

## ABSTRACT

Adinda Dhamirah Nur Izzati. **PERSONALITY TRAITS OF MAIN CHARACTER SEPHIROTH AS REFLECTED IN THE FINAL FANTASY VII VIDEO GAME SERIES.** Undergraduate Thesis. English Department. Faculty of Letters and Cultures. Gunadarma University. Jakarta. 2024.

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### Abstract

Video games are windows for people in reality to experience the magic of otherworldly imaginations. Through the video game's engaging narrative, players become active participants. Despite their differences in format, video games and literature share similarities. While literature consists of written texts, video games are interactive experiences that combine various elements to create an immersive experience. The purpose of this research is to analyze the personality traits depicted in the main character Sephiroth. This research uses Costa & McCrae's Big Five Personality Theory, using a descriptive qualitative method within a constructivism paradigm. The data was collected from scenes and dialogues in Final Fantasy VII: Ever Crisis, Crisis Core: Final Fantasy VII, and Final Fantasy VII video game. The findings include 29 neuroticism data, 31 extraversion data, 18 openness data, 27 agreeableness data, and 29 conscientiousness data, which accumulate to 134 data.

Key words: *big five personality, main character, video game*  
**(IX + 124 + Appendices)**