

CHAPTER V

CONCLUSION

Based on the analysis, it can be concluded that Kirito has both internal and external motivation to attain his goal. His internal motivation of survival is not only because he wants to stay alive but also because he is challenged to win the game and winning the game means to survive. Moreover, Kirito's external motivation comes from influences outside of him. Kirito learns a lot of his motivation to survive through his journey in «Sword Art Online». He meets many kinds of people, friends, a lover, and enemies that motivate him to keep on struggling and do his best to beat the game. Kirito realizes that he must clear the game because he has the ability to do so. He knows that his close friends and all other players are really in dangerous situation and their life is threatened. It makes Kirito have a motivation to save his close friends and all players of «Sword Art Online». He feels that he has a responsibility to do it.

Kirito learns that his goals are not attained without movement, striving and effort. Thus in order to reach his goal, Kirito makes decisive effort to attain his goal. His efforts are classified into: identifying the problem, analyzing the problem, and struggling to win the game. At the start of the story, Kirito choose to be a solo player because he is unable to bear the heavy burden of Klein and his friends' lives. Kirito believes that it is more efficient to be a solo player so he can grow stronger in order to survive in «Sword Art Online». However, during his journey he realizes that he cannot continue struggling alone. He finds another

reason to survive with the help of his close friends and he even meets a lover in this deadly game who motivates him to clear the game. Kirito realizes that he must struggle not only for his own survival but also for saving his close friends. All of Kirito's efforts that are supported from his motivation are not useless because he is successful in clearing the game with the help of his friends.

It can be concluded that every hard working that is resulted from one's motivation is never useless as it is reflected from Kirito's motivation of survival experiences. He has a motivation that makes him work hard by struggling to reach his goal. He faces all of the problem and obstacle in his journey bravely. Finally, his goal to survive and clear the game comes true.

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APPENDIX I

BIOGRAPHY

Reki Kawahara was born in 1974 in Gunma Prefecture. During his college years, Reki Kawahara was in the Manga Studies Club. He drew manga and illustrations during his time there. Kawahara would often head to the arcade with his fellow members to play fighting games. He started playing online games in 1998, starting with *Ultima Online*. Kawahara also played *Ragnarok Online*, his most played game (although he stated *World of Warcraft* during Sakura-Con 2013), and *Phantasy Star Online*. Kawahara tried to draw manga but the work became too tedious as manga required too many things to do before getting his idea on paper. He claimed that he enjoyed coming up with stories instead of dealing with the fiasco in its entirety. Therefore, he started to take up writing.

In fall of 2001, Kawahara decided to apply for the 9th Dengeki Game Novel Grand Prix (Dengeki Game Shousetsu Taishou). He had no prior writing experience and only read other works. Kawahara finished *Sword Art Online* (SAO) in 2002, but he was turned down because it exceeded the page limit by 120 pages. Dengeki Bunko strictly forbids bending its rules. Kawahara didn't have the skills or will to trim it down, so he gave up at that point.

However, because of his lingering attachment to his work, Kawahara decided to post it up on his own website. “Kunori Fumio” is the pen name that Kawahara used when he wrote the web novel *Sword Art Online*. His work was

well received by his viewers which became his motivation to write further including a sequel. *Sword Art Online* inspiration came from online games. He felt it would be more natural to write about net games.

In 2008, Kawahara decided to write again for the Dengeki Light Novel Award with *Kyouzetsu Kasoku Burst Linker*. He reapplied because he was inspired by all the works he read from Media Works Inc., such as *Tokyo Shadow* and *Those who Hunt Elves*. Although he was required to trim his work again, he was able to meet Dengeki Bunko's requirements. Kawahara was successful in winning the magazine's Top Prize, the award goes from Top Prize, Gold, Silver, and then Bronze, and debuted as a writer at the age of 34.

The title was changed to *Accel World* because people commented the title sounded stupid and lame. The concept for “Accel World” came from fighting games. He thought it would be neat if people could turn the world into a fighting game just by thinking while in the middle of the street. However, it would be too dangerous to be spacing out in the real world, so he made the brain burst setting.

Right after his publication, his editor, Kazuma Miki, read *Sword Art Online* from Kawahara's website and decided to get it novelized. Miki is known for working on several popular works. He was in charge of numerous writers who have had their works animated.

- Kamazu Mamachi - *To Aru Majutsu no Index*
- Tsukasa Fushimi - *OreImo*
- Yashichirou Takahashi - *Shakugan no Shana*

- Yusaku Igarashi - *Nogizaki Haruka no Himitsu*

- Hitoma Iruma - *Denpa Onna to Seishun Otoko*

For *Sword Art Online* volume 2, Kawahara wrote using his experience playing MMOs. Kawahara played several online games, but he was never able to be a part of a high-ranking group. He envied those players, their equipment, and their reputation. This became his inspiration to write the second volume of *Sword Art Online*. He wanted to write from the perspective of an ordinary mid-level player, who shared the same feeling of admiration to those high-ranking players. For *Sword Art Online* volume 3, Kawahara stated he wanted to write a scenario where two people from the same house were both diving without either one knowing; hence, the "Fairy Dance" arc was written.

Accel World and *Sword Art Online* were both released in alternating months. This was possible for him because the *Sword Art Online* series had an original script in the first place. Kawahara stated that he enjoyed writing explanation scenes the most, but his editor warned him about them being too long. He would jokingly claim that he was Miki's robot.

Kawahara has been playing online games for about 10 years, probably since online games became popular in Japan. Despite his long history, he usually ends up playing alone. This is because he often played American MMOs, where he couldn't communicate with the party and they would get really angry with him.

He usually writes his novels at Family Restaurant. He doesn't write at home because he can't concentrate. If Family Restaurant were to disappear, he claimed

that he would retire. Kawahara states that he would work at Family Restaurant, and will finish writing his novels there. He wishes that by the time he reaches old age, full immersion technology would be developed. If it happens, he states he would be a senior gamer. He likes movies and films. He's currently enjoying *Star Wars: The Clone Wars* TV series.

APPENDIX II

SYNOPSIS

In the 74th Floor Labyrinth, Kirito had a battle with a Level 82 «Lizardman Lord». After defeating the monster with his four-hit Sword Skill, Horizontal Square, he recollected what occurred two years ago.

Klein asked for Kirito's guidance after presuming that the latter was among the one thousand participants of the «Sword Art Online Closed Beta». After Klein successfully defeated a «Frenzy Boar», he tried to log out because he ordered pizza. Failing to find the logout button, Kirito and Klein discussed the implications of the "unable to logout bug".

Without warning, the two were both teleported to the central plaza of the «Starting City». The Game Master Kayaba Akihiko informed them that the only way to log out was by clearing all one hundred floors of the floating castle of «Aincrad», and that death in-game spelled death in real life.

Kirito, realizing that there would be shortage of monsters near the «Starting City», urged Klein to leave the city with him. Klein then asked Kirito whether they could take his friends along. Kirito, unable to bear the heavy burden of Klein and his friends' lives, wordlessly disagreed. They parted ways after Klein decided to help his real life friends.

Almost a month into the game, 2,000 players had died. The remaining players were divided into four groups: players who could not accept Kayaba's terms and thus waited within Starting City for outside help, «The Army»

members, players who squandered their money and later joined The Army, and players belonging to various guilds. Only a mere fraction of those were solo players.

While returning home, Kirito successfully killed a super rare monster, «Ragout Rabbit», and teleported to Algade to sell the «Ragout Rabbit's Meat». He later decided against selling the Meat after talking with the shop owner Agil and meeting Asuna the «Flash»; sub-leader of the guild known as the «Knights of the Blood». He agreed with her cooking the ingredient in her house in exchange of giving her half the meat. Asuna then ordered her subordinates that she will be leaving for the day, displeasing her bodyguard, Kuradeel. Kuradeel directed his anger to Kirito after realizing he is a «Beater» (a combination of a «Beta tester» and «Cheater»). Asuna, disgusted with Kuradeel's actions, ordered him to leave once more. She ended the conflict by leaving with Kirito through the crowd.

Kirito journeyed with Asuna to her home in the 61st floor to cook the «Ragout Rabbit's Meat». Upon arriving, Asuna prepared the meal with her maxed out cooking skill. After enjoying the gourmet meal with the taste synthesized by the «Taste Reproduction Engine», Asuna later persuaded Kirito into forming a party with her.

An unhappy Kirito was waiting for the late arriving Asuna at their specified meeting place. Asuna, running away from her bodyguard Kuradeel, bumped into him while using a Teleportation Crystal. Kuradeel, who strongly disagreed of her recent actions, attempted to take her back to their guild headquarters. Kirito intervened for Asuna's sake and enters a 1-on-1 duel against

Kuradeel. Kirito easily won the match by breaking Kuradeel's decorated two-hand sword using the Outside System Skill, «Arms Blast». Kuradeel, enraged by his defeat, threatened to kill Kirito. Asuna ordered Kuradeel to return to «Granzam» to prevent things from escalating any further, and later apologized to Kirito for the trouble.

Kirito and Asuna were discussing each other's taste in clothing until Kirito noticed the movement of numerous flashing green cursors on his virtual scanner. The two of them hid themselves behind the trees, under Kirito's coat, as they watched the 12 players from the guild «The Army» march past. Asuna then informed Kirito about the change in behavior of «The Army». Both feared that «The Army» might try the suicidal task of challenging the yet to be discovered boss of the 74th Floor with no knowledge of the boss and with just 12 members. After the battalion moves past them, Kirito and Asuna headed into the Floor's Labyrinth.

The «Knights of the Blood» was known as the best guild in over a year; the leader of the guild, the «Man of Legend» Heathcliff, and the sub-leader Asuna the «Flash» were both renowned as two of the best warriors in Aincrad. Kirito thought about this as he was teaming up with Asuna against the common skeleton enemy: the «Demonic Servant»; both displayed their excellent teamwork with a skill known as «switching» against their common foe. As they mapped the dungeon, they soon came across the eerie-looking door of the boss room. After a few minutes of hesitation, they peeked inside and look for the dweller of the dark room; there, their eyes met with «The Gleam Eyes», the boss of the 74th Floor.

Asuna and Kirito took a break at the safe zone of the labyrinth; both of them eating Asuna's handmade sandwiches. After tasting a flavor that was similar to something to the outside world, Kirito took Asuna's hand and put her fingers in his mouth. Klein entered the safe zone and saw Kirito and Asuna together. Their conversation was later interrupted by the presence of the «The Army» troops. After claiming Kirito's mapping data, «The Army» troops marched away and into the labyrinth. Kirito and the group decided to follow after them after worrying that «The Army» may challenge the boss by themselves despite their earlier warning.

«The Army» had challenged the boss and was suffering from their mistake; crystal usage was prohibited in the boss room and «The Gleam Eyes» was blocking the exit. Kirito and the others entered to provide support. Backed into a corner, Kirito was forced to use his secret «Unique Skill», «Dual Blades». Never had anyone seen Kirito use such a skill like that, and Kirito managed to defeat the floor boss, with only a miniscule amount of Hit Points to spare.

The fallen Kirito awoken to find Asuna crying while holding him. The remaining members of «The Army» returned to their base to report the incident, and the honour of establishing the link to the next floor was left to Klein and his guild. Asuna decided to take a momentary break from «KoB» and thus planned to stay with Kirito for a little longer.

As the hidden unique skill «Dual Blades» was now known to the public and thus with a sudden rise in fame, Kirito went into hiding from the persistent crowd at the second floor of Agil's shop, waiting for Asuna to return from the

«KoB». A new problem arose when Heathcliff wishes to duel with the now famous Kirito for the sake of Asuna.

The grand event of the duel featured the two «Unique Skill» wielders: the «Dual Blades» vs. the «Holy Sword». Kirito accepted Heathcliff's challenge under the conditions that Asuna will be released to him if he wins, and joining the «KoB» if he loses. The match proceeded with each other whittling one another's life-span, with varying chances that the winner can be either one. The match ended with Kirito's loss, as «the Living Legend» performed an impossible move in which he moved at a speed that momentarily broke the game.

As Kirito was a man of his word, he joined the «KoB»; already disliking the blinding white uniform that was in contrast to his usual black coat. Much to Asuna's surprise, Kirito confessed about the tragic end of his first guild, the «Moonlit Black Cats», still believing that he was the trigger of their demise. Feeling his sorrow, Asuna comforted Kirito during his time of guilt.

On the first day on the job, Kirito had to attend a mandatory training course to present his skills. To his dismay, Kirito discovered that he had to work alongside with the last person he wanted to see: Kuradeel.

After Kirito relinquished all of his crystals following Godfree's order, the group adventured to the 55th Floor's Labyrinth. At the time of their break, Kuradeel attempted his assassination after lacing the drinking water with paralysis poison, killing Godfree and a second KoB member until the paralyzed Kirito was left alone. Before assaulting Kirito's Hit Points, Kuradeel revealed himself to be

one of the last remaining members of the worst Player Killing guild: «Laughing Coffin».

Despite the paralysis, Kirito struggled near to his death against Kuradeel and was rescued by Asuna, who had arrived in the nick of time to allow Kirito to recover. Demonstrating why she earned the name of the «Flash», she reaped Kuradeel's health near to its end before allowing him to surrender. However, Kuradeel took this moment of hesitation to overpower Asuna and kill her. To protect Asuna, Kirito ended Kuradeel's life by stabbing deep into him with his hand, using the Martial Arts skill «Embracer». At the end, Kirito told Asuna that he would offer his life to her, and will stay with her to the very end.

It was revealed that Asuna was monitoring the map while waiting within the KoB headquarters. Asuna and Kirito reported to Heathcliff about the incident, and temporarily left the guild with his permission. As Kirito did not want to be alone at the moment, he carelessly told Asuna that he wanted to be with her that night, which led to a comical chain of events that drew some attention to an interesting option on their virtual menu screen called «Moral Code Removal». After some time, Kirito finally unveiled his feelings to Asuna, and then he made his proposal to her for marriage.

Kirito and Asuna, now in the relationship of marriage in Aincrad, spend their newly-wed life at a small, round cottage on the 22nd Floor. Once again, both announced their love for one another.

Ten days have passed; both Kirito and Asuna, having pushed aside their fighting skill for the moment, decided to train their domestic skills; Kirito on

fishing, and Asuna on sewing. As luck would have it, Kirito seemed to have spent it all in getting Asuna to marry him as no fish would bite. They soon met a fisherman name Nishida, and decided to help him carry out a fishing event on a later day.

It was the day of the fishing event; not only was Nishida, Kirito, and Asuna were present, but a crowd was waiting attentively for the appearance of the local fish god. Nishida uses his highly-trained fishing skill to get the bite, and then «switches» for Kirito's superior strength. What they caught, however, was an enormous fish that could walk on land. Asuna soon killed the monster with ease. The event ended and so did their honeymoon, as they were requested to attend the boss raid by Heathcliff the following day.

Kirito and Asuna returned to the «KoB» headquarters to learn of the demise of a scouting party from Heathcliff; the room of the 75th boss was discovered, however no intel about the boss was obtained. Upon passing the gate, the boss room will isolate itself and the use of teleportation crystal will be prohibited. Despite the applied grim conditions, Heathcliff still planned to attack the boss with his strongest members and hope for the assistance of Kirito and Asuna.

Klein and Agil were amongst the group of high level players who gathered for the boss raid; including Kirito, Asuna, and Heathcliff. The tension rose as the man of legend led the group through the gate of the rare «Corridor Crystal», they trespassed into the boss room with 32 players and awaited the gate

to close behind. Within the isolated room, the battle commenced against the skeletal centipede that could kill a player with one strike; «The Skull Reaper».

The battle continued for over an hour until the fall of «The Skull Reaper»; the deadliest foe so far who easily eliminated 14 players. Everyone grieved about whether it was possible to complete the game, as the fatalities and difficulties will certainly rise in the coming battles. Suddenly, thanks to Kirito's intuition, the true identity of the immortal Heathcliff was discovered to be the creator, Kayaba Akihiko. After immobilizing everyone with the authority of the system administrator, Heathcliff decided to challenge Kirito with a one-on-one duel to the death for everyone's freedom, which Kirito boldly accepted.

The battle raged on with the unyielding actions of Kirito and Heathcliff; both accelerating their skills to an intense speed; and it continued until Kirito committed the mistake of trusting a skill guided by the system. As the match drew near to a close, an impossible event occurred: the last attack that would have ended Kirito's life was redirected onto the supposed immobilized Asuna, who shielded him. The attack depleted the last of her remaining health, and as the one truth imagined in this world, she perished in Kirito's arms.

With the loss of Asuna, Kirito lost his state of mind and fought with little care for his own life. After Heathcliff pierced Kirito with his blade and depleted the last of his Hit Points, the dying Kirito performed his last act by using Asuna's sword to kill Heathcliff. The battle resulted with the deaths of the two duelists and the friends of Kirito witnessing the destruction of both bodies. The infamous last boss was eliminated and thus the game was cleared.

Kirito found himself staring at the steel castle in another world alongside Asuna; watching as the game executed the Final Phase; the destruction of Aincrad. They were soon interrupted by the presence of Kayaba Akihiko; the man who started it all. After explaining his motives for the death game, he left the two lovers Kirigaya Kazuto and Yuuki Asuna, for the departed world.

Kirito was finally freed from the game. After finding himself in the hospital, he left his bed, with his body frail and weak, but he would not rest until he had Asuna back in his arms.