

IMPACT OF TROPICO 5 GAMEPLAY ON POLITICAL PERCEPTION IN PLAYERS

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ABSTRACT

Games can be a medium of social criticism on politics and a tool for understanding our social conditions. Tropicico 5 offers city building gameplay combined with electoral politics systems and dictator humor. Players will take on the role of *El-Presidente*, the eternal president of Tropicico or the president's family dynasty and players will navigate between missions that must be completed while maintaining popular support above 50% so as not to lose elections day held every few years in the game's time. The impact of Tropicico 5 gameplay on players' perceptions on politics is what will be studied, along with how the gameplay affects that perception.

This study uses ludology to analyze how game mechanics in Tropicico 5 work and interact with each other, critical play and also procedural rhetoric to analyze how the process of political practices represented in the game can affect players' perceptions about politics outside the game.

Based on the data analysis conducted, it was concluded that the players experienced some changes in their political perspectives. Players' perspectives on the history of colonialism in Indonesia become more contextual in terms of understanding the motivations of colonialists, players perceive the abuse of the authority of state institutions as a problem rooted in authority that is too broad and must be limited, and players perceive diplomatic relations between countries closer to trade relations than solidarity between countries. The player's perception is influenced by mechanics in the game that uses persuasive techniques.

Keywords: simulation game, political perception, procedural rhetoric, ludology.