

CHAPTER I

INTRODUCTION

This chapter represents some points of the study. The first is background of the study. The second is the research problem. The third is objective of the study. The fourth is significant of the study. The last is scope and limitation of the study.

1.1. Background of the study

Nowaday, many new authors create a new world on a story which tells about nature destruction in a novel. Dystopian novel is one of the genre which describes the representation of the destruction of ecosystem. Dystopian generally describes the places and conditions of society that describe places of destruction and cruel government that always shows the fear and terror of the world that exists for citizens. Citizens, as government slavery without a proper salary, must complete what the government's aims and desires are.

The dystopian authors often write about environment degradation due to pollution, landfill pollution, deforestation, and other author's imaginations, such as landslides, earthquakes, tidal waves, storms, and forest fires. The dystopian authors usually tell about the portrayal of dystopian as the setting of time and place (Basu et al, 2013: 4). According to the setting place and time, the writer finds a novel which describes the harsh environment as the setting of places and the

advance technologies era as the setting of time in a novel titled is *Ready Player One*.

Ready Player One is a novel which was written by one of the famous writers from America. This novel was published in 2011, international bestseller novel which is adapted into film by Steven Spielberg, and received awards in 2012 International Booklist Editors' Choice: Adult Books For Young Adults. Ernest Cline as the author was born on March 29, 1972, Ashland, Ohio, U.S., American author, publisher, was followed by other fiction and nonfiction successes. He also founded the publishing house Crown.

Wade Watts is a teenager who is basically very fond of games and a big fan of Halliday. Life in 2045 is not easy, Wade also has a life that is not exactly fun. OASIS was the only place he could find happiness and comfort. James Halliday, the creator of OASIS (a virtual world that is worldwide) died. He left a will that immediately shocked the world. He has a legacy that is truly fantastic. But that legacy can only be obtained by someone who successfully completes the Hunt in OASIS to the end and gets an Easter egg. Easter egg hunters, called gunters, also competed with each other to be the first to conquer hunt. Not to mention about the existence of Sixer, the gunters work at IOI (a conglomerate engaged in global communications and the largest Internet service provider in the world).

This Sixer can justify various methods in order to win the hunt. In the middle of the hunt, there was a special bond formed between Wade, Aech, Artist, Daito and Shoto. Basically they do compete with one another. But they compete

fairly. Although there are terrible events that occur between them, such as environment destruction such as bombings to killings that lead to death. Staying in a virtual world like OASIS cannot be taken lightly. For Wade, this is not just hunting, but how he can save the virtual world where he is sheltering, and at the same time try to save the environment and people he loves in the real world. The only way for Wade to do it is to win the hunt.

Ernest Cline also created two different worlds in the story, Oklahoma City and OASIS. The depiction of the Oklahoma City district has a life in the real world that is no better than a place called OASIS. Between Oklahoma City and OASIS, there is video game technology that is damaging to the environment. Wade Watts must live in the conditions of two different worlds to save the environment. Wade Watts as the main character in the story has a way to survive in nature.

The writer of this study analyzes *Ready Player One* because it describes nature as a central issue. This study uses the theory of Greg Garrard's ecocriticism. Garrard has the concept of the relationship between literature and the physical environment. Ecocriticism concerns in nature and culture. The word "culture" expresses traditional mastery over phenomena created by humans. More than that, the ecocriticism has typical differences from other critical theory approaches. Usually, literary theory only analyzes the relationship between authors, literary works, and their surroundings. Most literary theories that translate the word "surrounding" are just a society. However, in an ecocriticism perspective, the term

"surrounding" may mean the entire world, including the nature and residence of animal-humans.

Furthermore, ecology deals with the study of organism in their natural home interacting with their surroundings. Simply put that ecology is about the surroundings or environment. The environment consist of other living organism and physical elements.. In dystopian literature, ecology in literature is the interconnection across the historical, political, human, technological and natural that is created from those interconnection. Ecology in this study is analyzed using Garrard's concept in ecocriticism. To analyze the ecology in recent literature ecocritically, the writer uses some dominant tropes namely Eco-Marxism and pastoral.

In this research, the writer finds the interesting thing about the novel which tells about Garrard's concept, especially the characters that depict Eco-Marxism and Pastoral. The main characters in this novel is Wade Watts as gunter and he is depicted to complete his mission in keeping environment. In this story, Wade Watts and The Sixer gunters who have different thought than others. They dare to compete each other to win the hunt. They can attract with their intelligence.

In addition, this study uses the ecocriticism Garrard's theory especially Eco-Marxism and Pastoral. Eco marxist observes Wade watts and The Sixer on achieving their in hunt. Pastoral observes citizens and IOI on achieving their in keeping environment.

1.2. Statement of the Research Problem

Connected with the background of the study, there is one question in the analysis of the text:

How is the representation of ecology using Greg Garrard's ecocriticism concept, such as Eco-Marxist and pastoral represented in the novel?

1.3. The Objective of the Study

Based on the research question, the objectives of the study are formulated as below:

To analyze the representation of ecology using Greg Garrard's ecocriticism concept, such as Eco-Marxist and Pastoral represented in the novel.

1.4. Significance of the Study

Theoretically, this research gives knowledge and much information to the readers about structural concept of human that the future of the nature depends on the culture and the value of society especially how close the relationship of human with the nature in a text. Meanwhile practically, it is expected to inspire the reader having a consciousness that the nature need to be kept by the human. Then, the other writers are capable of being further inspiring reference and add the knowledge of the reader especially students of English Study Program of Trunojoyo University.

1.5. Scope and Limitation of the Study

This study uses ecocriticism theory especially Eco-Marxist and Pastoral. It limitation of this analysis is the ecological issues which illustrate in Ernest Cline's

Ready Player One using the Garrard's theory of Ecocriticism. This the aims of this study is to find out the potrayal of interaction between young adult and the ecology. The story is taken from the novel *Ready Player One* by Ernest Cline.

