

**LARA CROFT'S SENSUALITY IN TOMB RAIDER 2013: AN AUDIENCE
STUDY ON HETEROSEXUAL MALE GAMERS IN SURABAYA
GAMERS COMMUNITY**

Abstract:

Women are often used as objects to satisfy men's pleasure and it can be seen in many aspects of life even in the form of virtual graphics. Video Game is an example of media that is often used. There are a lot of games with sexy female characters as the lead, which also function as men's pleasure. "Tomb Raider: 2013" is an action-adventure game with *Lara Croft* as the main character. *Lara Croft* is a female lead character that is mostly chosen by the player. *Lara Croft* is also the most recognizable female character and called as the most successful human virtual game heroine. "Tomb Raider: 2013" brings new concept of pleasure in the virtual world by showing strong and independent image of its character. Therefore, this research is conducted to analyze how the heterosexual male gamers tend to consider the *strong-female-character* on Tomb Raider: 2013 as sexual object by playing the game as the female character. The responses from the heterosexual male gamers are gathered through in-depth interviews. After gathering the responses, the concept of the Male Gaze by Laura Mulvey will be applied to examine them. The participant's responses will be associated into several categories; Schopophilia when the audience get satisfaction by looking; Narcissistic when the audience views on object on the screen as a surrogate of his or her, and Castration Threat when women referred as the other male. The result indicates that heterosexual male gamers tend to see Lara Croft's body as a sexual object.

Keywords: Castration Threat, Male Gaze, Narcissistic, Schopophilia, Sensuality