

**REPRESENTASI LOGIKA *OFFENSIVE REALISM* DALAM STRATEGI
'THE RUMBLING': STUDI KASUS PERTAHANAN PULAU PARADIS
PADA SERIAL ANIME *ATTACK ON TITAN***

ABSTRAK

Melalui pendekatan *The Aesthetic Turn*, kajian Hubungan Internasional kontemporer melegitimasi karya fiksi seperti anime sebagai instrumen yang valid karena memiliki kapasitas untuk membedah fenomena dan menguji sebuah teori melalui konstruksi naratif yang terencana. Berlandaskan hal tersebut, penelitian ini bertujuan menguji rasionalitas strategi 'The Rumbling' oleh Pulau Paradis dalam anime *Attack on Titan* menggunakan teori Realisme Ofensif John J. Mearsheimer. Penelitian berbasis kualitatif-interpretatif ini memanfaatkan data primer berupa narasi visual anime dan didukung oleh literatur sekunder. Hasil pengujian lima asumsi dasar Realisme Ofensif menunjukkan tingkat validitas yang berlapis. Asumsi anarki sistem internasional, kapabilitas militer ofensif, dan keberlangsungan hidup terbukti selinear dalam merepresentasikan tekanan struktural sistem internasional. Namun, asumsi ketidakpastian intensi hanya terpenuhi parsial akibat akses memori masa depan tokoh utama yang mengeliminasi esensi ketidakpastian itu sendiri. Sementara itu, asumsi aktor rasional tidak dapat diaplikasikan karena eksekusi 'The Rumbling' digerakkan oleh determinisme fatalistik individu, bias ideologis, dan pengambilan keputusan sepihak tanpa mandat institusi negara. Penelitian ini menyimpulkan bahwa Realisme Ofensif terbukti produktif dalam memetakan tekanan struktural pendorong agresi, akan tetapi tidak mencukupi untuk menjelaskan mekanisme keputusan spesifik di tingkat agensi. Temuan ini sekaligus mengonfirmasi relevansi *The Aesthetic Turn* dalam memfungsikan teks estetika sebagai laboratorium untuk menguji batas epistemologis teori Hubungan Internasional dalam konteks ini memperlihatkan dimensi rasionalitas yang luput dari definisi Mearsheimer.

Kata kunci: *The Aesthetic Turn*, Realisme Ofensif, *Attack on Titan*, Rasionalitas, Anime

**THE REPRESENTATION OF OFFENSIVE REALISM LOGIC IN THE
'THE RUMBLING' STRATEGY: A CASE STUDY OF THE DEFENSE OF
PARADIS ISLAND IN THE ANIME SERIES *ATTACK ON TITAN***

ABSTRACT

Through the Aesthetic Turn approach, contemporary International Relations scholarship legitimizes works of fiction, such as anime as valid instruments because they have the capacity to dissect phenomena and test theories through carefully crafted narrative constructions. Based on this, this study aims to examine the rationality of Paradis Island's 'The Rumbling' strategy in the anime *Attack on Titan* using John J. Mearsheimer's Offensive Realism theory. This qualitative-interpretive study utilizes primary data in the form of the anime's visual narratives and is supported by secondary literature. The results of testing the five basic assumptions of Offensive Realism reveal a multi-layered level of validity. The assumptions of international system anarchy, offensive military capabilities, and survival proved to be consistent in representing the structural pressures of the international system. However, the assumption of uncertainty regarding intentions was only partially fulfilled due to the main character's access to future memories, which eliminates the very essence of uncertainty itself. Meanwhile, the assumption of rational actors cannot be applied because the execution of 'The Rumbling' was driven by individual determinism, ideological bias, and unilateral decision-making without a mandate from state institutions. This study concludes that Offensive Realism has proven productive in mapping the structural pressures that drive aggression; however, it is insufficient to explain specific decision-making mechanisms at the agency level. This finding also confirms the relevance of The Aesthetic Turn in utilizing aesthetic texts as a laboratory to test the epistemological limits of International Relations theory; in this context, it reveals a dimension of rationality that is absent from Mearsheimer's definition.

Keywords: The Aesthetic Turn, Offensive Realism, Attack on Titan, Rationality, Anime