CHAPTER IV

CONCLUSION

There are two main topics that have been discussed in this study. First, it is about simulation world happen in *The Maze Runner*, simulation world describe with four stage of hyper-reality process. Second, it is about simulation world leads into hyper-reality in *The Maze Runner*. Those two main topics are related to the statement of problems.

Simulation world is the major theme in *The Maze Runner* novel written by James Smith Dashner. Simulation world in *The Maze Runner* novel is called as Glade, and people who live there are called as Gladers. In the story, the simulation world will lead people who live there into hyper reality.

There are several stage in order to accomplish hyper reality process; it is the reflection of a basic reality, it masks and perverts a basic reality, it masks the absence of a basic reality, and it bears no relation to any reality. Those step of simulation world will lead Gladers into hyper-reality.

Simulation world is the reflection of a basic reality. This is the first stage in hyper-reality process. In *The Maze Runner* novel simulation world reflects a basic of reality. The basic of reality here means that a reality in the real word is reflected by the simulation world. Here, the basic of reality is reflected with a name, a memory, and the weather as well as the reality in the real world. In this step, the simulation

world still reflects the reality in the real world in order to make people who live there are feeling comfortable.

Simulation world masks and perverts a basic reality. This is the second stage of hyper-reality process find in *The Maze Runner* novel. Here, the basic of reality masks and perverts by simulation world as the copy of reality, but the reality still exist. It is explained by a Changing process happen in Glade. Gladers who get stung by Grievers will pass a Changing process and they will get their memories back about a real world. Those memories bring them back into their old life before they are sent into Glade. Those memories are temporary memories. They will loss their memories after they get a Serum from Creators of Glade. Creators are trying to mask their real memories through Changing process, confusing Gladers, so Gladers will get a pervert ideas and lead them into the third satges of hyper-reality process.

Simulation world masks the absence of a basic reality. This is third stage of hyper-reality process find in *The Maze Runner* novel. Here, simulation world masks the absence of reality in the real world. The absence of reality shows by Gladers who start questioning about their old life through Changing process. They are enjoying their life in the simulation world, because they realize that it is better than live in the real world. Gladers already accept that, and do not want to return in the real world.

Simulation world bears no relation to any reality. This is the last stage of hyper-reality process find in *The Maze Runner* novel. The last stage of hyper reality is explained when Gladers already accept that the simulation world is a world they choose to live, then hyper reality process is accomplished. Because, when the reality

has no longer become a reality, and the copy of reality become real then its reality, the process of hyper reality is accomplished. Gladers does not want to back to their real world because the simulation world is better than the real world.

Therefore, simulation world in the last stage leads Gladers into hyper reality. The Creators of Glade give them a world where everything is just the same as the real word. Those make Gladers are enjoying their life in Glade, then they refuse to go back to the real world, because the Creators show them, the real world is worse than the simulation world. When people enjoying simulation world than its reality, hyperreality is accomplish, because hyper-reality is a condition when people are more enjoying live in a simulation than live in a real world.