A Critical Discourse Analysis of how background music exhilarates Metal Gear Rising: Revengeance's Narratives

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ABSTRACT

Games have evolved beyond entertainment and become captivating spectacles with interesting stories and visuals. While most prioritize visuals, Metal Gear Rising: Revengeance is popular in 2022 due to its combination of music and story, making it a phenomenal meme. Because of this phenomenon, the researcher wants to examine how music can enhance the story elements of a game. To get an answer to this phenomenon, the researcher operates Fairclough's critical discourse analysis to examine the seven-song lyrics contained in the game Metal Gear Rising into three dimensions of analysis: microstructure, mesostructure and macrostructure. The researcher found that the song's lyrics enrich the narrative elements of the MGSR series by utilizing six styles of language: symbolism, metaphor, hyperbole, rhetoric, personification, and tautology. This research can provide an initial report on the association between literature, aesthetics and music in popular culture.

ABSTRAK

Video game telah berkembang menjadi lebih dari sekadar hiburan dan menjadi tontonan dengan cerita dan visual yang menarik. Meskipun kebanyakan games memprioritaskan visualisasi, Metal Gear Rising: Revengeance justru populer pada tahun 2022 karena gabungan musik dan ceritanya yang membuatnya menjadi meme fenomenal. Karena fenomena ini, peneliti ingin mengeksplorasi bagaimana musik dapat meningkatkan elemen cerita dalam game. Untuk menjawab fenomena ini, peneliti menggunakan analisis diskursus kritis Fairclough untuk memeriksa lirik dari tujuh lagu yang terdapat dalam permainan Metal Gear Rising ke dalam tiga dimensi analisis: mikrostruktur, mesostruktur, dan makrostruktur. Peneliti menemukan bahwa lirik lagu memperkaya elemen naratif seri MGSR dengan menggunakan enam gaya bahasa: simbolisme, metafora, hiperbola, retorika, personifikasi, dan tautologi. Penelitian ini dapat memberikan laporan awal tentang hubungan antara sastra, estetika, dan musik dalam budaya populer.

1. Introduction

We must concede that games are not only a means of entertainment, but games have become a medium for disseminating ideas, perspectives and philosophies of life (Aguilera, 2022). All these ideologies are attractively packaged through stunning graphic displays and supported by a cunning storyline. Not many games can present an exciting storyline because not all game franchises care about such standards. In addition, creating a game with a fantastic world and a beautiful storyline requires careful planning and an individual who can orchestrate that goal. Making a terrific video game can take time, effort and money. Currently, many people assume that a good quality game only depicts stunning graphics. Graphics that can imitate and reminisce impressions of the real world but we all know that modern games are much more than that Olson (2010) emphasized that games with branching stories are more gripping than games without storylines because players accumulate a stimulus that evokes their curiosity to know the end of the narrative. Thus, we can assume that grand narratives and alluring storylines are the selling points of a game (Howard, 2022).

Nevertheless, several games have attractive graphics but need to improve in the market due to several aspects that do not support one of them: the storyline. For example, the Metal Gear franchise was created by Hideo Kojima with the support of Konami. Metal Gear is famous for its compelling game concept and narrative because we are invited to explore the main character's point of view and experience inner debates when trying to understand the antagonists' point of view. Unfortunately, in 2018, Metal Gear experienced a setback because it was abandoned by its creator, Kojima. Konami continues to carry this franchise with a different concept, namely online multiplayer survival (Metal Gear Survive), which has received considerable criticism from fans (Konami, 2018). In terms of graphics, Metal Gear Survive is no less breath-taking than its predecessor. However, this game only focuses on the multiplayer feature and overrides the narrative aspect. Therefore, Metal Gear fans are immensely discontented with this game that is out of its true self. Thus, it is evident that gorgeous graphics are only one of the central aspects for a game to become famous. In addition, Kojima assembled Kojima Production in 2005 and then, in 2015, formed an independent studio to initiate the Death Stranding game project, which was released in 2019. Although it has yet to be as successful as the Metal Gear series, this game has received a warm welcome from fans because of its concept and engaging story.

Before the game industry was as advanced as now, people believed games only as an alternative means of entertainment accessible to children. However, many games already have interesting storylines worthy of a drama encased in cinematic scenes. It makes game aficionados even more entertained from beyond the gameplay. Like fictional stories, the storyline packaged in a game is often assumed to be a reflection of the natural world from the point of view of the story designer. Sometimes there is a particular value that game developers want to disperse through the video game. Lavelle (2010) uncovered that basketball video games represent African Americans as masculine and affluent. Lavelle believes that forming a masculine image in a particular ethnicity is not a personal choice for basketball players but is demarcated by sponsors, leagues and networks. In this regard, Grieve (2017) also found that

in video games, several religious illustrations ethnographically portray religions in the real world. The representation is described implicitly in the storyline or explicitly through semiotic symbols. Modern video games have progressed to a stage where the stories in video games are more exciting to follow. It provides an interactive experience of story and players mediated by gameplay (Lemke, 2011). As far as the narrative aspect is concerned, in addition to cinematic representation playing a significant role in supporting a story, music is one of the essential supporting aspects. Music is also seen as one of the invisible aspects of a fictional film (MacDonald, 2013). Several lines of evidence suggest that music becomes a multimedia experience that helps the audience digest a narrative story's context (Tomaselli & Tomaselli, 2022). The combination of music, verbal and visual aspects triggers the audience's long-term memory so that they can follow, digest, and disseminate a narrative work (Cohcen, 2009). In this regard, one of the games published by Konami, Metal Gear Solid Rising: Revengeance, is mixed with a different formula because MGSR is more fixated on fast gameplay. It is different from its predecessor, which is slower-paced, and we are introduced to multiple essential characters in a cinematic scene. The Metal Gear Solid (MGS) franchise is famous because antagonist characters have a significant share in the game which sometimes pushes players to empathize and understand the psychoanalytic background of each character.

On the other hand, MGSR presents players with various combat modes that require them to be more reactive and think fast. It gives players only a limited time to recapitulate the storyline. However, at this point, music operates as a complementary aspect that suffices in gaps in the storyline. In MGSR, the storyline does not illustrate the antagonist in detail, so the music and lyrics provide a psychological picture of the antagonist and their views that intersect with the main character. Previously, only a few discourse studies combined the narrative discourse of a video game and music. There still needs to be more information showing the relationship between music and the narrative elements of video games. It still needs to be discovered whether music describes the ideology believed by a fictional character in a narrative story. The central thesis of this paper is that the researcher wants to see how the soundtrack of each antagonist from the game Metal Gear Solid Rising: Revengeance becomes a complementary element of the character's narrative structure. To see this aspect, the researcher used Fairclough's Critical Discourse Analysis model and sorted it into three analytical models: microstructure, mesostructure and macrostructure analysis. The implications of these findings will be clearly explained in the discussion section.

2. Method

The researcher operated a critical discourse analysis proposed by Fairclough to disclose how the song lyrics from the original soundtrack of the antagonists narrate the background, point of view and things that cannot be recounted explicitly in the game. These elements can be encountered by examining the three main dimensions of critical discourse study: the structural, the production, and the dissemination domain (Fairclough, 2003). The research also would uncover how this music became widespread and circulated among netizens and fans. In

specifying the data, the researcher used purposive sampling only to choose the antagonists' soundtrack. Next, the researcher only selected soundtracks that contained lyrics.

Furthermore, the researcher obtained data from the soundtracks to analyze the textual elements and joined them with the video game's main storyline. Then, the researcher examined the cohesion and coherence aspects of the musical soundtrack. Finally, the researcher investigated how those soundtracks could implicitly assist the storytelling process of the game Metal Gear Rising: Revengeance.

3. Results and Discussion

3.1. Synopsis

After the global-scale war was successfully averted in the previous series, the world turned into something other than a utopia. Amid peace, some parties still take advantage of chaos and war for the firearms business. In this condition, Raiden, the protagonist, is ensnared again in a world order that has dramatically changed and assimilated with technology.

Raiden is a mercenary operating under the security company Maverick Security. Armed with experience in the FOXHOUND unit, he again risked his life for the safety of others. The world now appears remarkably different because technology has reached its peak. Nanomachines, body augmentation, and exoskeletons are everyday things in this universe. Therefore, the threat that arrives is perilous, considering that technology has given humans extraordinary abilities to fight. The military no longer relies on conventional firearms, but the development of robots, drones and even cyborgs continue to be encouraged.

One day, Raiden got the assignment to escort, N'mani, a prime minister from a fictitious country in Africa. At first, the mission went smoothly until armed terrorists attempted to kill the prime minister. This armed group succeeded in shoving Raiden, but with his cybernetic body and momentum, he could defeat all his enemies skilfully. However, who would have thought that when Raiden was about to save the president, he confronted a swordsman who was as skilled as him or even more? During this extreme condition, a gigantic man with heavy cybernetic modifications swung his sword and immediately took the life of the Prime Minister. His body was thrown from the moving train until it hit the ground. Raiden starts the fight in a rage but is intercepted by the mysterious swordsman, so they confront in a duel. Unfortunately, Raiden's ability could not make him overpower his opponent, so he was defeated, and his cybernetic body was heavily damaged.

After some time, Raiden was rescued by Maverick Security and is undergoing treatment. He also gets a new, more advanced cybernetic modification. Raiden learns that the mastermind behind the assailants in Africa is the work of Desperado, a dangerous organization engaged in illegal arms and military business. This group is considered remarkably dangerous terrorists. Not accepting the failure, the other day, Raiden endeavours to pursue in the footsteps of Desperado and the man who dominated him.

The results of the analysis of this study diverge into several elements, namely microstructure, mesostructure, and macrostructure. The researcher assumes that dividing into these 3 elements can provide an overview of the language and social context of the discourse

original soundtrack of Metal Gear Rising: Revengeance. The songs discussed were 7 from the Metal Gear Rising Revenge soundtrack created by Jamie Christopherson.

3.2. Microstructure

In the micro-structural analysis, the researcher restricts the focus to semantic elements by mapping the semantic meaning of each stanza of the selected song's lyrics. Then the semantic meaning group is associated with the storyline and social context in the real world.

Table 1. Figure of Speech's contained in Metal Gear Rising: Revengeance Original Sound Tracks

No.	Title	Metaphors	Symbolism	Personification	Rhetoric	Tautology	Hyperbole
1	Rules of Nature	8	6	1	-	-	3
2	I'm My Own Master Now	9	3	-	1	-	2
3	Stranger I Remain	4	3	-	-	-	3
4	Stains Of the Time	8	2	-	-	-	1
5	Red Sun	3	9	-		1	-
6	The Only Thing I Know for Real	6	9	-	1	-	-
7	It Has to Be This Way	2	7	1	2	1	-
Total		40	39	2	4	2	9

Based on observations of the song lyrics that make up the soundtrack of the game Metal Gear Rising: Revengeance, the researcher uncovered 96 items noticed as figurative language. The researcher grouped them into seven types of figurative language: metaphor, symbolism, personification, hyperbole, tautology, and rhetoric.

Table 2. List of Figure of Speech in Rules of Nature Song

No.	Lyrics	Figure of Speech	Connotative meaning
1	The time has come to an end Yeah, this is what nature planned	Metaphor	Getting closer to death
2	Being tracked by a starving beast	Personification	The natural law is that the strong prey on the weak
3	Looking for its daily feast	Metaphor	looking for food to survive
4	A predator on the verge of death	Metaphor	a hungry predator who hunts only to live tomorrow
5	Close to its last breath	Hyperbole	-
6	Rules of nature!	Metaphor	Nature Law
7	And they run when the sun comes up	Metaphor	Animals usually start hunting activities in the morning
8	With their lives on the line	Hyperbole	On the edge of death from starvation
9	(Alive) For a while	Metaphor	-
10	(No choice) Gotta follow the laws of the wild	Symbolism	depicts submission to the laws of nature
11	(Alive) With their lives on the line	-	-

No.	Lyrics	Figure of Speech	Connotative meaning
12	(No choice) Out here only the strong survive	Symbolism	depicts submission to the laws of nature

This song is played when Raiden faces the first boss, a two-legged war machine, Metal Gear RAY. The sentence structure of this lyric is typically arranged in declarative sentences. This sentence is utilized to define and provide information about MG Ray context. The song uses the dictions "predator," "beast," and "hunter," which are metaphors for Metal Gear Ray. Meanwhile, Raiden is reflected in the "prey" diction. In the semantic dimension, this song signifies a basic law of life: the law of nature, where everything only focuses on primitive instincts and survival. Here, MG Ray follows the AI (artificial intelligence) programmed to eradicate Raiden. This AI is analogized to instinct in the lyrics, "Gotta follow the laws of the wild." This lyric assembles the player to realize that MG RAY is unmanned and only follows the artificial intelligence embedded in it. Nevertheless, based on the storyline, Raiden can beat MG Ray effortlessly, so the researcher assume that the "predator" is the video game player himself.

Table 3. List of Figure of Speech in I'm My Own Master Now Song

No.	Lyrics	Figure of Speech	Connotative meaning
1	Born into a pack	Metaphor	Describes how a machine is created
2	There's no choice but take orders to attack	Symbolism	The machine has no consciousness just follows a pre-programmed
3	Locked up in chains, I get fed But the hunger still remains	Metaphor	Gradually the machine gains awareness and will of its own, but is still shackled to program commands
4	Not content to live this way Being led by the blind	Metaphor	Slowly this machine also adopts human morals. Do not accept all evil orders.
5	Got to plan my dispersal Time to leave them all behind	Metaphor	It's planned to fight back against its master
6	Breaking out of my pain	Metaphor	It was tormented because he could not do anything
7	Nothing ventured, nothing gained	Metaphor	Illustrate that how this machine has hope like humans
8	I'm my own master now Bear the mark of my scars Shedding blood underneath the stars But I will survive somehow	Metaphor Hyperbole	Illustrate that how this machine has hope like humans

This song is used for the theme of Raiden's battle against Blade Wolf, a robot equipped with the latest AI so that it can communicate and think. Just like the lyrics of the previous song, this second song still uses a declarative sentence model that functions to provide specific information and messages. The diction "Blind" and "Them" refer to the Desperado organization that created it with AI to obey and follow orders. Desperado is seen as an organization that only brings such futility that the lyricist uses "blind" diction. The hook section narrates Blade Wolf's effort to attain freedom of choice. All the pain and suffering it believes are things it has to pay for his freedom.

Table 4. List of Figure of Speech in Stranger I remain Song

No.	Lyrics	Figure of Speech	Connotative meaning
1	I've come here from nowhere	Metaphor	Describes the origin of Mistral from the country of Algeria
2	Across the unforgiving sea	Hyperbole	Describes how far and hard the Mistral journey is
3	Drifting further and further	Metaphor	Mistral lived from war to war
4	It's all becoming clear to me	Metaphor	Mistral begins to realize that she is a tool
5	The violent winds are upon us and I can't sleep	Metaphor	Describes the severity of war
6	Internal temperatures rising	Metaphor	She was getting used to the situation
7	And all the voices won't recede	Metaphor	Her sanity was disturbed because of the prolonged war
8	I've finally found what I was looking for	Symbolism	She accepts that war give her pleasure
9	A place where I can be without remorse	Symbolism	War and violence finally made her feel satisfaction and serenity.

This song is the theme of Mistral, a member of Desperado, a French national of Algerian descent. She was born in Algeria during the civil war in 1990. Her parents perished during the civil war, and she managed to kill the assassins. After that incident, she lived from one battlefield to the next so that she discerned that she felt alive solely on the battlefield, and only in terms of killing could he recognize her potential. This is illustrated in verse 1, "I have come here from nowhere, across the unforgiving sea," which reminisces that the Mistral is employed as mercenaries in various places. In the chorus, it is evident that Mistral does not care what conflict she is involved in. She will feel alive if she can be on the battlefield.

Table 5. List of Figure of Speech in Stains of the Time Song

No.	Lyrics	Figure of Speech	Connotative meaning
1	Wash away the anger	Metaphor	Monsoon wants to forget his past grudges and tragedies
2	Here I stand beneath the warm and soothing rain	Personification	Describes the setting of the meeting between Raiden and himself.
3	The droplets falling gently down on the terrain	Metaphor	Describes the setting of the meeting between Raiden and himself.
4	Wash away the sorrow, all the stains of time	Metaphor	Emphasizes that Monsoon has a past tragedy and trauma
5	But there's no memory, it's only dry inside	Metaphor	Monsoon doesn't want to remember the tragedy
6	In the mud and sinking deeper	Metaphor	The more he tries to leave his past behind, the more he remembers it
7	Into a peaceful life	Metaphor	
8	And it will come Like a flood of pain Pouring down on me	Metaphor	All of that past became a heavy burden on his psyche
9	And it will not let up until the end is here And it will come	Metaphor	He was desperate with his life
10	Through the darkest day In my final hour	Hyperbole	Until death gives him peace from his past trauma

No.	Lyrics	Figure of Speech	Connotative meaning
11	And it will never rest until the clouds are clear	Symbolism	
12	Until it finds my dreams have disappeared	Symbolism	

This song was played while Raiden met Monsoon, one of Desperado's elite members. This song's lyrics strengthen the story plot's narrative, where they confront each other in the middle of the rain. "In my final hour, and it will never rest until the clouds are clear. Until it finds my dreams have disappeared My dreams disappear." These lyrics accurately describe Monsoon, who is nihilistic and hopeless due to his past as a survivor of the genocide in Cambodia. Due to this incident, Monsoon believes humanity has a strong instinct to hunt to survive. For him, war is cruel parents but the best teacher. Ultimately, brutality is the answer to all tribulations and will continue to be passed down and believed by everyone instinctively.

Table 6. List of Figure of Speech in Red Sun Song

No.	Lyrics	Figure of Speech	Connotative meaning
1	Red sun Red sun over paradise	Symbolism	Describes the dangers that lurk and the greatness of nature
2	Golden rays of the glorious sunshine	Tautology	Describes the setting of the meeting between Raiden and himself.
3	Setting down, such a blood-red light	Simile	refers to a natural phenomenon known as sundowner
4	Now the animals slowly retreat To the shadows – out of sight	Symbolism	Describes that living things are powerless against nature
5	Arid breeze blows across the mountains	Symbolism	Nature also provides benefits and assistance to living things
6	Giving flight to the birds of prey	Symbolism	Nature also provides benefits and assistance to living things
7	In the distance machines come To transform Eden – day by day	Symbolism	Illustrates how industry is changing the face of nature
8	Only love is with us now Something warm and pure	Metaphor	Humans must return to their basic instincts
9	Find a peace within ourselves No need for a cure	Metaphor	Basic instincts and instincts for survival do not need to be denied
10	When the wind is slow And the fire's hot	Symbolism	
11	The vulture waits to see what rots Oh, how pretty	Symbolism	Nature gives, nature takes
12	All the scenery This is nature's sacrifice	Symbolism	
13	When the air blows through With a brisk attack	Symbolism	the law of nature, that one living entity is the food for another living entity, the strong overpowers the weak
14	The reptile tail ripped from its back - When the sun sets	Metaphor	
15	We will not forget the Red sun over paradise	Symbolism	

This song is the soundtrack when Raiden encounters Sundowner, a cyborg mercenary leading the fictional paramilitary organization Desperado Enforcement LLC. Regarding the macrostructure, the song "Red Sun" title represents human ambition and greed. This is reflected in the diction, which defines how human covetousness is part of natural law. Sundowner itself is also a reference to the famous natural phenomenon in California, known as the Sundowner Winds or The Californian Wildfire.

Table 7. List of Figure of Speech in The Only Thing I Know for Real Song

No.	Lyrics	Figure of Speech	Connotative meaning
1	Memories broken; the truth goes unspoken	Metaphors	
2	I've even forgotten my name	Metaphors	Retelling of Sam leaving his past as a person who fights for the justice
3	I don't know the season or what is the reason	Symbolism	
4	I'm standing here holding my blade	Symbolism	
5	A desolate place (place) without any trace (trace)	Symbolism	Tells about Sam's psychological condition which actually opposes what he is doing
6	It's only the cold wind I feel	Metaphor	
7	It's me that I spite as I stand up and fight	Symbolism	
8	The only thing I know for real	Symbolism	
9	There will be bloodshed	Metaphors	This psychological pressure made him think that his purpose in life was to kill
10	The man in the mirror nods his head	Symbolism	
11	The only one left Will ride upon the dragon's back	Symbolism	
12	Because the mountains don't give back what they take	Symbolism	depicts a warrior's bushido in Japanese culture called chugi or loyalty
13	Oh, no, there will be bloodshed	Metaphors	
14	It's the only thing I've ever known	Metaphors	
15	Losing my identity	Metaphors	To find out Desperado's motives, he must reach the highest rank but when it reaches him, he realizes he has no power to end the crimes they have committed.
16	Wondering, have I gone insane?	Rhetoric	
17	To find the truth in front of me	Symbolism	
18	I must climb this mountain range	Metaphors	
19	Looking downward from this deadly height	Symbolism	
20	And never realizing why I fight	Symbolism	

Nearly the same as Mistral, the theme of the title track of Sam Jetstream's battle exposes how Sam, a swordsman who upholds bushido and justice code, must finally submit to the person who overpowered him. This began when Sam still had a high sense of justice and often punished criminals without due process until, he was deliberately framed by an American senator to work under an underground criminal and paramilitary organization. Sam decides to decline the senator's invitation, but the senator forces him to fight, and he loses. So that as the losing dispute, Sam has no choice but to work with the senator. Ultimately, Sam felt he had lost his identity and was like an instrument to obliterate other people. However, no other assignment suited him besides killing with his sword.

Table 8. List of Figure of Speech in It Has to be This Way Song

No.	Lyrics	Figure of Speech	Connotative meaning
1	Standing here, I realize you are just like me	Symbolism	According to their respective versions, Senators Armstrong and Raiden have the

No.	Lyrics	Figure of Speech	Connotative meaning
	Trying to make history		same purpose: to change the world to be better.
2	But who's to judge? The right from wrong?	Rhetoric	They have distinct standpoints on human rights and freedoms. Nevertheless, they can apprehend each other.
3	When our guard is down I think we'll both agree	Metaphors	They believe that violence only constructs new resentments and problems.
4	That violence breeds violence	Tautology	
5	But in the end, it has to be this way	Symbolism	Armstrong and Raiden believe there are other routes to unravel the problem, but their current state requires them to eliminate each other.
6	I've carved my own path You followed your wrath But maybe we're both the same	Symbolism	
7	The world has turned And so many have burned But nobody is to blame	Symbolism	
8	Yet staring across this barren wasted land I feel new life will be born Beneath the blood-stained sand	Symbolism	Their warfare will bring destruction, but behind this devastation will give birth to change.

It has to be this way: a soundtrack to Raiden's last battle, which confronted Senator Armstrong. The title of this song describes a problem that cannot be solved other than using violence. As a Senator, Armstrong forced Raiden to understand that what he had been doing so far was to improve America. He dreams of America becoming a country where every citizen can realize and fight for his dreams. On the other hand, Armstrong considers people who do not fight for their dreams to be weak people who deserve to be preyed upon by stronger people. He also views wars and international conflicts as profitable, so he maintains these conflicts to sell weapons. Nevertheless, Raiden could not accept that idea and thought it outlandish, so there was no other way to finish off the senator to thwart his ideal. From this song, the context of the story of Armstrong and Raiden's dispute is clearly illustrated and reinforces things that cannot be explained in detail in the game.

3.3. Mesostructure

The seven songs dissected in this study are the soundtracks of a video game published in 2013, Metal Gear Rising. These songs are the theme music of the antagonists, produced by Jamie Christopherson and Logan Mader. Game aficionados responded positively to the MGR music soundtrack because it utilizes a different approach. Previously, the Metal Gear franchise was often presented with instrumental music. However, in the MGR series, the soundtrack of each antagonist is completed by lyrics that illustrate the antagonist character's philosophical point of view, past, and psychological state. In addition, the popularity of the MGR soundtrack peaked again in mid-2021. This was due to the appearance of the meme "Standing Here I Realize" which depicts Raiden endeavoring to punch the Senator but to no avail. The meme quickly dispersed in various mimetic communities in cyberspace and made fans aware that this song contained

substantial meaning. The mixture of memes, video games, and great music makes the soundtrack from MGR even more popular and accessible to many people.

3.4. Macrostructure

Metal Gear Rising is almost ten years old, and its popularity has grown long since the game was released. This old game is popular despite many similar game genres in the console market. At the beginning of 2013, the internet was not yet a staple of public consumption as it is now because, at that time, not everyone had access and money to buy a console and subscribe to the internet service. At that time, there were approximately 3 billion internet users Michael Kende (2014), while in 2023, internet users are estimated to have reached 5.1 billion users. The internet has contributed to disseminating the MGR soundtrack, making it accessible to many people. Then in 2021, many memes use the MGR soundtrack as a reference so that many content creators from various media platforms are interested in exploring and reproducing the meaning contained in the lyrics of the MGR song. So far, netizens glimpse the soundtrack as a monumental work. It enriches and strengthens video game presentations and messages not previously portrayed in video game storylines to make them more immersive (Cayari, 2022). This is a good combination because players feel united and empathize with the protagonist and antagonist characters portrayed. In addition, the music is composed adequately and attractively, giving the impression of being fast, boisterous, and vigorous. It fits Raiden's agile and unyielding character and also suits Raiden's enemies, who are special people with extraordinary abilities.

3.5. The Relationship of Fictional Elements and Reality

The MetaL Gear Solid franchise game has multiple notable themes. The main storyline of the MGS franchise is oriented towards world conditions threatened by a nuclear war between superpowers. This gives an implicit message about the dangers of war so that the audience perceives that there is a message of peace that Kojima wants to convey narratively. Most MGS story settings also use reality as a reference for forming the world in the story. It is described how America and the Soviet Union / Russia competed with each other in technology and military superiority, and ideological influence. The fifth series of Metal Gear Solid: Phantom Pain exhibits that the technology in the 60s in metal gear solid games has been able to perform surgery that can modify the human physical form similar to other people. So far, plastic surgery has been cosmetic and reconstructive, but the fictional technology told in the MG franchise has envisioned how humans could be cloned to create a superior race.

Nevertheless, cloning technology has not thrived since genetic engineering science is still reaping the pros and cons. This debate is not without reason because genetic engineering is considered to deviate from natural law and the concept of socio-cultural heredity (Adidi & Irabor, 2022). The genes of a human may be reproduced, but ideas and present civilization cannot be reproduced by the genetic code (Sarkar, 2022). Cloning, on the one hand, is also not following morals because it may require sacrificing the life of another individual. However, on the other hand, cloning is also asserted that it can save human lives (Rahmayumita, 2022).

The MGS franchise also reminds us of various conflicts in other countries. The story's narrative reveals that war can occur at any moment and therefore is manipulated by groups with specific agendas. For example, popular discourse depicts America as manipulating the issue of terrorism in order to intervene in specific countries. They control the oil industry in a country they claim is rife with terrorists. Thus, the issues presented lead to a concept in which humans compete in technology, economy, and influence to survive and be prepared to fight future conflicts. The researcher believes Kojima is inspired by several elements of our reality: technology, ideology, science, and culture. The discourse will not be free from specific influence and the author's beliefs about the world (Dijk, 2015; Putra, 2022a). The audiences efficiently empathise and relate to the discourse brought by Kojima because the portrayal practically depicts the actual world situation. Kojima also employed the term meme in the game narrative, which views an ideology as a means for human survival and should be transmitted to circulate forever in society. If memes or ideologies remain in society, they can control public opinion about a particular thing (Amanah, 2022; Putra, 2022b). Ideology is disseminated from one individual to another like a virus to survive; the more people acknowledge it, the easier the memes are dispersed through various media (Putra & Triyono, 2016).

In this study, there are multiple symbolism and metaphor. For language observers, primarily in semantics, symbolism and metaphor can be used interchangeably, but if dissected specifically, metaphor and symbolism have several dissimilarities. Symbols are physical representations of an object of cognition, views, culture, and feelings illustrated through written signs (Barsalou, 1995; Shavkatovna & Istamovna, 2020). Symbolism utilizes a linguistic object to represent another object in the semantic dimension. It appears similar to figures of speech, but symbolism portrays more complex ideas. These ideas refer to traits, emotions, and philosophical views that differ in each culture. For example, the lyrics of the song "Red Sun," "In the distance machines come to transform Eden," depicts a complex representation of human greed and the laws of nature. This concept is conveyed in the lyrics by utilizing a certain diction.

On the other hand, metaphor is a figurative language that uses elements of other diction to explain different things. Metaphors use comparisons more to create an affinity for meaning, while symbolism has more abstract ideas and tends to be difficult to explain without a certain context. The symbolic meaning is connected with language style in literary works, so metaphors, similes, and allegories are part of symbolism at different levels. Wardani & Soebijantoro (2017) scrutinizes symbolism through a semiotic perspective to assess its symbolism through the traditional processions and equipment used. Not only oriented toward objects or inanimate objects, but symbolism also has a close relationship with the physical movement and social habits (Ratnaningrum, 2011). Apart from that, this study focuses more on observing symbolism in language use so that the classification of the data obtained separates symbolism as a level of figurative language that describes more complex ideas.

The researcher discovered themes from the seven songs studied: war, struggle, freedom, nature and psychological conditions. The theme of war becomes the dominant theme and is often used in several figures of speech. Aspects of gold, glory and gospel no longer contrive today's warfare. Modern warfare has different concepts of approaches and techniques. War no longer has to involve real combatants on the battlefield, but war can also be made through

economics and ideology. In the Metal Gear Rising: Revengeance series, Kojima wants to provide an immersive picture of the current state of the world. War is no longer about military power. Modern wars can use replacement components to avoid confrontations that may result in loss. This is known as a proxy war which can disrupt the stability of a country, making it vulnerable to conflict, social distortion and misinformation. If we glance at the conflict between Russia and Ukraine, it is one of the proxy wars carried out by the west against Russia (Foster, 2022). Carrying out a confrontation with Russia consumes many resources and can trigger a third world war so that countries in conflict with Russia take advantage of countries bordering Russia to be exploited so that the country's stability continues to be disrupted due to threats from outside (Carpenter, 2022). The researcher found that the lyrics in the Metal Gear Rising game enrich the story elements because the lyrics explain the psychological dimensions of each antagonist character in the game. This allows players to understand and empathize with the motives of these characters. The music composer for Metal Gear Rising admits that the lyrics they composed were intended to provide different interpretations in poetic language so that they could describe the characters' deepest thoughts in the game (Nelson, 2022). Everyone will have a different interpretation of the artwork they enjoy. All of that is based on their aesthetic experience, so the researcher noticed that everyone has their impression of this song.

4. Conclusion

After dissecting the data and approximating it with relevant approaches and literature, the soundtrack of Metal Gear Rising: Revengeance enriches the story elements because the song lyrics provide additional explanations about each character's ideological point of view in the story. The researcher also found six figurative languages used in the MGSR song lyrics: metaphor, symbolism, personification, rhetoric and tautology, and hyperbole. The language style is used to beautify and give a poetic and aesthetic impression of the song's lyrics so that everyone who listens to it has a unique impression. In addition, the researcher concedes that this research has yet to fully carry out observations from a microstructural perspective, especially on syntactic elements. Moreover, the researchers have yet to provide further explanations about the aesthetic elements of each song to provide a more definite answer. The researcher recommends that future researchers examine the missing elements of this study so that they can provide answers to questions that have yet to be answered scientifically.

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