

## CHAPTER V

### CONCLUSION

Ellie, the lead character in the video game *The Last of Us Part II* (2020), is the subject of the researcher's analysis of the data. The primary cause of Ellie's psychological trauma is identified by the author through some of the game's scenes, characters, and things illustrate the trauma. Ellie's internal conflict and psychological suffering are depicted, demonstrating the close bond between the characters. This chapter will include conclusion and recommendation to look back to the data that previously founded and what are the things that future researcher should consider analyze about this particular object.

#### 5.1 Conclusion

*The Last of Us Part II* (2020) is revealed to be more than just a revenge tale when viewed through the prism of Cathy Caruth's trauma theory. This psychological case study illustrates how trauma eludes comprehension, resurfaces as frightening symptoms, and breaks the self. Ellie's journey serves as an example of trauma as an unclaimed experience that destroys identity, defies narrative, and breaks time. Caruth's observations aid in describing the subtle yet potent influences that influence Ellie's behaviour and inner life. By portraying *The Last of Us Part II* (2020) as a profound meditation on memory, pain, and the ethical complexity of bearing witness to suffering—both our own and others they transcend their genre.

In *The Last of Us Part II* (2020), trauma plays a major role in forming the characters, their relationships, and the society they live in. The game examines how cycles of pain and devastation are caused by loss, aggression, and retaliation. The story offers a significant remark on the enduring psychological and emotional ramifications of trauma through Ellie, one of its protagonists.

There are three roots of Ellie's psychological trauma, those are fatherless, exposure to violence, and significant events associated with trauma. Every data collected must meet at least two condition consists of the cause and the outcome in order to be categorized as the key to Ellie's psychological trauma. In fatherless where an individual does not have a father figure to act as a role model or a moral compass, Ellie character meets these requirements. Through the way she acts and makes decisions shows her fatherless behavior. In exposure to violence, Ellie are both directly and indirectly involved in a violence situation thus it affects certain things including how she handles encounters with her opponent. There are the significant events associated with trauma, Ellie underwent a certain event in the story like when Joel as his father figure gave his guitar to her, since then the guitar acts as a key object that led Ellie to have a trauma at every part of the game, Ellie's long time exposure of violence, both by watching it and by being involved in it, and this experience has left her with a lot of unresolved trauma, Ellie's lack of a father figure, both in reality and emotionally, shows more than just not having a parent. It shows how being loved and hurt at the same time can break a person's sense of self.

After analyzing the videogame, *The Last of Us Part II* (2020) is a videogame that features a traumatic figure. These traits are shown through visual and characters

behavior namely Ellie as the main character. Ellie's intense fear of being abandoned, her inability to trust people, and her unrelenting quest for retribution in *The Last of Us Part II* (2020) which eventually results in her own suffering are some of the ways her trauma shows up. Even though she tries to achieve closure, she discovers that seeking revenge just makes her wounds worse rather than better. Ultimately, her path is about accepting tragedy, grief, and the challenge of surviving in a damaged world, not just about surviving. The terrible death of Joel, Ellie's father figure, is the main cause of her anguish. She feels a great feeling of loss after his death and is driven to seek revenge which illustrates Cathy Caruth's idea that trauma is not a past event but a *recurrent disruption* in the present. Ellie's quest for vengeance, however, simply serves to exacerbate her suffering rather than to cure it. She is unable to shake the memories of Joel's murder and suffers from intense nightmares and flashbacks. She becomes increasingly distant from her loved ones as a result of her physical and emotional wounds. She is aware of Joel's passing, but she still harbours love and a desire for forgiveness, which she finds incompatible with her unresolved feelings for him. She is stuck in perplexity and unable to find closure because of this paradox—knowing and not knowing.

Therefore, *The Last of Us Part II* (2020) features a complex and heartbreaking portrayal of psychological suffering through Ellie. Her storyline is a depressing reflection on how unrestrained grief and violence can drastically change a person's mental and emotional nature. The game makes players face the terrible effects of retaliation rather than praising it. In addition to being a story of grief, Ellie's story serves as a warning about what occurs when pain is permitted to fester in the

shadows of the human heart. Even though they are unseen, her psychological scars hurt more than any other wound. Ellie's experience of growing up without a father in *The Last of Us Part II* (2020) goes beyond just missing a parent; it reflects the deep psychological impact of trauma. Looking at Cathy Caruth's ideas, Joel's death acts as an unprocessed event that breaks Ellie's sense of who she is, leading to ongoing cycles of pain and loss. Her desire for revenge, her unstable self-image, and her emotional connection to Joel's guitar all show how trauma stays with her being unresolved, lingering, and constantly returning. In the end, Ellie's journey shows Caruth's main point "*trauma isn't something that fades away over time*". It is like a persistent echo from the past that changes who you are and how you understand the world. For Ellie, being without a father is not just one moment but a lasting condition, a quiet silence that stays with her, like a song that cannot be played anymore.

## 5.2 Recommendation

Based on the result and conclusions of the data analysis, the suggestions are made to develop the future research which can be seen as follow:

1. This present research discusses the psychological trauma specifically in the main character Ellie. Since this research mainly focuses on Ellie as the main character, I suggest to the researcher in the future to take a different point of view since there are a lot of interesting character with the same psychological issues. The connection between characters especially the vivid depiction of father and daughter connection between Joel and Ellie makes this object has a lot more to explore.

2. This research only focuses on the psychological trauma depicted in Ellie as the main character in *The Last of Us Part 2* (2020). I recommend to the future researcher who want to unravel this object further to analyze the symbolic meaning that appears in the game, for this paper is the iconic guitar and there are still many more stuff behind those objects.
3. In terms of topic regarding trauma, *The Last of Us Part II* (2020) actually have two playable or main character named Ellie and Abby who is the newly introduced character specifically for *The Last of Us Part II* (2020). I suggest to the future researcher to consider two of them at the same time because those two characters and the trauma they have is actually connected to each other and it will be very interesting to see the point of views of each character because those two are considered the main villain for their story.

