CHAPTER 1

INTRODUCTION

1.1 Background of study

Literature is work of writing which deals with human imagination, human feeling, etc. Bennet and Royle state that literature is uncanny which has meaning a basic psychological disorder of what we think and we feel, it is concentration to sense of strangeness and mystery about unfamiliar feeling comes to the heart of familiar and on the contrary (34).

Literature is interesting to disccuss, because there is always something new in the literary work that is written with full of ideas and imagination. The readers can imagine how the author's feeling in the novel she or he reads. Although, some of literary works come from author's imagination, but as the readers sometimes we find the same cases or close relations of the literary work from the reader's life experience. Bannet and Royle state that, literature is also kind of writing which has close relation with uncanny aspects of experiences, thoughts, and feelings that can determine "the real" and "the fiction", even "the real" and "the literary" seem blend or combined into one (35).

Literary work is an author's creative thinking. The author writes the literature not only with what he feels, sees, and experiences in real life, but also imitates the idea from another literary work to create new literary work through the author's imagination. Literature represents life; and life is, in a large meaning, social

reality, even though the natural world and subjective world of the individual also been the objects of the literary "imitation" (Wellek and Waren 94). In other way, literature is one of the subject which deals with inner and outer factors of human life which are described through author's imagination. The author creates the literary work not only with the skill and creation ability at all, but also the vision, inspiration and imagination.

So, here literature represents the author's imagination, feeling, vision, inspiration, and ideas from their literary work to the readers in order to entertain the readers with their unlimited imagination through their literary work. Wellek and Warren state that the term literature seems best if we limit it to the art of literature, that is, to imaginative literature. Literature is also produced by imagination of the author. Literature is not just a document of facts or the collection of real events, because it may happen in the real life. Literature can create its own world as a product of the unlimited imagination (22).

There are several kinds of literature, such as poems, novels, etc. Tim Gillespie states that literature is a work of writing which deals with ideas of timeless and universal interest except artistry and power, it can be poems, stories, novels, plays, essays, memories and so on (75). This study takes a novel as the object of the research, because there are more sources that can be analyze than in drama, poem, and etc. According to Encyclopedia Britannica , novel is an invented prose narrative on considerable length and a certain complexity that deals imaginatively with human experience usually through a connected sequence of events involving

a group of persons in a specific setting. Within its broad framework, the genre of the novel has encompassed an extensive range of types and styles: picaresque, epistolary, Gothic, romantic, realist, historical to name only some of the more important ones.

There are a lot of authors write novels in a form of science fiction genre. One of them is James Smith Dasner who write about simulation world in the future. *The Maze Runner Series* is young adult dystopian novel written by James Smith Dashner. James Smith Dashner or known as James Dashner is an American novelist. He was born in Austell, Georgia on November 26th, 1972. His writing career began with his works entitled *The Jimmy Fincher*. Then, he continued his work with *The Maze Runner* series. The series consist of five novels, they are *The Maze Runner (2009), The Scorch Trials (2010), The Death Cure (2011), The Kill Order (2012),* and *The Fever Code (2016).* This study takes the first sequel in *The Maze Runner Series,* because in this first series a lot of explanation about simulation world compare to another *The Maze Runner* series. *The Maze Runner* published in 6th October 2009. This novel was adapted into a movie in 2014 and get two awards, the first in 2008, ALA Best Fiction for Young Adults, and the second in 2012, Young Reader's Choice Awards, intermediate grades. (https://en.m.wikipedia.org/wiki/James_Dashner)

The Maze Runner talks about a group of people who lives in the glade. Then, a boy come to the glade and change everything. His name is Thomas. Thomas and Teresa become keys to escape from the glade and maze that prison them. When

they escape from the maze, they find a controlling room which observe their life in the glade. When they want to attack the creator of the glade, a group of people come to save them. In the evacuation process, one of the helpers tell them that they are an experiment group created by WICKED. WICKED is a company concern in simulation world experiment on teenagers to get the best survivor. This company makes an experiment by using young people as their sample to test their immunity and to find the best survivor from the glade. The result of the experiment is to make their DNA as the formulation to increase human population. They just know that more than half of human in the world is annihilated because of the sun flare. It become the reason they are chosen as a subject of the experiment.

This study chooses *The Maze Runner* novel as the subject of the research because the novel talks about simulation world which leads into hyper reality. Simulation is something that represents something else, it is not a real thing. Simulation for Baudrillard brings people into a circular world in which the sign is not exchange for meaning, but merely for another sign as a result simulation is the active process of replacement of the real (Baudrillard 10). The procreation of simulacra leads to what Baudrillard saw as a new era of simulation in which all referents have been abolished, and the distinction between the real and its representational has collapsed. Simulation is a four step process of replacing reality: 1. Faithful: the image reflects a profound reality. 2. Perversion: the image masks a profound reality. 3. Pretence: the image masks the absence of a profound

reality. 4. Pure: the image has no relation to any reality, so it is pure simulacrum (Lechte 200). Simulation or known as simulacrum will lead to hyper reality after four steps in the simulacrum proccess fulfilled.

Real is variously defined as factual or actual. It is often identified by what is not supposed to be. It should not be imaginary, pretended, artificial, etc. Hyperreality melts these opposing concepts like, real and illusion, fact and fantasy, into one unified experience. It can be either realistic representation of fantasy or fantastical representation of the real. This is hard to define concept has been examined by various hyperreal theorists from various angles and at different points of time in history.

So, after reading novel entitled *The Maze Runner* by James Dashner, this study tends to analyze how the simulation world described in the novel and how the simulation world leads hyper reality described in the novel. In order to understand the simulation world in *The Maze Runner* by James Dashner, this study applies hyper reality theory from Jean Baudrillard to reveal how simulation world is described in the novel and how is simulation world lead to hyper reality in the *The Maze Runner* novel.

1.2 Statement of problem

Based on the explanations in the background of the study, this study formulates the statements of the problem as follow:

1. How is simulation world described in *The Maze Runner* by James Dashner?

2. How does simulation world lead to hyper reality in *The Maze Runner* by
   James Dashner.

1.3 Objective of study

Dealing with the statement of the problem above, this research has the
objectives of study as follow:

1. To describe the simulation world in *The Maze Runner* by James Dashner
2. To explain hyper reality in *The Maze Runner* by James Dashner

1.4 Scope and limitation

To avoid the vagueness, it is necessary to make a clear limitation into a narrow
scope, so the analysis can be clearly interpreted and understood. Moreover, the
analysis of this research should be more specific.

The scope of this study will focus in *The Maze Runner*. Then, this study will
focus in plot and narration of the simulation world in *The Maze Runner* using
Jean Baudrillard theory, hyper reality, in order to limit the analysis.

1.5 Significance of study

This study hopes that the result will be useful for English Department students
especially those who have focus in literature. This study can be used; first as an
understanding about science fiction genre and hyper reality theory from Jean
Baudrillard. Second, this study wants to make the readers more aware about

simulation world that may be happens in the future just like in *The Maze Runner* novel. This study also hopes that this research will inspire other researcher to observe more about *The Maze Runner Series,* and another literary works from James Smith Dashner.

1.6 Method of study

This sub chapter consists of four main discussion, there are research design, data and data source, procedure of data collection, and procedure of data analysis.

1.6.1 Research design

This study applies descriptive qualitative to describe and uncover the data which are related to the statements of problem. Fraenkel and Norman explain that the descriptive qualitative method aims to identify and provide a picture of an event, condition, or situation by using data in the form of words rather than numbers (105). Therefore, qualitative approach appropriates dealing with this research use hyper reality theory from Jean Baudrillard.

1.6.2 Data and Data source

The data of this research is taken from novel entitled *The Maze Runner* by James Dashner and the data sources are taken from e-books and journals that relates with the analysis.

1.6.3 Procedure of data collection

Here this study explained the technique of data collected as follow:

1. Reading and understanding whole the novel entitled *The Maze Runner* by James Dashner

2. Reading and understanding some books about Postmodernism, Simulation and Simulacra theory and related sources to support the research

3. Selecting and collecting the data from narration and conversation in the novel entitled *The Maze Runner* by James Dashner

1.6.4 Procedure of data analysis

This study analyzes the data collected by categorizing the data into two part sdealing with the statements of the problem. Then, each point is analyzed using the hyper reality theory that refers to the object of the study. The last, making the conclusion based on data analysis.

1.7 Definition of key term

1. Dystopia : A non existent society described in considerable detail and normally located in time and space that the author intended a contemporaneous reader to view as worse than contemporary society (Baccollini and Moylan 7).

2. WICKED (WORLD IN CATASTROPHE: KILLZONE EXPERIMENT DEPARTMENT) : A company concern in simulation world experiment on teenagers to get the best survivor (Dashner 207).