

CHAPTER I

INTRODUCTION

1.1 Background of the Research

. There are so many good qualities adaptation works that have amazed some fellow Film lovers whether they are new to the franchise or already read the source material. Not only film but play, television drama or soap opera and even video games have also been included as a medium of an adaptation works. The adaptation works also help to increase the popularity of that literary works. According to Bennet (2014), the relationship between movies and literary works is more symbiotic than parasitic. In the example, Baz Luhrmann *The Great Gatsby* adaptation in 2014 makes the book to top-selling fiction, even though the book was first published in 1925.

Adaptation can be successful and fail at the same time, it depends on how the director uses the source material, either he or she takes so much faith in the book or just throws it away, why because they do not trust the original work. In the writer's case, Steven Spielberg, director of the movie that I wanted to talk about, he might have done one of those. In one of his interviews, he answers the question of the interviewer "what was it about the story and these characters that made you want to make Ready Player One?". He answered that he loves the themes of the book about some teenagers who likes the competition, but struggles to decide what kind of world that he wants to live in, a "Real World" or "Escapist World" (Radish, 2018). He did love the source, but was he faithful to it? That was one of the reasons why I conduct the research.

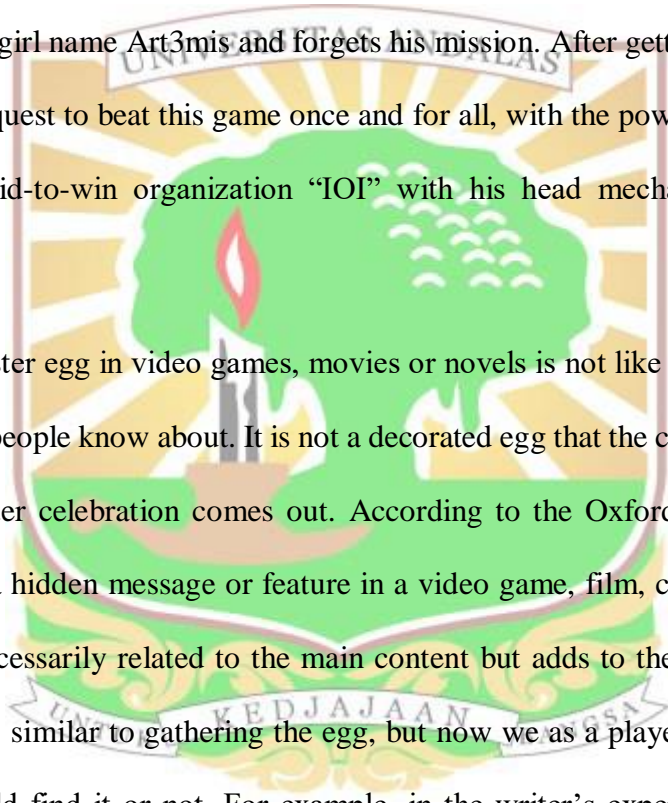
Steven Spielberg, an American film director, and producer, born in Ohio on December 18, 1946 (Barson) made his first career into cinematography when he was a teenager with his *Escape to Nowhere* that was released in 1962 and won the first prize at the film festival. He gained popularity with *classic* movies such as *Jaws* (1975), *E.T* (1982), *Jurassic Park* (1993). His commercial success comes from when he was directing the movie *Jaws* in 1975, according to Michael it was one of the highest-grossing films ever. This movie received a nomination for the Academy Award for best picture, and its terrifying soundtrack by John Williams won an Oscar. Besides his success, of course, there will be a failure, it happens when he made *1941* (1979) which received bad comment from film critic that said *1941* is not a spectacular comedy more like an unfunny comedy movie (Barson). He did make his comeback after this when he released the first series of Indiana Jones (*Indiana Jones: Raiders of Last Ark*) in 1981 and won his second Academy Award. “The most precious light is the one that visits you in your darkest hour”.

Back to the object of the research *Ready Player One*, Steven would not succeed without the help of the book written by Sci-fi author Ernest Cline. Cline also helped the process of movie-making as the screenwriter of the film himself. He was born in Ashland, Ohio, on March 29, 1972. As a child, Cline was captivated by video games as well as science fiction books and films (Course hero). As a person who was dealing with video games and the internet within his daily life and as a geek himself, he believed in technology might be evolve into a wide-open virtual world. This thought began to grow into a novel *Ready Player One* as we know.

The work itself talks about a teenager name Wade Owen Watts, who struggles to live on Earth to find himself a way to escape through the virtual world

name OASIS. A hyper-realistic virtual massive multiplayer online video games, where almost everything included such as virtual education, recreation, and prostitution, created by a geek developer James Halliday who has similar issues with him. To make the game more challenging, before Halliday dies, he sends a message to every player in the world that has hidden something beneath the game. It's called an Easter egg, to find the egg a player must find three keys and unlock three gates. Under the name of Percival, Wade goes on his hunt until he stumbles upon a virtual girl name Art3mis and forgets his mission. After getting dumped, he is back to his quest to beat this game once and for all, with the power of friendship he beats a paid-to-win organization "IOI" with his head mecha-Godzilla user Sorrento.

An Easter egg in video games, movies or novels is not like an "Easter egg" that common people know about. It is not a decorated egg that the children seek out when the Easter celebration comes out. According to the Oxford dictionary, an Easter egg is a hidden message or feature in a video game, film, comic book, etc. That is not necessarily related to the main content but adds to the entertainment. The concept is similar to gathering the egg, but now we as a player, the reader or audience would find it or not. For example, in the writer's experience when he noticed the bride on *Kill Bill Vol.1* (2003) wearing yellow spandex from Bruce Lee's last movies *Game of Death* (1979). Hutcheon (2006) also mentions an example of Easter egg in Peter David's *Spider-Man*, when Mary Jane watched *Interview with a Vampire* (1994) and creep herself out by seeing the little girl in the film. The joke is that little girl is Kirsten Dunt, who also played Mary Jane in *Spider-Man* (2002) by Sam Raimi.



Both the novel and the movies consists of Easter eggs, you can count them after you find them all, because there are so many Easter eggs or references you could find and you could not. The problem is when the reader finds an Easter egg in the novel, he or she noticed, while watching the movies, why that “egg” could not be found in the film? Is it not included or the director hides it in a special place. Easter egg in some works consisting might be references to the past pop culture or just recently, also jokes and features in some video games. According to Chen, the reader of *Ready Player One* he was a bit disappointed to the adaptation, because there are some major changes throughout the film, for example, the first challenge is completely different, and no characters mention *Joust*, *WarGames*, or *Rush* and that is just a few changes. The reason why the writer analyzing the topic is the "egg" from the novel and adaptation is so different and how Spielberg’s adaptation is so successful even though there are many changes. According to *Ready Player One* IMDb page the film grossing almost six hundred million dollars in theaters only which already profits more than four hundred million dollars from its initial budget. Those are the reasons why the writer doing this research. To analyze this Adaptation the writer uses the theory of adaptation by Linda Huthceon.

1.2 Identification of the Problem

The alterations between the medium and its source material can be said "uncountable" figuratively in detail because it is different from each of the audience perspectives. The alteration includes the plot, characters, setting and those include Easter egg as mention by the writers himself. The alteration happens because the process of transferring the source material into a medium has to be filtered and also director’s intended purpose to do remaking.

Cline's novel features the nostalgic vibes for some 80's people that associated with popular culture at the time. It includes film, music and also video games that Cline's had live within his childhood life. However, in the film, Spielberg not only included some trivia from the '80s but also 90's until recent events. This kind of alteration makes the writer wonder, why Spielberg makes some big change into his adaptation.

Easter eggs have important roles to distinguish the popular culture and literally, the story itself is about hunting "Easter eggs". The writer wants to analyze how Spielberg represents those as such and the motivation behind it.

1.3 Scope of the Research

In analyzing Ready Player One and its adaptation, the writer focuses on the alteration of popular culture features on both sides, although the differences can also be seen in Setting, Plot, and Characters. Further, the writer wants to analyze how it will affect the communities around the book and its film. To begin with the research, the writer needs to compare the data between the book and its adaptation to find similarities and differences.

1.4 Research Questions

The questions that will be answered by the writers are:

1. What are the alteration of the Easter Eggs in adaptation and how they affect the film and literature critics alike?
2. What are the economical and personal motives of the director to make a big alteration from its source material?

1.5 Objectives of the Research

The purposes of this research are such follows:

1. To analyze the alteration of the Easter Eggs in adaptation and how they affect the communities.
2. To uncover the economical and cultural motives of Spielberg in making some big changes in his adaptation.

The obvious marks that make this observation is different to other are its object and pop culture is essential to this research, particularly American's. There are some researches that also study the motives of director but none Steven Spielberg. There are some similarities in how conduct the research but there are no plagiarism in the content of the research.

