

**THE DISCRIMINATORY REPRESENTATION OF AMERICAN JEWISH
PRISONERS OF WAR IN VIDEO GAME *CALL OF DUTY: WWII***

An Undergraduate Thesis

Submitted as a Partial Fulfilment of Requirements

to Obtain *Sarjana Sastra* Degree English

Literature Department



By:

Julio Gilang Fernanda

2000026018

**ENGLISH LITERATURE DEPARTEMENT
FACULTY OF LITERATURE, CULTURE, AND COMMUNICATION
UNIVERSITAS AHMAD DAHLAN
2023/2024**

APPROVAL PAGE

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Degree in English Literature Department Faculty of Literature, Culture, and
Communication Universitas Ahmad Dahlan




Dr. Muhammad Hafiz Kurniawan, S.S., M.A.

NIPM. 19900507201601111122337

RATIFICATION PAGE

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BY

JULIO GILANG FERNANDA
2000026018

This Undergraduate Thesis has been examined on June 13 2024 and has been accepted as one of the requirements to obtain *Sarjana Sastra* Degree in English Literature Department Faculty of Literature, Culture, and Communication Universitas Ahmad Dahlan Yogyakarta

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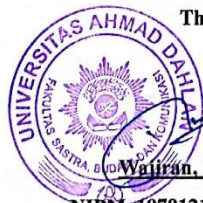
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3. Second Examiner : Ulaya Ahdiani, S.S., M.Hum.

Yogyakarta, June 13 2024

English Literature Department

Faculty of Literature, Culture, and Communication

The Dean



Wahjono, S.S., M.A., Ph.D.

NPM. 19791218 200309 111 0900733

STATEMENT OF WORK ORIGINALITY

Name : Julio Gilang Fernanda
Student Number : 2000026018
Department : Sastra Inggris
Faculty : Sastra, Budaya, dan Komunikasi
University : Universitas Ahmad Dahlan

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Julio Gilang Fernanda

PERNYATAAN

Nama : Julio Gilang Fernanda
NIM : 2000026018
Program Pendidikan : Sastra Inggris
Fakultas : Sastra, Budaya, dan Komunikasi
Universitas : Universitas Ahmad Dahlan

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Nama : Julio Gilang Fenanda
NIM : 2000026030 Email: : julio2000026018@webmail.uad.ac.id
Fakultas : Sastra, Budaya, dan Komunikasi Program Studi : Sastra Inggris
Judul tugas akhir : THE DISCRIMINATORY REPRESENTATION OF AMERICAN JEWISH PRISONERS OF WAR IN VIDEO GAME CALL OF DUTY: WWII

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Nama : Julio Gilang Fernanda
NIM : 2000026030 Email: : julio2000026018@webmail.uad.ac.id
Fakultas : Sastra, Budaya, dan Komunikasi Program Studi : Sastra Inggris
Judul tugas akhir : THE DISCRIMINATORY REPRESENTATION OF AMERICAN JEWISH PRISONERS OF WAR IN VIDEO GAME CALL OF DUTY: WWII

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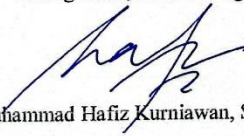
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Julio Gilang Fernanda

Mengetahui, Pembimbing



Dr. Muhammad Hafiz Kurniawan, S.S., M.A.

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The researcher is realized that this thesis still far from perfection. However, hope it can provide some advantages for the readers and the researcher welcomed to any develop suggestions. The researcher really appreciate the opinions and criticism you gives, then it can be improve ny other people in the future with better study.

Yogyakarta, 13 Juni 2024



Julio Gilang Fernanda

MOTTO

Waste no more time arguing about what a good man should be. Be one.

-Marcus Aurelius-

DEDICATION

Hereby, I like to convey any my respect and gratitude to:

1. To my beloved parents, my father Endro Sutikno and my mother Slamet Wijidadi, for always giving prayers, encouragement, and love. Thanks for everything ayah & ibu, may Allah protect you, gives long life, healthy, and happiness. Aamiin.
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ABSTRACT

The portrayal of minority groups in video games significantly influences public perception and understanding of historical events. This thesis investigates the discriminatory representation of American Jewish prisoners of war in the video game "*Call of Duty: WWII*". The research problem centres on how these portrayals perpetuate stereotypes and historical inaccuracies. The primary objective is to analyse the depiction of Jewish characters and assess the extent to which these representations align with or diverge from historical realities.

A qualitative content analysis was conducted, examining character dialogues, storylines, and visual representations within the game. Narrative analysis was employed to understand the broader context and implications of these portrayals. The study found that Jewish characters were often depicted in a one-dimensional manner, lacking depth and complexity. These representations frequently relied on stereotypical traits and did not accurately reflect the diverse experiences of Jewish POWs during World War II.

The findings suggest that "*Call of Duty: WWII*" contributes to a problematic and oversimplified view of Jewish POWs, potentially reinforcing negative stereotypes and undermining the educational value of the game. These portrayals can shape players' perceptions, leading to a distorted understanding of Jewish experiences during the war. The study underscores the need for game developers to engage in more nuanced and historically accurate storytelling. Future research should focus on other side perspective for example from Nazi Germany perspective and the development of guidelines for more inclusive and accurate portrayals.

Keyword: *World War II, Discrimination, Historical, Call of Duty: WWII, Jewish.*

INTISARI

Penggambaran kelompok minoritas dalam video game secara signifikan memengaruhi persepsi publik dan pemahaman tentang peristiwa sejarah. Tesis ini menyelidiki representasi diskriminatif tawanan perang Yahudi Amerika dalam video game "Call of Duty: WWII". Masalah penelitian berpusat pada bagaimana penggambaran ini memperpetuasi stereotip dan ketidakakuratan sejarah. Tujuan utama adalah menganalisis penggambaran karakter Yahudi dan menilai sejauh mana representasi ini sesuai atau menyimpang dari realitas sejarah.

Analisis konten kualitatif dilakukan dengan memeriksa dialog karakter, alur cerita, dan representasi visual dalam game. Analisis naratif digunakan untuk memahami konteks yang lebih luas dan implikasi dari penggambaran ini. Studi ini menemukan bahwa karakter Yahudi sering digambarkan secara satu dimensi, kurang kedalaman dan kompleksitas. Representasi ini sering kali mengandalkan sifat-sifat stereotipikal dan tidak secara akurat mencerminkan pengalaman beragam tawanan perang Yahudi selama Perang Dunia II.

Temuan menunjukkan bahwa "Call of Duty: WWII" berkontribusi pada pandangan yang bermasalah dan terlalu disederhanakan tentang tawanan perang Yahudi, yang berpotensi memperkuat stereotip negatif dan merusak nilai edukatif dari game tersebut. Penggambaran ini dapat membentuk persepsi pemain, yang mengarah pada pemahaman yang terdistorsi tentang pengalaman Yahudi selama perang. Studi ini menekankan perlunya pengembang game untuk terlibat dalam penceritaan yang lebih bernuansa dan akurat secara historis. Penelitian di masa depan harus fokus pada perspektif lain, misalnya dari perspektif Nazi Jerman dan pengembangan pedoman untuk penggambaran yang lebih inklusif dan akurat.

Kata kunci: *Perang Dunia II, Diskriminasi, Sejarah, Call of Duty: WWII, Yahudi.*