

## CHAPTER 5

### CONCLUSION AND SUGGESTIONS

This chapter is divided into two sub-chapters. The first sub-chapter contains the research's conclusion. The second subchapter is a suggestion for future study that explores utopian and dystopian settings in contemporary science fiction or *Ready Player One* as the object.

#### 5.1 Conclusion

First, the interaction between the different settings in *Ready Player One*, which are the real world and the *OASIS*, leads to the depiction of utopian and dystopian elements within the novel. The dystopian elements in the real world emphasized the utopian setting in the *OASIS*, and vice versa. The utopian elements that dominate the *OASIS* make it a perfect shelter from the dystopian real world. The Oklahoma City Stacks, the first real-world setting in the story is described as a gloomy residence where people live in stacking cramped trailers. On the other hand, the first setting inside the *OASIS*, LUDUS is presented as a heavenly place where people can live in peace and access free education.

Second, the utopian and dystopian settings had a big influence towards the themes of escapism in the novel. The theme of escapism existed because the dystopian real world created a need for the characters to escape, and the utopian world of the *OASIS* provides a shelter for the characters to escape to. The theme of power and control is created by the dystopian setting which presents a society

that is ruled by a corporation that has an underwhelming amount of power, and the utopian setting that has become a new way of life for the majority of people within the novel creates a desire for the corporation to take control over it and gain more power. The theme of identity is shaped by the utopian setting that allows everyone to fully customize their names and appearances and keep their real identity a secret. The utopian setting also allows everyone to engage with anyone they want, helping them establish bonds formed around common interests and values, thus creating a theme of community.

## 5.2 Suggestion

In this part, the author would suggest future researchers who are willing to use *Ready Player One* as their object of research. The novel has many elements that could be analyzed. Since the novel has been adapted into a film, the author would suggest comparing the differences between the novel and the film adaptation and how those differences impacted the overall message of the story.

