

THE USE OF LITERARY ELEMENTS AND NARRATIVE STRUCTURE IN THE VISUAL NOVEL FATE GRAND ORDER CHAPTER FUYUKI

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ABSTRACT

This study examines the use of literary elements and narrative structure in the visual novel Fate Grand Order Chapter Fuyuki. Using Freytag's Pyramid and literary element theory, this descriptive qualitative research investigates how classical narrative frameworks function in interactive digital formats. The data was collected through gameplay observation and supplemented by archived transcripts from GameFAQs. The findings reveal that the Fuyuki chapter successfully employs Freytag's five-stage dramatic structure consisting of exposition, rising action, climax, falling action, and resolution. The analysis identified five fundamental literary elements operating throughout the narrative: plot, character, setting, conflict, and theme. The plot provides causal event sequences where the appearance of the Fuyuki Singularity drives the entire story. Character development demonstrates psychological depth through Mash Kyrielight's transformation from uncertain Demi-Servant to confident protector and Olga Marie Animusphere's revelation of vulnerability beneath harsh authority. The dual-setting structure creates atmospheric contrast between Chaldea's order and Singularity F's chaos. Multi-layer conflicts operate simultaneously on external, internal, interpersonal, and thematic levels. The themes of betrayal, burden of responsibility, sacrifice, and hope emerge organically through character actions. From a literacy perspective, the semi-visual novel format enhances these elements through multimodal presentation, requiring simultaneous interpretation of text, visual design, and interactive mechanics. This research demonstrates that visual novels can achieve literary sophistication while developing new forms of narrative engagement appropriate for digital age literary.

Keywords: Visual novel, narrative structure, Fate Grand Order, Freytag's Pyramid, literary elements, digital literary

INTRODUCTION

Storytelling has long served as a fundamental pillar of human civilization, functioning as a powerful medium through which societies articulate and transmit their core beliefs, cultural values, and collective emotions across generations. In the twenty-first century, this evolution has reached a new frontier with the convergence of literature and digital technology, giving rise to novel forms of storytelling that synthesize textual narration with sophisticated visual design, immersive soundscapes, and interactive elements (Dewi & Grahita, 2020).

Among the various digital narrative genres, visual novels represent a distinctive form characterized by narrative-driven gameplay combined with visual and audio elements. Visual novels typically feature static or animated character sprites, background images, musical scores, and extensive text-based dialogue or narration. The core of visual novels lies in their structured narrative, which often unfolds through branching storylines allowing players to make choices that influence character relationships and plot progression (Pratama et al., 2017).

Fate/Grand Order, developed by Lasengle and published by Aniplex, exemplifies this synthesis of literary narrative and gameplay. Initially released in Japan in 2015 and localized into English in 2017, *Fate/Grand Order* combines role-playing game mechanics with extensive story chapters structured as visual novels. The game is organized around episodic story chapters known as Singularities, weaving together historical contexts, mythological figures, and imaginative reinterpretations of pivotal global events into an ongoing narrative (Peñate Domínguez, 2022).

Despite *Fate/Grand Order*'s widespread popularity and narrative sophistication, comprehensive literary analysis using classical theoretical frameworks remains limited. Existing academic discourse has focused on sociolinguistic features (Sembiring et al., 2023), game-based learning applications (Andrew et al., 2019), and cultural dimensions (Peñate Domínguez, 2022). However, studies that apply traditional literary theories to examine how classical narrative forms adapt to interactive digital media remain scarce.

The Fuyuki Singularity, also known as Flame Contaminated City: Fuyuki, serves as the narrative prologue of Fate/Grand Order. It introduces players to the central conflict: the collapse and corruption of human history. This chapter establishes foundational worldbuilding, presents key characters including the protagonist Ritsuka Fujimaru, Mash Kyrielight, and Olga Marie Animusphere, and poses emotional and philosophical questions that resonate throughout the story.

This study addresses three research questions: (1) How are literary elements presented in the visual novel Fate Grand Order Chapter Fuyuki? (2) How is the narrative structure of the visual novel Fate Grand Order Chapter Fuyuki employed? (3) What makes the visual novel Fate Grand Order Chapter Fuyuki meaningful from a literacy point of view? By analyzing the Fuyuki chapter through Freytag's Pyramid, a classical model consisting of five stages (exposition, rising action, climax, falling action, and resolution), this research demonstrates that visual novels can achieve literary sophistication comparable to traditional texts while developing new forms of narrative engagement.

METHODOLOGY

This research employed descriptive qualitative design appropriate for analyzing textual and structural features of narrative media (Creswell, 2014). The descriptive approach is chosen because it allows the researcher to analyze how the story develops through dramatic progression and how the literary elements of plot, character, setting, conflict, and theme are expressed.

The primary source of data for this research is the narrative text of the Fuyuki Singularity in Fate/Grand Order. This chapter presents the first major story arc, establishing the corrupted Holy Grail War in Fuyuki City. The text includes dialogues between characters, narration that frames the plot, and descriptive passages that provide context for the setting and conflicts.

Data collection was conducted by systematically documenting the narrative text of the Fuyuki Singularity as it appears in the game. The researcher played through the

chapter, recording dialogues, narrative descriptions, and thematic passages in sequence. This process ensured that the data reflects the actual experience of encountering the story in its semi-visual novel format. The primary focus was on text-based content, including character dialogue, narration, and descriptive text, as these aspects are essential for analyzing the narrative structure and literary elements.

To verify the accuracy and completeness of the collected data, the researcher also referred to a publicly available script from GameFAQs (2017), which provides a full transcription of the Fuyuki chapter. This process aligns with the methodology proposed by Bazeley (2013), who highlights the importance of using multiple sources of data to ensure reliability and comprehensive analysis in qualitative research.

Data analysis followed two main stages. First, narrative structure analysis categorized the story based on Freytag's Pyramid, a five-part dramatic structure consisting of exposition, rising action, climax, falling action, and resolution (Harun et al., 2013; Yang et al., 2021). The story was mapped onto these five stages to demonstrate that interactive narratives can follow the same dramatic flow as traditional fiction.

Second, literary element analysis identified five fundamental components: plot (the progression of events), character (analyzed through dialogue and actions), setting (interpreted as both physical environment and atmosphere), conflict (identified in both internal and external dimensions), and theme (analyzed as underlying ideas expressed through narrative patterns). Following Zunshine (2022), theme is understood as emerging from the reader's interpretation of recurring motifs.

DISCUSSION

The Narrative Structure of The Visual Novel Fate Grand Order Chapter Fuyuki

The analysis revealed that the Fuyuki Singularity adheres closely to Freytag's five-stage dramatic structure, as summarized in Table 1

Table 1: Narrative Structure Analysis of Fuyuki Singularity Based on Freytag's Pyramid

stage	section	Key event	Narrative fuction
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Exposition	Prologue + Section 1-6	Introduction to Chaldea; explosion at Command Room; emergency Rayshift to Fuyuki; meeting Mash and Olga Marie; establishing summoning circle	Establishes setting, characters, stakes, and mission objective
Rising Action	Section 7-10	Journey to Greater Grail; alliance with Caster; Mash's training; learning to use Noble Phantasm	Builds tension and prepares for final confrontation
Climax	Section 11 (Part 1-4)	Battle with Saber Alter; Lev's betrayal; Olga Marie's death; escape from collapsing singularity	Peak emotional and narrative tension with major reversals
Falling Action	Section 11 (Part A-C)	Return to Chaldea; revelation of seven Singularities; understanding the mission scope	Processes consequences and reveals new reality
Resolution	Section 11 (Part C)	Protagonist accepts Grand Order mission	Establishes new status quo and sets up larger story

The exposition establishes extensive context through introduction of Chaldea Security Organization and the catastrophic explosion that forces emergency deployment to be corrupted 2004 Fuyuki. The protagonist and Mash Kyrielight arrive in a burning city where they encounter corrupted Servants and shadow creatures. They meet Director Olga Marie Animusphere, who survived the explosion, and establish a summoning circle to maintain communication with Chaldea. This opening serves dual functions: introducing story elements while explaining the game's premises.

The rising action builds tension through escalating encounters with corrupted Servants. The formation of alliance with Cú Chulainn (Caster) provides tactical support necessary for survival. Mash's intensive training sequence culminates in unlocking her Noble Phantasm, a defensive ability called Lord Chaldea's. This breakthrough occurs through desperate necessity when Caster threatens the

protagonist, forcing Mash to prioritize protection over her uncertainty. Each battle advances both immediate plot progression and character development.

The climax delivers peak conflict across multiple dimensions. The physical dimension manifests in the battle with Saber Alter at the Greater Grail, whose overwhelming power represents an insurmountable obstacle. Mash successfully defends against Excalibur Morgan using her newly unlocked Noble Phantasm. The emotional dimension peaks with Professor Lev's betrayal, revealing he orchestrated the Chaldea explosion, and his torture of Olga Marie's consciousness by pulling her into the corrupted Chaldea, subjecting her to infinite suffering. This multi-layered climax forces protagonists to witness tragedy they cannot prevent.

The falling action processes consequences by returning survivors to Chaldea. Dr. Roman reveals the truth: seven massive Singularities threaten critical junctures in human history. What appeared to be resolution (Fuyuki cleared) transforms into recognition of larger crisis. The falling action provides space for emotional processing while maintaining narrative momentum through revelation of expanded stakes.

The resolution establishes new status quo as the protagonist formally accepts the Grand Order mission to repair human history by resolving all seven Singularities. The protagonist's transformation from accidental participant to committed defender completes a character arc while establishing foundation for future development. This resolution functions as threshold to ongoing narrative, demonstrating how serialized digital storytelling adapts classical structure for continuation.

The Literary Elements in The Visual Novel Fate Grand Order Chapter Fuyuki

The analysis identified five fundamental literary elements operating throughout the Fuyuki chapter, as detailed in Table 2.

Table 2: Literary Elements in the Fuyuki Singularity

Literary element	Example from the story	Function in narrative
plot	Appearance of Fuyuki	Provides central problems

	Singularity; Emergency Rayshift; Alliance with Caster; Battle with Saber; Lev's betrayal	through causally connected events
character	Mash Kyrielight (uncertain to confident); Olga Marie (harsh to vulnerable); Protagonist (civilian to Master)	Creates emotional depth and demonstrates psychological development
setting	Chaldea (order/control) vs. Singularity F (chaos/destruction)	Establishes dual environment reinforcing thematic contrast
conflict	External battles; Mash's self-doubt; Olga Marie's friction with protagonist; Order vs. chaos	Generates tension on multiple layers driving character development
Theme	Betrayal vs. trust; Burden of responsibility; Sacrifice; Hope in despair	Provides moral depth connecting to universal human concerns

Plot operates through causal progression where the appearance of the Fuyuki Singularity in the human timeline provides the central problem that drives the entire story. The explosion at Chaldea forces emergency Rayshift. Arrival in corrupted Fuyuki leads to discovery of twisted Grail War. Need for survival necessitates alliance with Caster. Training prepares for confrontation with Saber guarding Greater Grail. Lev's betrayal reveals larger conspiracy. Each event logically necessitates the next, creating momentum through interconnected consequences.

Character development employs strategic design suited to interactive format. The protagonist functions as player-insert character with minimal fixed traits, enabling identification. Mash Kyrielight undergoes significant transformation from uncertain support staff who questions her worth to confident protector. Her character arc revolves around discovering identity through purpose. The pivotal moment occurs during training when she unlocks her Noble Phantasm through desperate necessity, refusing to let the protagonist die. This breakthrough demonstrates that strength derives from bonds rather than inherent power.

Olga Marie Animosphere represents complex characterization. Initially harsh and dismissive (slapping the protagonist for falling asleep, demanding absolute obedience),

her character gradually reveals vulnerability beneath defensive anger. She inherited impossible responsibility following her father's death and faces constant political pressure. Her attempts at praise are awkward. Her death, revealed not as heroic sacrifice but cruel infinite suffering, is emotionally devastating. Her final words reveal lifetime pain: "No one ever valued me! Everyone hated me! I haven't even accomplished anything yet!"

Setting operates through dual-environment structure. Chaldea represents order and technological control, a sterile facility where knowledge promises mastery over fate. Singularity F embodies chaos and temporal corruption, a burning hellscape where flames consume everything. The burning city represents humanity's endangered future. The underground cavern where the Greater Grail resides adds symbolic dimension, descent into darkness functioning both literally (moving toward corruption source) and symbolically (journeying into hidden truths).

Conflict operates on multiple layers. External conflict manifests in combat with corrupted Servants and shadow creatures, providing immediate danger. Internal conflict adds psychological dimension: Mash struggles with identity crisis and perceived inadequacy. Interpersonal conflict generates character dynamics: Olga Marie's friction with protagonist gradually transforms into mutual respect. Thematic conflict explores philosophical tensions: order versus chaos, preservation versus destruction, hope versus despair.

Theme exploration addresses universal concerns through specific narrative context. Betrayal and trust permeates the narrative: Lev's calculated deception contrasts with bond formation among protagonists. Burden of responsibility operates through multiple manifestations: Olga Marie embodies crushing weight of inherited duty, while protagonist voluntarily accepts responsibility without qualification. Sacrifice manifests in varied forms: Mash's willingness to prioritize protagonist's survival, the unnamed Heroic Spirit who fused with Mash, Olga Marie's dedication receiving no reward. Hope in face of despair provides emotional foundation: continued action despite humanity's apparent extinction.

The Visual Novel Fate Grand Order Chapter Fuyuki Meaningful from A Literacy Point of View

From literacy perspective, the Fuyuki chapter functions as rich environment developing multiple competencies, as summarized in Table 3.

Literacy Type	Manifestation in Text	Educational Significance
Multimodal Literacy	Integration of text, visual art, character expressions, interactive mechanics	Develop ability to construct meaning across multiple modes
Narrative Literacy	Non-linear exposition; symbolic storytelling; character-driven information delivery	Requires active meaning construction and analytical skills
Cultural Literacy	Arthurian legend (Saber/King Arthur); Celtic mythology (Cú	Introduces cultural traditions through experiential engagement

	Chulainn)	
Critical thinking	Interpretation of motivations; evaluation of reliability; recognition of patterns	Mirrors cognitive processes in traditional literary analysis
Participant literacy	Dialogue choices; battle strategies; player agency	Transforms reading from passive to active co-creation

The semi-visual novel format requires multimodal literacy, simultaneous interpretation of text, visual design, character expression, and interactive mechanics. When Mash unlocks her Noble Phantasm, comprehension emerges from convergence: dialogue explaining determination, visual presentation of shield's transformation, and player participation through issuing command. This integration demonstrates how digital narratives require competencies for navigating multimedia environments.

Narrative literacy develops through sophisticated storytelling techniques. Exposition occurs non-linearly through character dialogue rather than authorial narration. Players learn about Singularities and Rayshift technology through conversations between Mash, Olga Marie, and Dr. Roman. Environmental storytelling operates symbolically: Chaldeas changing from blue to red communicates humanity's fate. Interactive participation transforms comprehension from passive absorption to active construction.

Cultural literacy emerges through engagement with mythological traditions. The adaptation of Arthurian legend (Saber's identity as King Arthur, Excalibur as legendary weapon) and Celtic mythology (Cú Chulainn as mentor figure) introduces cultural knowledge through experiential engagement rather than academic study. This approach creates entry points to cultural traditions for audiences who might not access traditional literature.

Critical thinking develops through interpretation demands comparable to traditional literary analysis. Players must interpret character motivations (recognizing Olga Marie's harshness stems from insecurity), evaluate narrative reliability (Lev's betrayal forces reinterpretation of previous scenes), recognize thematic patterns (repeated emphasis on bonds as strength source), and construct meaning from multimodal cues. Participatory literacy transforms players into co-creators of narrative experience. While major plot points remain fixed, dialogue choices affect character relationships and battle strategies demonstrate tactical understanding. This limited but meaningful agency creates investment. The protagonist's transformation mirrors the player's journey: beginning as outsider, gradually developing competence, ultimately accepting responsibility.

CONCLUSION

This analysis demonstrates that the Fuyuki Singularity successfully adapts classical narrative structure to interactive digital format while employing sophisticated literary elements. The research findings address the three research questions systematically.

Regarding literary element presentation, the analysis revealed that the Fuyuki chapter employs five fundamental literary elements with sophistication comparable to traditional literature. The plot provides causally coherent event sequences. Characters demonstrate psychological depth through meaningful transformation. The dual-setting structure creates symbolic resonance. Multi-layered conflict operates simultaneously on multiple dimensions. Themes emerge organically through character actions addressing universal concerns.

Concerning narrative structure employment, the findings confirmed that the Fuyuki chapter adheres closely to Freytag's five-stage dramatic structure while adapting it for interactive format. The exposition establishes extensive context, rising action builds tension through escalating challenges, climax delivers peak conflict across multiple dimensions, falling action processes consequences while revealing expanded stakes, and resolution provides closure while establishing continuation.

Regarding literacy significance, the analysis identified that the chapter functions as rich environment developing multiple competencies: multimodal literacy requiring simultaneous interpretation across channels, narrative literacy through sophisticated storytelling techniques, cultural literacy via engagement with mythological traditions, critical thinking through interpretive demands, and participatory literacy transforming readers into co-creators.

The study contributes theoretically by demonstrating that mobile visual novels represent legitimate literary texts worthy of academic analysis. The successful application of Freytag's Pyramid and literary element theory to interactive narrative validates that classical frameworks remain relevant for understanding contemporary storytelling.

However, this research acknowledges several limitations. The scope restricts analysis to the Fuyuki Singularity, meaning findings may not represent narrative complexity of later chapters. The analysis is based on English localization rather than original Japanese text, meaning certain nuances may be altered in translation. The study employs qualitative approach without incorporating empirical literacy development data.

Future research should examine comparative narrative structures across multiple Singularities, investigate cross-cultural differences between Japanese original and English localization, conduct empirical studies measuring literacy development through engagement with visual novels, and expand analysis to other visual novels to determine whether findings represent broader genre patterns.

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