

## Representasi Unsur-Unsur Kepercayaan Jepang dalam Video Game Genshin Impact (di negara virtual Inazuma) = Representation of the Elements of Japanese Belief in Genshin Impact Video Game (in the virtual country of Inazuma)

Gusti Wisnu Pio Kusuma, author

Deskripsi Lengkap: <https://lib.ui.ac.id/detail?id=20523957&lokasi=lokal>

---

### Abstrak

uma yang merepresentasikan Jepang. Penelitian ini menganalisis bagaimana unsur-unsur kepercayaan Jepang direpresentasikan di Inazuma di dalam Genshin Impact. Penelitian menggunakan metode kualitatif dengan melakukan observasi pada video game, dan studi kepustakaan untuk melihat budaya Jepang yang ada di dalam Genshin Impact untuk kemudian dianalisis menggunakan teori Representasi Reflektif menurut Stuart Hall (1977). Hasil dari penelitian ini adalah ditemukannya representasi reflektif unsur-unsur kepercayaan Jepang di dalam Genshin Impact, yaitu shinto. Hal tersebut dapat dilihat pada unsur-unsur shinto yang pada pada fitur atau konten di Inazuma, unsur tersebut adalah miko, kuil shinto/ jinja, omamori, dan kitsune. Tanda-tanda yang menunjukkan representasi reflektif pada konten atau fitur tersebut ada pada nama, visual, dan peran dari fitur tersebut di dalam game.

.....Today's cultural elements are often included in a video game, this is done for several reasons such as to promote the culture or use the culture as part of the content to add to the appeal of a video game. Genshin Impact is a video game that incorporates cultural elements from several popular countries as part of its content. This culture is manifested into fictional countries in Genshin Impact, such as Mondstadt representing Germany, Liyue representing China, and Inazuma representing Japan. This study analyzes how elements of Japanese belief are represented in Inazuma in Genshin Impact. The study used qualitative methods by observing video games, and literature studies to see the Japanese culture in Genshin Impact and then analyzed using the theory of Reflective Representation according to Stuart Hall (1977). The result of this research is the finding of a reflective representation of elements of Japanese belief in Genshin Impact, namely shinto. This can be seen in the shinto elements in the features or content in Inazuma, these elements are miko, shinto shrine/jinja, omamori, and kitsune. The 2 signs that show a reflective representation of