

## **FINAL REPORT**

# **THE FIGURATIVE LANGUAGE IN THE NARRATIVE TEXTS OF GENSHIN IMPACT GAME**



**To fulfill one of the graduation requirements for the D-III English Study Program  
Politeknik Negeri Sriwijaya**

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**D-III ENGLISH STUDY PROGRAM  
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## APPROVAL PAGE

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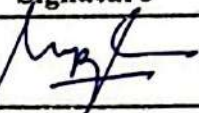
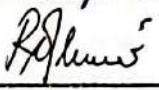


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## VALIDATION PAGE

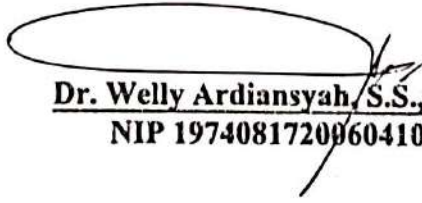
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## PLAGIARISM-FREE DECLARATION

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Palembang, 02nd April 2026



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## **PREFACE**

First of all, the writer would like to express sincere gratitude to God Almighty for His mercy and grace throughout the completion of this report. The writer would also like to extend heartfelt thanks to the first and second supervisors, for their valuable guidance, patience, and support in the writing of this report, titled “The Figurative Language In The Narrative Texts Of *Genshin Impact* Game.” Appreciation is also due to everyone who has contributed in any way to the preparation of this work, helping it become a coherent and meaningful piece of writing. The writer is aware that there may be shortcomings in this report, due to limited knowledge and experience. Therefore, constructive feedback and suggestions from readers and future researchers are highly encouraged. The writer hopes that this report will be beneficial to the academic community and serve as a useful reference for other writers in the future.

Palembang, 25 June 2026

Suci Wasilah Urwatul Zahra

## ABSTRACT

This study explored the types of figurative language found in the narrative texts of the video game Genshin Impact. Figurative language plays a crucial role in enriching narrative content, providing deeper meaning, emotional expression, and aesthetic value within a game's storytelling. By analyzing the game's narrative through a literary lens, this research aims to uncover how metaphors, similes, personification, hyperbole, and other figures of speech enhance the story's atmosphere, character development, and emotional impact. The qualitative method was applied using documentation and text analysis techniques. Each narrative excerpt including dialogues, story quests, and in-game books was examined, classified by type, and interpreted to reveal its figurative significance. The results were expected to help readers better understand and appreciate the complexity of video game narratives and support English Department students in developing analytical skills in literature and language studies.

**Keywords :** *figurative language, genshin impact, literary analysis, narrative text, video game.*

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