

**THE SEMIOTICS OF ECO-CRITISM IN FINAL FANTASY 7 REMAKE
VIDEO GAME BY NOMURA, HAMAGUCHI, TORIYAMA**

TERM PAPER



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ENGLISH LANGUAGE AND CULTURE DEPARTMENT

FACULTY OF ENGLISH AND CULTURE

DARMA PERSADA UNIVERSITY

JAKARTA

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**THE SEMIOTICS OF ECO-CRITISM IN FINAL FANTASY 7 REMAKE
VIDEO GAME BY NOMURA, HAMAGUCHI, TORIYAMA**

Submitted in part-fulfillment of requirements for obtaining

Sarjana Linguistik (S. Li) degree



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INTELLECTUAL PROPERTY STATEMENT PAGE

I hereby declare that the term paper is the result of my work and not plagiarism of another work, and the contents have become my responsibility. All sources cited in my research, as well as those quoted or referenced, have been accurately listed.

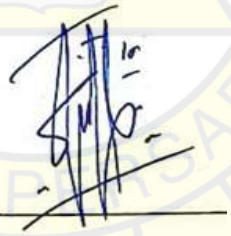
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LETTER OF APPROVAL

On the recommendation of the respective Supervisor, Academic Advisor, and Head of the department, the term paper submitted by Nabil Anwari Z entitled “The Semiotic of Eco-Criticism in Final Fantasy 7 Remake Video Games by Nomura, Hamaguchi, Toriyama has been approval and forewaded to English language and Culture Departement, Darma Persada University, for final evaluation before the thesis defense for obtaining Sarjana Linguistik (S. Sa) degree to the respective candidate.

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Jakarta, July 25, 2025

Nabil Anwari Zain

THE SEMIOTICS OF ECO-CRITISM IN FINAL FANTASY 7 REMAKE VIDEO GAME BY NOMURA, HAMAGUCHI, TORIYAMA

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ABSTRACT

Examining the semiotic portrayal of eco-criticism in Tetsuya Nomura, Naoki Hamaguchi, and Motomu Toriyama's video game Final Fantasy VII Remake is the goal of this study. This study aims to determine and analyze how the game's visual symbols, narrative components, characters, and dialogues portray corporate greed and environmental devastation. Roland Barthes' semiotic theory, which has three layers of meaning—myth, connotation, and denotation—is the foundation of the theoretical framework. Using a descriptive-analytical approach, this qualitative study focuses on a few instances that illustrate resistance against corporate exploitation and ecological degradation.

According to the analysis, the game employs rich semiotic codes to convey eco-critical issues, particularly to the fictitious Shinra Electric Power Company, which exploits Mako, the planet's life energy, for financial gain. Shinra represents actual capitalist regimes that disregard environmental sustainability in favor of resource exploitation. Conversely, the eco-activist group Avalanche becomes a mythical symbol of ecological awareness, standing for environmental resistance.

The results show that the Final Fantasy VII Remake effectively uses semiotics to convey environmental issues, which makes it a pertinent subject for eco-criticism in digital media. According to the study's findings, video games can be effective mediums for spreading ecological ideals and increasing public awareness of environmental issues in addition to being a source of amusement.

Keywords: Roland Barthes, Final Fantasy VII Remake, Environmental Devastation, Corporate Greed, Symbolism, Myth, Semiotics, Eco-criticism

**SEMIOTIKA EKOKRITIK DALAM VIDEO GAME FINAL FANTASY
7 REMAKE KARYA NOMURA, HAMAGUCHI, DAN TORIYAMA**

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ABSTRAK

Penelitian ini bertujuan untuk mengkaji representasi semiotik ekokritik dalam Final Fantasy VII Remake, sebuah gim video yang disutradarai oleh Tetsuya Nomura, Naoki Hamaguchi, dan Motomu Toriyama. Tujuan penelitian ini adalah untuk mengidentifikasi dan menginterpretasikan bagaimana degradasi lingkungan dan keserakahan korporasi tersampaikan melalui simbol-simbol visual, elemen naratif, karakter, dan dialog dalam gim. Kerangka teori didasarkan pada teori semiotik Roland Barthes, yang terdiri dari tiga tingkatan makna: denotasi, konotasi, dan mitos. Penelitian kualitatif ini menerapkan metode deskriptif-analitis, dengan fokus pada adegan-adegan terpilih yang mencerminkan kerusakan ekologis dan perlawanan terhadap eksploitasi korporasi.

Analisis ini mengungkapkan bahwa gim ini menggunakan kode-kode semiotik yang kaya untuk merepresentasikan isu-isu ekokritik, terutama melalui penggambaran Shinra Electric Power Company, sebuah perusahaan fiktif yang mengekstraksi energi kehidupan planet, Mako, untuk keuntungan. Shinra melambangkan sistem kapitalis dunia nyata yang mengeksploitasi sumber daya alam tanpa memperhatikan keberlanjutan lingkungan. Di sisi lain, AVALANCHE, sebuah kelompok aktivis lingkungan, merepresentasikan perlawanan lingkungan dan menjadi simbol mitos kesadaran ekologis.

Temuan ini menunjukkan bahwa Final Fantasy VII Remake berhasil mengomunikasikan isu-isu lingkungan melalui elemen semiotik, menjadikannya objek kajian yang relevan bagi kritik ekologi dalam media digital. Studi ini menyimpulkan bahwa gim video bukan sekadar hiburan, tetapi dapat berfungsi sebagai platform yang ampuh untuk mempromosikan nilai-nilai ekologis dan meningkatkan kesadaran tentang isu-isu lingkungan.

Kata Kunci: Semiotika, Ekokritik, Roland Barthes, Final Fantasy VII Remake, Perusakan Lingkungan, Keserakahan Korporasi, Simbolisme, Mitos

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