

Analisis Resepsi Tentang Penggambaran Perpustakaan Dan Pustakawan Dalam RPG (Role Playing Game) Genshin Impact = Reception Analysis Of Library And Librarian Depictions In RPG (Role Playing Game) Genshin Impact

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Abstrak

Penelitian ini membahas mengenai analisis resepsi tentang penggambaran perpustakaan dan pustakawan pada role playing game (RPG), Genshin Impact, khususnya Rumah Daena sebagai perpustakaan terbesar dan Lisa sebagai pustakawan pada Perpustakaan Ksatria Favonius. Melalui Genshin Impact, pemaknaan perpustakaan dan pustakawan diteliti melalui pendekatan yang berbeda dari penelitian dalam media lainnya. Penulisan ini menggunakan metode kualitatif dengan pendekatan studi resepsi dan teknik pengumpulan data berupa wawancara mendalam. Penentuan informan menggunakan teknik purposive sampling dengan lima informan. Hasil penelitian menunjukkan bahwa (1) informan sebagai pemain memberikan makna bahwa Perpustakaan Ksatria Favonius dan Rumah Daena memiliki peraturan dan fungsi yang sama seperti perpustakaan asli; dan (2) Lisa dan Katayoun sebagai pustakawan, menurut informan digambarkan lebih ramah serta profesional dibandingkan dengan pustakawan asli meski dijelaskan dalam dialog bahwa Lisa terkadang malas dan Katayoun sering mengeluh. Dapat disimpulkan bahwa penggambaran perpustakaan dan pustakawan dalam Genshin Impact menghadirkan kesan positif yang diharapkan dapat meningkatkan pandangan pengguna perpustakaan yang sebelumnya negatif terhadap perustakaan dan pustakawan di dunia nyata.

.....This study discusses reception analysis regarding the depiction of libraries and librarians in the role-playing game (RPG) Genshin Impact, especially House of Daena as the most extensive library and Lisa as the librarian at the Knights of Favonius Library. Through Genshin Impact, the description of libraries and librarians is examined through a different approach from research in other media. This writing uses a qualitative method with a reception study approach and data collection techniques in the form of in-depth interviews using a purposive sampling technique with five informants. The results showed that (1) the informant, as a player, had the view that the Knight of Favonius Library and House of Daena had the same rules and functions as the original library; and (2) Lisa and Katayoun, as librarians, described as more friendly and professional than the original librarians even though it was explained that Lisa was sometimes lazy and Katayoun often complained. The depiction of libraries and librarians in Genshin Impact presents a favorable impression expected to increase the views of library users who were previously hostile towards libraries and librarians in the real world.