

## CHAPTER IV

### CONCLUSION

*Life is Strange 2* is a video game that is able to tell a story that connects migration and racism. Through Sean's perspective as the main character, this video game shows the consequences of choosing to be a minority in society. The video game specifically sheds light on the struggles faced by Mexican immigrants and their descendants, who have been subjected to racism by white Americans in various forms.

In *Life is Strange 2*, the migration of Mexicans to America occurs from time to time. Migration to America by Mexicans was based on a desire to find a better place to live than before. In this video game, Esteban is a character who is migrating from Puerto Lobos, Mexico to Seattle, America. He went to America to seek a more decent education and job. Esteban obtained his professional certificate and started his business as a car repair service provider. Esteban got a prosperous life while living in America, and he was able to support his sons as a single parent. Apart from Esteban, there is a married couple, Diego and Carla, from Mexico who hope to migrate to America. They came to America in search of jobs and a safer place to live, especially for their soon-to-be-born child.

Racism is a challenge that must be faced by immigrants because they are a minority part of a new community. In *Life is Strange 2*, Racism against Mexican Americans can be depicted through white American characters. Like Sean, who

gets a negative view of Hank, Madison who stereotypes that all immigrants from Mexico are criminals, and the Foster family who tries to limit the Diaz family's rights by asking them to build a fence as a barrier between the yard. Racism is a problem that must be faced by the Mexican American character in *Life is Strange*

2. Esteban faces racism calmly and tries to stay out of trouble. Meanwhile, Sean put up a fight by refusing to bully and gave understanding to the perpetrators of racism that Mexican immigrants who came to America did not have bad intentions.