MORAL VALUES THROUGH THE VIDEO GAME CAMPAIGN OF *RESIDENT EVIL 6*

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Abstract

This study aims to achieve two main objectives. First, it identifies the types of moral values embedded in the video game Resident Evil 6 using the theoretical framework by Sulistyorini and Andalas. Second, it examines the relevance of these moral values in contemporary social and political contexts. Employing a qualitative descriptive approach, the research highlights how moral values serve as guidelines for ethical behavior and decision-making, particularly in addressing crises and upholding justice in modern society. Interactive media like Resident Evil 6 integrate these values, reflecting real-world ethical challenges. The findings reveal 17 moral values in the game, including individual values (e.g., responsibility, justice, honesty, obedience, sacrifice, respect, prudence, wisdom) and social values (e.g., empathy, perseverance for the common good, loyalty, helpfulness, fairness, tolerance, trustworthiness), alongside the religious value of faith. These values are expressed through character dialogues and actions. The study concludes that these moral principles remain relevant today, particularly in themes like leadership accountability, collective struggle, justice, cooperation, and ethical decision-making in global crises.

Keywords: Resident Evil 6, Moral Values, Video Game, Socio-Political Relevance

Abstrak

Penelitian ini bertujuan untuk mencapai dua tujuan utama. Pertama, mengidentifikasi jenis nilai moral yang tertanam dalam video game Resident Evil 6 menggunakan kerangka teori Sulistyorini dan Andalas. Kedua, mengkaji relevansi nilai-nilai moral ini dalam konteks sosial dan politik kontemporer. Dengan menggunakan pendekatan deskriptif kualitatif, penelitian ini menyoroti bagaimana nilai-nilai moral berfungsi sebagai pedoman untuk perilaku etis dan pengambilan keputusan, khususnya dalam mengatasi krisis dan menegakkan keadilan dalam masyarakat modern. Media interaktif seperti Resident Evil 6 mengintegrasikan nilai-nilai ini, yang mencerminkan tantangan etika dunia nyata. Temuan tersebut mengungkapkan 17 nilai moral dalam permainan, termasuk nilai-nilai individu (misalnya, tanggung jawab, keadilan, kejujuran, kepatuhan, pengorbanan, rasa hormat, kehati-hatian, kebijaksanaan) dan nilai-nilai sosial (misalnya, empati, ketekunan untuk kebaikan bersama, kesetiaan, kesediaan membantu, keadilan, toleransi, dapat dipercaya), di samping nilai agama iman. Nilai-nilai ini diekspresikan melalui dialog dan tindakan karakter. Studi ini menyimpulkan bahwa prinsip-prinsip moral ini masih relevan hingga saat ini, khususnya dalam tema-tema seperti akuntabilitas kepemimpinan, perjuangan kolektif, keadilan, kerja sama, dan pengambilan keputusan etis dalam krisis global.

Kata kunci: Resident Evil 6, Nilai-nilai Moral, Video Game, Relevansi Sosial-Politik

1. INTRODUCTION

Literary works, as defined by Fananie (2001), are creative expressions that reflect life, societal values, and emotions through artistic language. According to Minderop (2016), they not only entertain but also impart moral lessons. Damono (2018) expands this idea to include visual and symbolic narratives, such as video games, which feature storytelling akin to literature. Like literary genres, games span diverse categories—from action-adventure to survival horror, blending thematic depth with interactivity (Gunawan et al., 2017). As interactive media, they foster social awareness and ethical reflection by allowing players to navigate moral dilemmas (Hikmatyar, 2015; Puspitoningrum Encil, 2022). Through consequential choices, games act as engaging educational tools, encouraging self-reflection and reinforcing moral values.

Storylines, characters, and player decisions can all be used to communicate moral principles in media, ranging from video games. Sulistyorini and Andalas (2017) divide these values into three categories: individual (e.g., obedience, courage, willingness to sacrifice, honesty, justice, wisdom, respect and appreciation, hard work, responsibility, humility, careful in acting and trust), social (e.g., respect for opinions, being tolerant, democratic, friendly, polite, loyal, fair, helpful, cooperative, caring, harmonious, cares about the fate of others, never gives up on the common good), and religious (e.g., faith, piety, repentance). Michael Sandel (2020) condemns meritocracy for ignoring social justice and promoting inclusive policies focused on the common good, while Amartya Sen (2017) contends that justice, freedom, and equality should direct political decision-making to achieve collective well-being. In the end, political institutions must be founded on moral principles in order to establish just and equitable populations, giving substantive justice precedent above just procedural justice.

This study goes over the moral principles of Capcom's 2012 video game *Resident Evil 6* and how they relate to the current political and social climate. Based in Osaka and chartered in 1979 as I.R.M. Corporation, CapCom is a well-known Japanese publisher and game developer known for classic series like *Resident Evil* and *Street Fighter*. One of Capcom's most influential works is the *Resident Evil* series (1996), which is renowned for its originality in gaming. The study focuses on how *Resident Evil 6*'s story and themes reflect along with current matters. The purpose of this study was to inform readers about moral principles in the *Resident Evil 6* video game. How ethical beliefs relate to the cutting-edge political and social climate is the study's main issue. Therefore, the author took the title "Moral Values Through The Video Game Campaign of *Resident Evil 6*".

2. METHODOLOGY

Regardless of Creswell (2016), qualitative research is a technique for studying and appreciating the meanings given to many people or groups of people from social or humanitarian issues. Through in-depth descriptions from informants, a thorough, complex picture is constructed as part of a scientific process that looks at human issues in their social context (Creswell in Herdiansyah, 2014: 8). This method places a higher priority on deep awareness than on drawing wide inferences. This research study uses the *Resident Evil 6* video game, which CapCom launched in 2012, as a data warehouse.

The following are the methods used in the current study to obtain data:

    a.   Get information about CapCom, the developer.
    b.   Play the *Resident Evil 6* game.

c. Observe the dialogue between characters
d. Determine the results achieved and conclusions from the results of the video game.

3. FINDINGS AND DISCUSSIONS

In spite of discussing dialogues that the researcher perceives to be moral values of each type of moral value, the researcher aims to clarify the many moral value types utilized to define moral values in the *Resident Evil 6* game and their applicability to current social and political conditions.

a. Responsibility (Individual Morals)

> **Chris:** *"I can't keep running away. I have to face the truth, accept responsibility. That's the only way I'll ever remember. The only way I'll get my life back."*

(*Resident Evil 6*, CapCom 2012, Chris and Piers Campaign, Chapter 1)

In contrast to today's sociopolitical surroundings, and where leaders frequently avoid taking responsibility for scandals or failures, Chris's discussion emphasizes the moral worth of responsibility through honesty and accountability. Given that society expects leaders to own up to their mistakes, take corrective action, and grow, his position emphasizes that candor is not only a personal virtue but also essential to upholding faith in institutions.

b. Justice (Individual Morals)

> **Ada:** *"If you think I'm going to sit back and be your scapegoat, Simmons, you've got another thing coming."*

(*Resident Evil 6*, CapCom 2012, Ada Wong Campaign, Chapter 1)

By backing false charges and scapegoating, Ada's discussion exemplifies justice by preserving equality and fairness. This is relevant in the current environment, as systemic failures (like economic crises) are frequently attributed to opponents or barred groups. Her rebellion is a call for responsibility, opposing false narratives and championing the truth in public talks.

c. Honesty (Individual Morals)

> **Chris:** *"You wanna follow me around, fine. Just make sure you stay out of my way."*
> **Piers:** *"As long as you don't cross the line again, that won't be a problem. Ada's just playing with you. When are you gonna realize that?"*
> **Chris:** *"I'm not stupid enough to fall for her bullshit. You should have a little more faith in your captain."*

(*Resident Evil 6*, CapCom 2012, Leon and Helena Campaign, Chapter 2)

Chris and Piers' refusal to lie for a short-term gain, even at the risk of conflict, serves as a reminder of honesty in this exchange. It reflects the divided society of today, where people like Chris, who are in positions of authority, are viewed with skepticism, while others, like Piers, betray clashes of authority. Post-truth politics, in which interests frequently mislead the truth, is reflected in the conflict between manipulation and trust, as Ada does in their story.

d. Obedience (Individual Morals)

> **Piers:** *"Captain, we can't let them go!"*
> **Chris:** *"Our mission is to terminate the B.O.W.s."*

> **Piers:** *"But Neo-Umbrella is after them. Shouldn't we..."*
> **Chris:** *"I said, our mission is to terminate the B.O.W.s."*

(*Resident Evil 6*, CapCom 2012, Chris and Piers Campaign, Chapter 1)

The conflict between moral duty and slavish adherence to authority occurs in the discourse. Whereas Piers questions the moral grounds for their behavior, Chris stands for devotion and mission-first discipline. This is similar to real-world tensions between personal ethics and institutional duties, where social accountability and strict policies tend to clash. The conflict shows the conflict between humanitarian principles and hierarchy.

e. Willingness to Sacrifice (Individual Morals)

> **Chris:** *"Just stay with me! You're gonna be OK!"*
> **Piers:** *"I'm sorry... captain... I did it for the BSAA... ...For the future."*

(*Resident Evil 6*, CapCom 2012, Chris and Piers Campaign, Chapter 5)

As Piers transforms into a monster and gives his life to save Chris and finish their purpose, this dialog exhibits self-sacrifice. His action, which puts the greater good ahead of his own survival, is a testament to loyalty and accountability. Similar to this moral principle, frontline workers, activists, and troops now put their lives in danger for their cause, their nation, or social progress.

f. Respect (Individual Morals)

> **Jake:** *"What happened to your father?"*
> **Sherry:** *"His research killed him. By the time he died, his body had mutated so much he wasn't even recognizable."*
> **Jake:** *"I'm sorry. I didn't... I didn't mean to…"*
> **Sherry:** *"That's all right."*

(*Resident Evil 6*, CapCom 2012, Jake and Sherry Campaign, Chapter 3)

This dialogue highlights the moral value of respect, as Jake shows empathy and regret for unintentionally hurting Sherry, who responds with forgiveness. It reflects the broader issue of trauma from unethical scientific progress and underscores the importance of empathetic communication, especially in an era where personal tragedies are often exploited for political or media gain.

g. Careful in Acting (Individual Morals)

> **Ada:** *"The water's coming in fast. I'd better hurry. One slip and I'm going down with this sub."*

(*Resident Evil 6*, CapCom 2012, Ada Wong Campaign, Chapter 1)

The dialogue highlights the value of caution acting quickly but carefully to avoid disaster. It mirrors real-world crises like climate change or geopolitical tensions, where reckless haste or inaction both carry severe risks. Balance and vigilance are key.

h. Wisdom (Individual Morals)

> **Ada:** *"Simmons would never be foolish enough to show his cards. He and his Family want one thing - to stabilize and sustain the system they've created. But you… You want to destroy it."*

(*Resident Evil 6*, CapCom 2012, Ada Wong Campaign, Chapter 3)

Simmons' methodical and careful approach to system maintenance prioritizes long-term stability over impulsive decisions, echoing a timeless wisdom. This mirrors ongoing political and social tensions where leaders often uphold the status quo, resisting reformist

or revolutionary groups pushing for radical transformation. It highlights the broader struggle in contemporary movements between cautious conservatism and bold, disruptive change.

i. Caring about the Fate of Others (Social Morals)

> **Leon:** *"They escape the infection, only to die like this…"*

(*Resident Evil 6*, CapCom 2012, Leon and Helena Campaign, Chapter 3)

By highlighting empathy for people who have escaped previous threats only to face fresh ones, Leon's discourse exemplifies the social moral value of caring for others. It draws attention to structural flaws that expose people to hardships like hunger, violence, or insufficient safety. His remarks lament personal tragedy while critiquing social injustice.

j. Caring (Social Morals)

> **Leon:** *"Too many good agents have died here today… You're not getting added to that list."*

(*Resident Evil 6*, CapCom 2012, Leon and Helena Campaign, Chapter 1)

The moral importance of caring is demonstrated by Leon's compassion and resolve to keep Helena safe, which demonstrate his regard for sacrifice and refusal to permit more pain. This is relevant in today's social and political climate, as standing up to injustice and protecting the weak requires bravery and unity. His steadfast aide is a wonderful example of the value of solidarity and fortitude during catastrophes.

k. Never Giving Up for the Common Good (Social Morals)

> **Piers:** *"You owe it to them to remember, Chris! If you walk away now, then this was all for nothing!"*

(*Resident Evil 6*, CapCom 2012, Chris and Piers Campaign, Chapter 2)

Piers and Chris highlight the importance of perseverance, arguing that surrendering would nullify past sacrifices. Their emphasis on resilience for a collective cause prioritizes group commitment over personal hardships. This resonates with modern movements, like anti-corruption or justice protests, where steadfastness is crucial. The core idea is that quitting undermines shared struggle, and Piers embodies this unwavering stance.

l. Loyalty (Social Morals)

> **Leon:** *"Whatever you decide, sir, I'm with you."*
> **President:** *"I've always valued your friendship, Leon. It's time we take responsibility and end this mess."*

(*Resident Evil 6*, CapCom 2012, Leon and Helena Campaign, Chapter 1)

The conversation between Leon and the President in *Resident Evil 6* highlights loyalty as moral solidarity, not just blind obedience. Trust and sacrifice remain crucial in modern leadership and relationships, but loyalty must be balanced with discernment to avoid reckless fanaticism amid misinformation. Genuine fidelity should be rooted in ethical principles, not just financial or transactional motives.

m. Helpful (Social Morals)

> **Father of Liz:** *"Liz..."*
> **Leon:** *"Is that your daughter? All right, let's find her."*
> **Helena:** *"Leon, we don't have time to..."*
> **Leon:** *"We're making the time."*

(*Resident Evil 6*, CapCom 2012, Leon and Helena Campaign, Chapter 1)

Leon's moral integrity shines when he prioritizes helping a lost girl over strict deadlines, highlighting values crucial in today's divided world. His actions underscore the importance of compassion and unity in addressing societal neglect and bureaucratic inefficiencies. By choosing kindness over rigid adherence to rules, Leon becomes a model for driving positive change through cooperation and empathy.

n. Fair (Social Morals)

> **Piers:** *"You can't hide from your past, Chris, no matter where you go or what you do."*

(*Resident Evil 6*, CapCom 2012, Chris and Piers Campaign, Chapter 2)

Finn and Chris's dialogue highlights the moral imperative for accountability and justice, stressing that actions must face consequences rather than be overlooked. This is particularly urgent today, as leaders often evade responsibility for past injustices, such as corruption or human rights violations. True justice demands transparency and accountability, especially amid growing societal calls for fairness.

o. Tolerance (Social Morals)

> **Jake:** *"You know in the country I was born in, people think Uncle Sam causes most of the problems in this world."*
> **Sherry:** *"Yeah, sure, everyone loves to blame America for everything. We're not the bad guy, Jake. Look, these terrorists have unleashed bioweapons on our country, too!"*

(*Resident Evil 6*, CapCom 2012, Jake and Sherry Campaign, Chapter 4)

Modern political hostility is evident in Jake and Sherry's exchange, where criticism meets defensiveness instead of dialogue. Sherry dismisses Jake's critique of U.S. policies as unpatriotic, showing intolerance for differing views. Their interaction highlights how animosity replaces constructive debate, with empathy and open communication becoming scarce in today's polarized climate.

p. Trust (Social Morals)

> **Leon:** *"Chris, wait! We both want the same thing here."*
> **Chris:** *"All right. The BSAA will handle Ada. You take care of Simmons."*
> **Leon:** *"Chris. I know you'll do the right thing."*
> **Helena:** *"Are you sure we can rely on him?"*
> **Leon:** *"He's been in this as long as I have. I trust him."*

(*Resident Evil 6*, CapCom 2012, Leon and Helena Campaign, Chapter 5)

This dialogue highlights the value of trust, as Leon fully trusts Chris despite Helena's doubts. Such trust enables cooperation without oversight, crucial in critical situations. In today's context, it reflects the need for collaboration between institutions, like global efforts on security or climate change. Leon's rejection of Helena's skepticism also stresses avoiding polarization and building trust for the common good.

q. Faith (Religious Morals)

> **Leon:** *"Wish I believed God were looking out for us right now, but I think we're on our own."*

(*Resident Evil 6*, CapCom 2012, Leon and Helena Campaign, Chapter 1)

Leon's dialogue reflects a crisis of faith in times of political and social upheaval, mirroring modern struggles where injustice and conflict make divine presence feel distant. He represents those doubting whether religion still guides society or if humanity

must rely on itself. His story underscores how contemporary challenges test faith while urging reflection on its role in turbulent eras. The researcher has collected data on the types and quantities of moral values found in the *Resident Evil 6*. The results are shown below:

Moral Values	Kind of Moral Values	Quantity
Individual Morals	Responsibility (5 citations), Justice (4 citations), Honesty (3 citations), Obedience (2 citations), Willingness to Sacrifice (5 citations), Respect (1 citation), Careful in Acting (1 citation), and Wisdom (1 citation)	8 types of moral values and 22 citations
Social Morals	Caring about the Fate of Others (4 citations), Caring (3 citations), Never Giving Up for the Common Good (2 citations), Loyal (3 citations), Helpful (2 citations), Fair (1 citation), Tolerant (1 citation), and Trust (1 citation).	8 types of moral values and 17 citations
Religious Morals	Faith (1 citation)	1 type of moral values and 1 citation.
Total	**40 citations**	**17 types of moral values**

4. CONCLUSIONS

To sum up, *Resident Evil 6* (2012) examines a range of moral principles via the deeds and speech of its characters. On an individual level, it highlights responsibility, justice, honesty, sacrifice, and wisdom, reflecting real-world ethical dilemmas. Socially, it emphasizes solidarity, loyalty, fairness, and trust, key to maintaining harmony. The game also touches on religious morals like faith, questioning its role in crisis. These themes highlight ethics' ongoing significance in determining both individual and societal well-being by corresponding current sociopolitical issues.

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