

# **CHAPTER I**

## **INTRODUCTION**

This chapter presents an overview of the study consisting five sections namely background of the study, statement of research problems, objective of the study, significance of the study and the last is the scope and limitation of the study.

### **1.1. Background of The Study**

The term of literature is more focused and restricted to merely imaginative works, which comes up from the imaginative mind. In other words, Literature is produced by imagination of the author. Klarer (2004: 1) state that in most of cases, literature is referred to as the entirety of written expression, with the restriction that not every written document can be categorized as literature in the more exact sense the word. Wellek and Warren (1963: 22) also said that the term of literature seems best if we limit it to the art of literature, that is, to imaginative literature. Besides, literature is not just a document of facts, it is not just a collection of real events though it may happen in the real life. Literatures can create its own product of the unlimited imagination.

The relationship between literature and film is very close, this is because there are many similarities between film and literary works especially novel. The difference between film and novel is the film is the media image (watched), while novel is a print media (read). In the past, an idea and someone's imagination can only be expressed through spoken language both directly and

in writing. With the rapid development of technology today, someone can convey ideas or work through visual media or film. With film media, a literary work can be enjoyed in a more real and lively way.

Film is a literary work in the form of audiovisual, the film is an embodiment of motion with light. To realize motion with light we need special tools that we usually call cameras. The film as a mass communication is a combination of various technologies such as photography and sound recording of art, both fine arts and literary theatre arts and architecture and music art. Whereas, the novel is a creative and imaginative literary work that summarizes the problems of human life that are complete with the existence of various kinds of life conflicts that provide readers with knowledge about life even if they are mixed with the ideas or imagination of the writer.

Nowadays, many films have been adapted from literary works especially novels, for example: "IT" by Stephen King in 1986 which was appointed as a film in 2017, "Divergent" by Veronica Roth in 2011 was appointed as a film in 2014, "The fault in our star" by famous writer John Green in 2012 and was made into a film in 2014 and many more. Hutcheon state that transformation of technology is a form of media transposition from printed media to audio visual media (Film). This form of media transposition is commonly referred to as an adaptation from one media to another (Hutcheon,2006). In the other word, the process of adapting a literary work as a novel into a film is called film adaptation. According to Hutcheon, Adaptation is an acknowledged transposition of a recognizable other work or work, a creative and an

interpretive act of appropriation, and extended engagement with the adapted work. (2006: 8). Moreover, adaptation is the process of changing one form of literature into another form of literature. This study analysed a novel that is adapted into a film using adaptation theory, which focuses on the adaptation process by paying attention to the Narrative Elements and Cinematography as two important aspects of literature and film. With this adaptation process, there will be changes, both addition and subtraction from novel to film, Such as adding or subtracting conflicts, adding characters, changing plots and settings or with various other changes. Besides, there is the vastness of context, this context to know how the story is received. From the context, it will know the process of adaptation on how demand of form in the context of time and place, society and culture, reception and creation, presentation and reception, this context known as vast and variegated in order to receive the adaptation of the story.

The study analysed "Ready player one" novel that written by Ernest Cline that released in 2011 and also "Ready Player One" Film From Steven Spielberg that released in 2018. It is a fictional novel that tells about life in 2045, people looking for an escape from their lives through a virtual reality entertainment world called OASIS. When the creator of the virtual reality world named OASIS died, he released a video that challenged all OASIS users to find hidden eggs. The inventor got a prize that given OASIS ownership to the first player to find a golden Easter egg that is locked behind a gate, which requires three keys. This game attracted a number of gunters or egg hunters in the end, there was a

gunter named Wade who won the challenge and he decided to run OASIS with other High five members.

This analysis was interesting because the source of data is "Ready Player One" novel and "Ready Player One" film. The novel is a New York time best seller novel and the film became the most successful film Warner Bros in China and received many awards such as Oscar nominations in 2019, BAFTA awards nominations, and many other nominations as well as BMI Film & TV award winners in 2018, golden trailer Award winners in 2018, International Online Cinema Awards winners (INOCA) in 2018, winner of the Las Vegas film critics society Awards, winner of the San Diego films critics society award in 2018 and became a visual effects society award winner in 2019. Besides that this novel reflects the events of what happened at this time, where the whole community began to play a games or video games until they forgot the time. Because they were focused on the games they forget to socialize with the environment.

The adaptation process has previously been discussed by Ana Rahmawati with the title of her thesis "Transforming the narrative elements from fitzerald into fincher's the curious case of Benjamin button ". Her research aims to transform narrative elements from short stories into a film. This present study actually using the same concept that is analyzing the intrinsic elements that change from novel into film using adaptation theory, but this latest analysis uses a different source of data. While Ana Rahmawati uses a short story and this present study using novel which of course with a different title. Moreover,

the purpose of the present study is to find differences or changes between the novel "Ready Player One" and the film through the adaptation process of Linda Hutcheon.

Based on the statement above, the writer analysed about how the process of adapting the narrative and the cinematography elements in the novel and film, and also the Vastness of context in the adaptation of "Ready Player One" novel and "Ready Player One" film. Here the writer uses the film adaptation theory from Linda Hutcheon.

## **1.2. Statement of Research Problem**

Based on the background of the study presented above, the research questions are stated as bellow:

- 1) How does the changing process of the narrative and cinematography element in the "Ready Player One" novel into "Ready Player One" film?
- 2) How does the process of adaptation in Vastness of context in "Ready Player One" novel and "Ready Player One" film?

## **1.3. Objective of The Study**

Based on the research problem above, the objectives of the study are stated below:

- 1) To explain the changing process of the narrative and cinematography elements in the adaptation of "Ready Player One" Novel into "Ready Player One" film.

- 2) To explain the transformation process of the vastness of context in “Ready Player One” novel into “Ready Player One” film.

#### **1.4. Significance of The Study**

This research expected to contribute and provide significance as follows: Theoretically, this study provided a better understanding of the theory of film adaptation. Especially the adaptation from novel into film, focusing on the adaptation of the intrinsic and cinematography elements and also using the vastness of the context in both of data. Then, helping students majoring in literature to apply the film adaptation theory to several literary works. This study also expected to give an overview how to adapt literary works such as a novel, short story, drama script into film to the adapter.

#### **1.5. Scope and Limitation**

The scope in this study is film adaptation theory, that focused on the application of adaptation theory that applies in the novel of Ernest Cline`s with title Ready Player One and Steven Spielberg`s film with the same title. Especially in the changing process of the narrative and cinematography elements and also the vastness of context. The limitation of this study is the narrative and the cinematography elements on the both of the data and also according to the context.