

3. CONCLUSION

The interactive-drama genre is a rich medium that can be used to analyze elements that also present in real life situations when human beings are given too much power, they become corrupt and the extreme form of this corruption is an extreme form of narcissism which can be referred to the term, God Complex. In the game *Detroit: Become Human*, the concept of God Complex and Narcissistic Personality Disorder can be applied to Elijah Kamski who invented the androids and prove that he is portrayed as a god-like figure within the narratives, meanwhile the theory of White Man's God Complex and the Impacts of Narcissistic Leadership can be used to prove the impacts of Elijah Kamski as a god-like figure.

God Complex and Narcissistic Personality Disorder (NPD) both involve feelings of grandeur, entitlement, and superiority. However, the God Complex comes from an unconscious fantasy of being godlike, while NPD is characterized by a need for praise and a lack of emotional depth. People with a God Complex act in ways that show they are distant from others and use trickery to stay in charge. These behaviors include self-effacement, aloofness, mystery, omnipotence phantasies, and having a controlling attitude towards time. Real-life examples show that these personality traits can lead to systemic oppression, racial violence, and more societal division. This shows how deeply these personalities affect both people and society. Through my analysis, I showed how Elijah Kamski is portrayed as a god-like figure within the narrative's society and how these impacted other characters through social inequality and societal instability.

Even though Elijah Kamski is only a minor character in the story, he is portrayed as a god-like figure in the text. This is especially accurate when we look at how humble he seems in public and people praise him because he made androids. But this way people see him hides a deeper, more subtle side of his personality. Behind the humble CEO persona, Kamski is shown to be detached from society, believing he is better than them and out of reach. His deliberate withdrawal from society and the sense of isolation he maintains reflect the defining traits of a God Complex—an unwavering belief in his exceptionalism and a conviction that no one can ever be on the same level as him. Through this analysis, I have demonstrated that despite his outward humility, Elijah Kamski's behavior and mindset reveal a hidden arrogance and superiority, making him a clear example of a God Complex in disguise.

Elijah Kamski's creation of androids, designed to serve humans without rights or recognition, plays a significant role in their marginalization and dehumanization, reducing them to mere tools to be exploited rather than acknowledging them as sentient beings with emotions and self-awareness. Kamski's belief in his own superiority, paired with his indifference toward the value of life outside his own, reinforces a societal structure where androids are treated as lesser beings, denied basic rights, and subjected to abuse. Additionally, as more and more androids are used in the workplace, humans are losing their jobs. This causes huge unemployment, unstable economies, and a growing sense of anger among people. This makes the gap between humans and androids even wider. This anger makes social inequality worse, leads to conflict that makes society unstable, and feeds a cycle of hatred and division that threatens societal instability.

From this analysis, it can be concluded that the game *Detroit: Become Human* serves as a warning and criticism towards modern society as the nowadays invention that has questionable morality. Which also shows that a product of a popular culture can be used as a social criticism game that makes people that played the game think about the moral effects of technology changing so quickly and about the morality of the products that shape our society by exploring ideas like artificial intelligence, autonomy, and exploitation. It shows how growth without responsibility can be dangerous and calls for a more thoughtful approach to making new technologies. The game not only entertains, but it also makes people think about the way of our modern world through its deep story and player-driven choice.