

ABSTRACT

Dewi, Maharani. 2017. The Simulation World in James Dashner's *The Maze Runner* Novel. Thesis. English Department. Faculty of Arts and Humanities. State Islamic University of Sunan Ampel Surabaya. Advisor: Itsna Syahadatud Dinurriyah, M.A

This study attempts to offer Jean Baudrillard's concept about simulation and hyper-reality happen in the reality. Regarding to those, James Dashner's *The Maze Runner* novel is suitable to be analyzed since it represents the simulation world which leads into hyper reality. This study uses qualitative method to analyze about simulation world describes in the novel and how the simulation world leads the individuals into hyper reality. World In Catastrophe Killzone Department (WICKED) is a company concern in simulation world experiment on teenagers to get the best survivor. It is created simulation world, like a giant maze called Glade, and hyper reality begin in that Glade.

Keywords: Simulation, Hyper-reality, Experiment

