

CHAPTER V

CONCLUSION

5.1. Conclusion

Valorant represents multiculturalism in the video game by presenting a culturally diverse agent roster along with a wide variety of maps with unique characteristics that signifies their cultural heritage. The agents in Valorant come from various countries, representing a range of languages and cultural backgrounds. This intentional diversity is reflected not only in their character design and voice lines, but also in their unique abilities and personalities which is rooted in their respective cultures. Similarly, the maps are designed with elements that evoke the landscapes, architecture, and cultural heritage inspired by regions of the world. The Valorant Protocol in-game also highlighted interactions between people of different cultural backgrounds, which emphasized equality and mutual respect among people from all cultural backgrounds. To summarize, the game's portrayal of unity in diversity towards a common goal may raise more discourse to tackle issues of racism and discrimination. Although the diversity offered does not fully represent the vastness of multiculturalism in the actual world, it has become a significant step towards creating a more inclusive and culturally aware game, particularly in the FPS genre, which has previously lacked such representation. By incorporating multicultural elements in the game, Valorant allows players from various backgrounds to gain more representation in the gaming community which sets an example for current game developers to pay more attention to diversity and inclusivity by expanding the representation of diverse identities in interactive digital media.

5.2. Recommendation

For future research, it would be interesting to explore how the multicultural elements of *Valorant* affect players' views of culture and whether they impact interactions among players in global online communities.