

ABSTRACT

Ahmad. 200511100114. English Study Program. A LITERARY STUDY OF *ROADSIDE PICNIC* AND ITS GAME ADAPTATION *S.T.A.L.K.E.R.*

Advisor: Dr. Rif'ah Inayati, M.A.

This study explores the adaptation of *Roadside Picnic*, a 1972 science fiction novel by Arkady and Boris Strugatsky, into the interactive video game *S.T.A.L.K.E.R.: Shadow of Chernobyl*. Utilizing Linda Hutcheon's theory of adaptation as the primary analytical framework, the research explores how crucial narrative components, including plot, theme, setting, character, and atmosphere, are both preserved and reimagined during the conversion from novel to game. This qualitative research employs a comparative approach, analyzing the fidelity and innovation present in the adaptation process. The findings indicate that while the game maintains fundamental elements from the novel, including the concept of the Zone, stalkers, artifacts, and existential themes, it also introduces significant innovations such as player interactivity, faction systems, and a Chernobyl-based setting. These changes signify a transition from a passive reading experience to an active, immersive one. This study proposes that *S.T.A.L.K.E.R.* is not merely a simple imitation of *Roadside Picnic* but rather, it is a creative reinterpretation that utilizes the strengths of the video game medium to preserve and expand upon the novel's philosophical and thematic depth.

Keywords: Adaptaion, Fidelity, Innovation, *Roadside Picnic*, *S.T.A.L.K.E.R.*

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Penelitian ini mengkaji adaptasi novel fiksi ilmiah *Roadside Picnic* (1972) karya Arkady dan Boris Strugatsky menjadi permainan video interaktif *S.T.A.L.K.E.R.: Shadow of Chernobyl*. Menggunakan teori adaptasi Linda Hutcheon sebagai kerangka analisis utama, penelitian ini mengeksplorasi bagaimana komponen naratif yang krusial, termasuk alur cerita, tema, setting, karakter, dan atmosfer, baik dipertahankan maupun diinterpretasi ulang selama proses konversi dari novel ke permainan. Penelitian kualitatif ini menggunakan pendekatan komparatif, menganalisis tingkat kesetiaan dan inovasi yang terdapat dalam proses adaptasi. Temuan menunjukkan bahwa meskipun permainan mempertahankan elemen fundamental dari novel, termasuk konsep Zona, stalker, artefak, dan tema eksistensial, permainan juga memperkenalkan inovasi signifikan seperti interaktivitas pemain, sistem faksi, dan setting berbasis Chernobyl. Perubahan ini menandakan transisi dari pengalaman membaca pasif menjadi pengalaman aktif dan imersif. Studi ini mengusulkan bahwa *S.T.A.L.K.E.R.* bukanlah sekadar tiruan sederhana dari *Roadside Picnic*; melainkan reinterpretasi kreatif yang memanfaatkan keunggulan medium video game untuk mempertahankan dan memperluas kedalaman filosofis dan tematik novel.

Kata Kunci: Adaptasi, Eksistensial, Interaktivitas, *Roadside Picnic*, *S.T.A.L.K.E.R.*