stereotypes	32
3.3.3. Racial Discrimination	35
3.4. Dealing with Racism in <i>Life is Strange 2</i> (2018)	40
CHAPTER IV CONCLUSION	45
REFERENCES	47

LIST OF PICTURES

Picture 3. 1. Picture of Sean Diaz, Life is Strange 2 Full Game Gameplay No Commentary	18
Picture 3. 2. Picture of Sean's sketchbook, Life is Strange 2 Full Game Gameplay No Commentary	18
Picture 3. 3. Picture of Border gate between America and Mexico, Life is Strange 2 Full Game Gameplay No Commentary	21
Picture 3. 4. Picture of Sean and Daniel in the car, Life is Strange 2 Full Game Gameplay No Commentary	21
Picture 3. 5. Picture of Sean's house, Life is Strange 2 Full Game Gameplay No Commentary	22
Picture 3. 6. Mount Rainier National Park sign, Life is Strange 2 Full Game Gameplay No Commentary	22
Picture 3. 7. Picture of Gas station, Life is Strange 2 Full Game Gameplay No Commentary	22
Picture 3. 8. Picture of Automotive Service Distinction, Life is Strange 2 Full Game Gameplay No Commentary	23
Picture 3. 9. Picture of Puerto Lobos, Life is Strange 2 Full Game Gameplay No Commentary	23
Picture 3. 10. Picture of Piles of invoices, Life is Strange 2 Full Game Gameplay No Commentary	23
Picture 3. 11. Picture of Sean's work uniform, Life is Strange 2 Full Game Gameplay No Commentary	24
Picture 3. 12. Picture of Sean helps his father fix the car, Life is Strange 2 Full Game Gameplay No Commentary	24
Picture 3. 13. Picture of Sean in Brody's car, Life is Strange 2 Full Game Gameplay No Commentary	25
Picture 3. 14. Picture of Diego and Carla, Life is Strange 2 Full Game Gameplay No Commentary	25
Picture 3. 15. Picture of Officer Matthews, Life is Strange 2 Full Game Gameplay No Commentary	27
Picture 3. 16. Picture of Hanks is interrogating Sean, Life is Strange 2 Full Game Gameplay No Commentary	27
Picture 3. 17. Picture of Californian Family, Life is Strange 2 Full Game Gameplay No Commentary	28
Picture 3. 18. Picture of Doris and Sean in a convenience store, Life is Strange 2 Full Game Gameplay No Commentary	28
Picture 3. 19. Picture of Doris and Sean in a convenience store, Life is Strange 2 Full Game Gameplay No Commentary	30
Picture 3. 20. Picture of Sean and Daniel are arrested, Life is Strange 2 Full Game Gameplay No Commentary	30
Picture 3. 21. Picture of Hank Stamper, Life is Strange 2 Full Game Gameplay No Commentary	32
Picture 3. 22. Picture of Brody helps Sean and Daniel escape from Hank's, Life is Strange 2 Full Game Gameplay No Commentary	32

Picture 3. 23. Picture of A letter from Sean's neighbor, Life is Strange 2 Full Game Gameplay No Commentary	36
Picture 3. 24. Picture of Sean's social media, Life is Strange 2 Full Game Gameplay No Commentary	36
Picture 3. 25. Picture of Sean is hospitalized, Life is Strange 2 Full Game Gameplay No Commentary	38
Picture 3. 26 Picture of Sean was bullied, Life is Strange 2 Full Game Gameplay No Commentary	38
Picture 3. 27 Picture of Daniel is shot by Madison, Life is Strange 2 Full Game Gameplay No Commentary	38
Picture 3. 28. Picture of Esteban Diaz, Life is Strange 2 Full Game Gameplay No Commentary	40
Picture 3. 29. Picture of Sean at the convenience store, Life is Strange 2 Full Game Gameplay No Commentary	40
Picture 3. 30. Picture of Sean meets Chad and Mike, Life is Strange 2 Full Game Gameplay No Commentary	43
Picture 3. 31. Picture of Sean and Brody, Life is Strange 2 Full Game Gameplay No Commentary	43

ABSTRACT

Racism is one of the biggest problems in American society. Issues like this can usually be raised as one of the story topics in novels, films, and video games. In today's modern era, video games have become a form of mass media suitable for educating about social issues such as racism. Lately, video games have become quite a popular mass media, because video games can be played by various groups and ages. Video games can raise social issues such as racism as the story's theme, and *Life is Strange 2* is a racist-themed video game. This study aims to identify racism against Mexican immigrants in America as depicted in *Life is Strange 2*. In this study, the writer used qualitative research methods to assist in processing data and information that is appropriate and needed. Then, the writer will present the analysis results descriptively following Stuart Hall's representation theory. The results of the research show that there is prejudice, stereotyping, and discrimination against Mexican Americans. The prejudice against the main character and other Mexican characters even though it is their first meeting. The stereotype is generalized prejudice against Mexican Americans who are viewed as criminals. Meanwhile, discrimination is about the unfair treatment received by Mexican Americans. Even though being the target of racism, the characters in *Life is Strange 2* are able to deal with it as a form of resistance.

Keywords: *Racism, Video Game, Representation, Mexican Americans*