



**THE HYPERREALITIES IN CYBERPUNK NOVEL *FREE TO FALL* BY
LAUREN MILLER**

THESIS

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**ENGLISH DEPARTMENT
FACULTY OF LETTERS
JEMBER UNIVERSITY
2015**



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THESIS

A thesis presented to the English Department,
Faculty of Letters, Jember University
As one of the requirements to obtain
the Award of Sarjana Sastra Degree
in English Study

Written by

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**ENGLISH DEPARTMENT
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DEDICATION

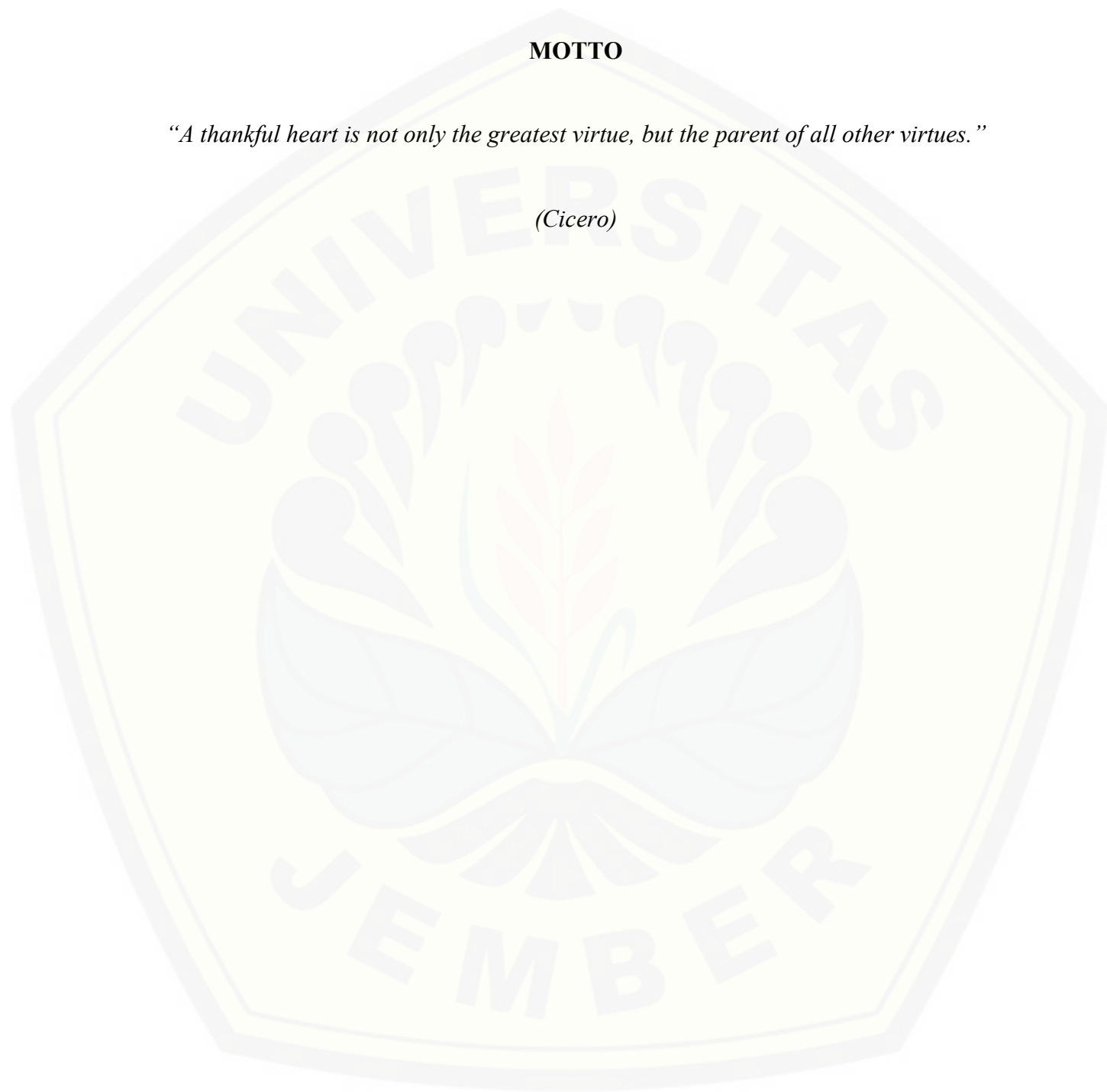
I sincerely dedicate this thesis to:

1. My dearest mother, Sri Zaini, who always encourages me to finish my thesis and gives the best for my life, I love you so much;
2. My greatest father, Gatot Pitono, who always supports me every time, I love you;
3. My Alma Mater.

MOTTO

“A thankful heart is not only the greatest virtue, but the parent of all other virtues.”

(Cicero)



DECLARATION

I hereby state that this thesis entitled **The Hyperrealities in Cyberpunk Novel *Free To Fall* by Lauren Miller** is an original piece of writing. I declare that the analysis and the research described in this thesis have never been submitted for any other degree or any publication.

I certify to the best of my knowledge that all sources used and any helps received in the preparation of this thesis have been acknowledged.

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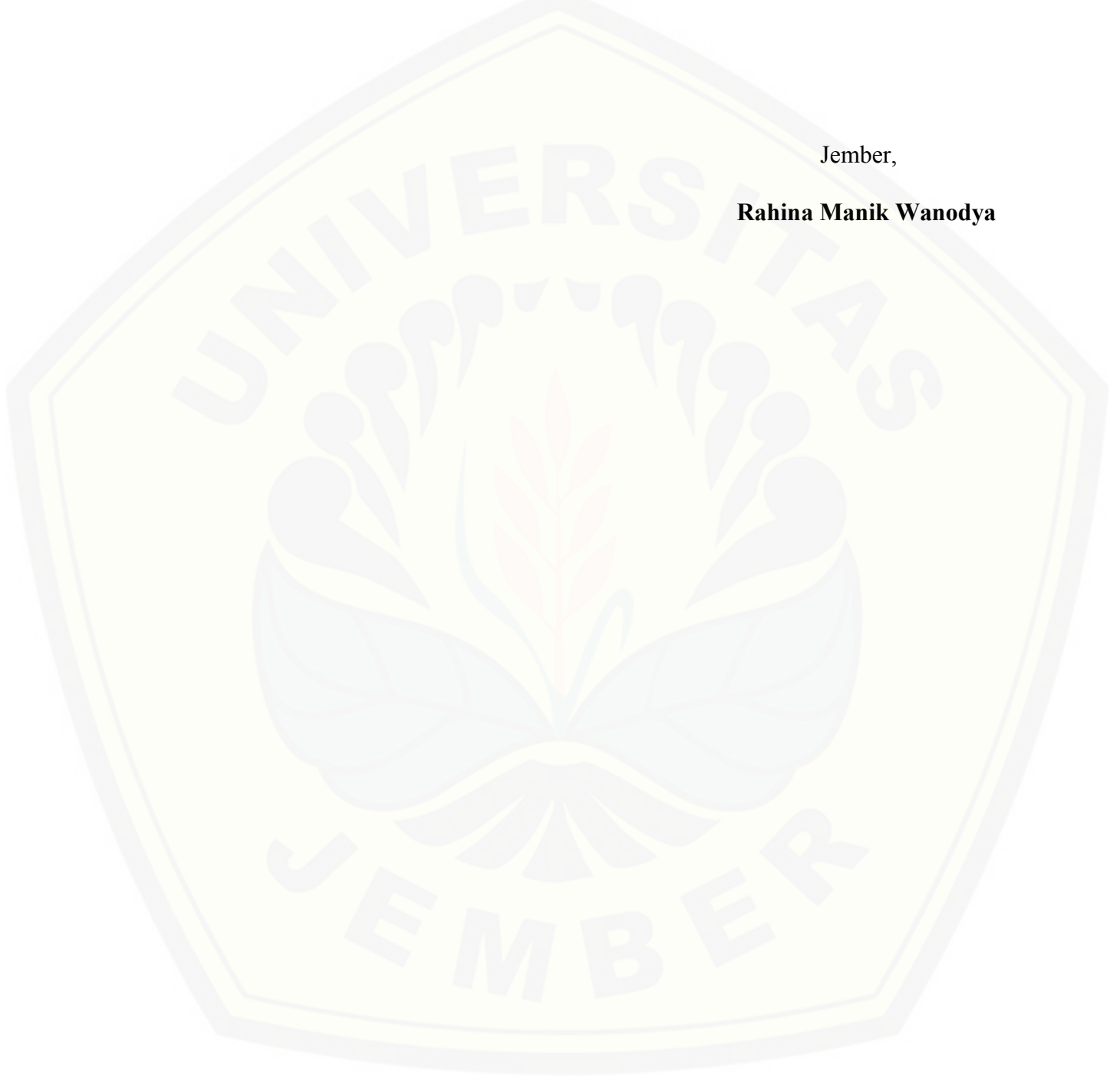
All praises to the highest Allah, the almighty God to whom I kneel down and pray for the blessings and mercies so that I can finish my study. I would also like to express my deepest gratitude and appreciation to those who have given me great and helpful contributions in supporting my study. Thanks to:

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Hopefully, this thesis can give contribution towards the English Studies, especially those who intend to develop their knowledge on the study of literature.

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SUMMARY

“The Hyperrealities in Cyberpunk Novel Free To Fall by Lauren Miller”. Rahina Manik Wanodya, 100110101085, English Department Faculty of Letters Jember University.

Free To Fall is a novel written by Lauren Miller. This novel portrays the life in Massachusetts fifteen years into the future where technology surrounds people's lives. This is shown by the emergence of Lux, as a decision-making application, which helps people get better live at first. However, it turns out to be the application that leads people into the simulated Massachusetts created by Gnosis.

This thesis is conducted to analyze the hyperrealities in cyberpunk novel, *Free To Fall*. As the cyberpunk novel, *Free To Fall* takes some points of contact with science fiction and postmodern fiction. This novel deals with technology and the effect of technology which is hyperreality. Hyperreality is a phenomenon which causes a discontinuity between the real and the fake.

There are two questions in this research; those are the construction of cyberpunk fiction in *Free To Fall* and what lies beyond hyperreality. This research uses qualitative research method. The data are collected using close reading and documentary technique. The data are about the information related to the hyperreality in *Free To Fall*, the information about *Paradise Lost*, and the condition of present America related to the technological development.

The discussion is started with the analysis of the construction of cyberpunk fiction which leads to the discussion about hyperreality. In analyzing the hyperreality in *Free To Fall*, I use Baudrillard's Hyperreality Theory which explains the changing orders of image. This starts with image as a representation to image as a simulacrum which causes the emergence of hyperreality. The discussion continues to analyze the intertextuality between *Free To Fall* and *Paradise Lost* by John Milton. Furthermore,

this research also discusses the condition of America which is used to show the relation between the hyperreality in *Free To Fall* and in America.

As the result, I find three hyperrealities in *Free To Fall*. The analysis of hyperreality shows that there is a simulation of simulations in *Free To Fall*. Moreover, the construction of hyperreality in *Free To Fall* is interrelated with the construction of hyperreality in America. Hyperreality in America shows that the Americans, through the development of technology, want to create their own paradise where they can get happiness.

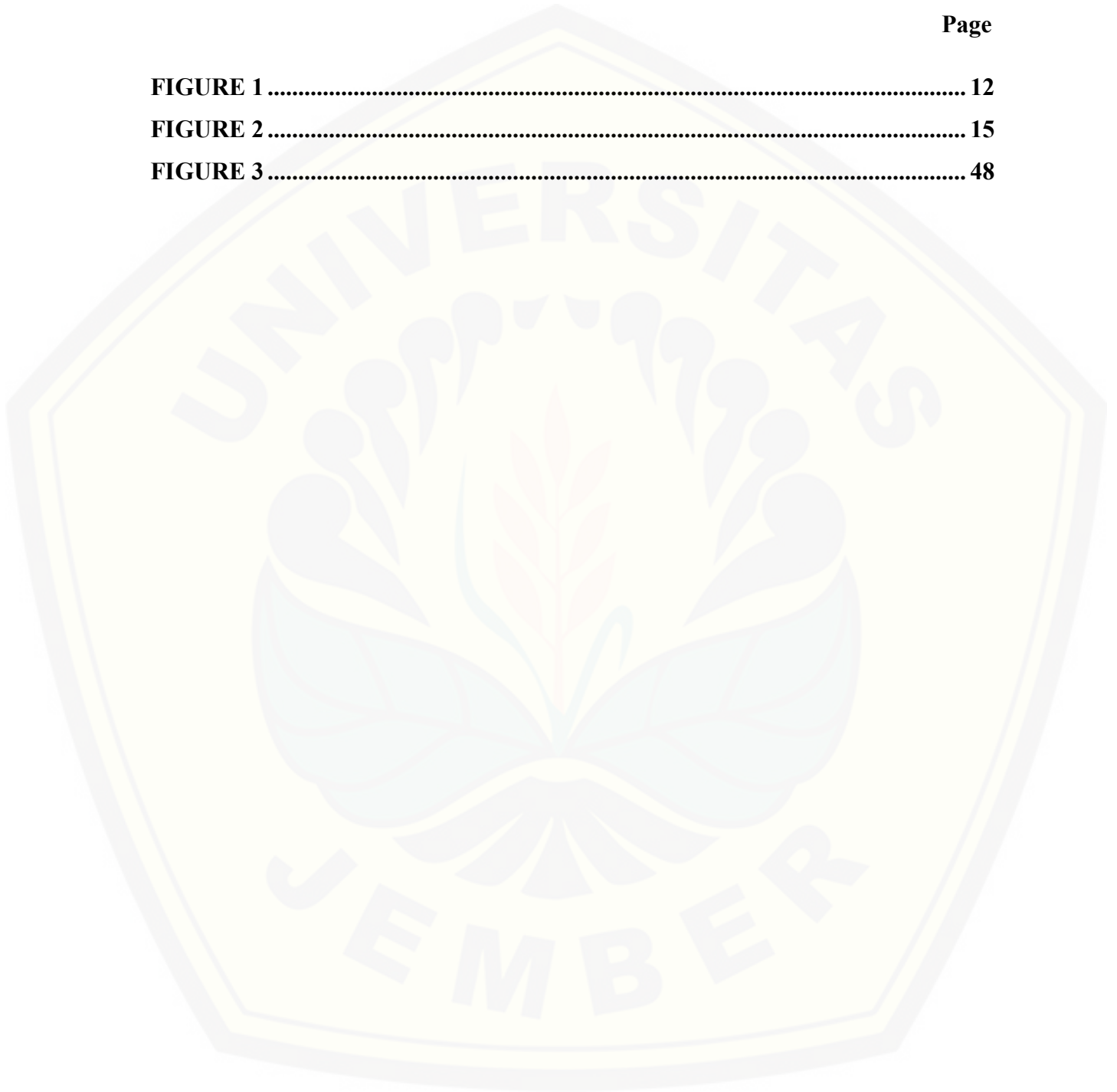
TABLE OF CONTENTS

	Page
FRONTISPICE	i
DEDICATION.....	ii
MOTTO	iii
DECLARATION.....	iv
APPROVAL SHEET	v
ACKNOWLEDGEMENT	vi
SUMMARY	vii
TABLE OF CONTENT.....	viii
LIST OF FIGURES	x
CHAPTER 1. INTRODUCTION	1
1.1 The Background of Study.....	1
1.2 The Problem to Discuss.....	3
1.3 The Goal of Study.....	3
CHAPTER 2. THEORETICAL FRAMEWORK	4
2.1 The Previous Researches	4
2.1.1 The Concept of Hyperrealism in Cyberpunk Film. The Film <i>The Matrix</i> (1999): a Case Study by Gayadri Devi G.....	4
2.1.2 Hyperreality In Sebold’s <i>The Lovely Bones</i> by Shahram Kiaei and Masoumeh Safdari.....	5
2.2 Cyberpunk Literature and Literary Criticism	6
2.3 Jean Baudrillard’s Hyperreality Theory	9
CHAPTER 3. RESEARCH METHOD.....	13
3.1 The Type of Research	13
3.2 Data Collection	13
3.3 Data Processing and Data Analysis	13

CHAPTER 4. HYPERREALITIES IN CYBERPUNK NOVEL <i>FREE TO FALL</i>	
BY LAUREN MILLER	16
4.1 The Construction of Cyberpunk Fiction in <i>Free To Fall</i>.....	16
4.1.1 Simulation of World in <i>Free To Fall</i>	16
4.1.1.1 The First Responds of People To Lux	17
a. The Users of Lux	17
b. The Anti-Lux	19
c. The Creator of Lux	21
4.1.1.2 The Changing Responds of People To Lux	22
a. The Anti – User of Lux	22
b. The User – Anti-Lux	25
4.1.1.3 The Kinds of Technological Stuffs	28
a. iPhone and Old Computer	28
b. Gemini and Lux	29
4.1.1.4 The Changing Images of Technology	31
a. Technology as a Product	31
b. Technology as a Companion	32
c. Technology as an Addiction	34
d. Technology as a Simulacrum	34
4.1.2 Hyperreality in The World of <i>Free To Fall</i>	35
4.1.3 Simulation of God in <i>Free To Fall</i>	37
4.1.4 Intertextuality of <i>Free To Fall</i> with <i>Paradise Lost</i> by John Milton	39
4.2 Beyond Hyperrealities in <i>Free To Fall</i>	45
CHAPTER 5. CONCLUSION	49
BIBLIOGARPHY	50
APPENDICES.....	52
1. Synopsis of <i>Free To Fall</i>	52
2. Some Lines of <i>Paradise Lost</i> by John Milton Used in <i>Free To Fall</i>.....	54

LIST OF FIGURES

	Page
FIGURE 1	12
FIGURE 2	15
FIGURE 3	48



CHAPTER 1. INTRODUCTION

This first chapter provides the basic idea of conducting this research. The subject matter is about the hyperreality as an impact of technology expressed in the cyberpunk novel which is portrayed in *Free To Fall* by Lauren Miller. This chapter consists of the background of study, the problems to discuss, and the goal of study. The following discussion describes what is discussed in this thesis.

1.1 The Background of Study

Cyberpunk is a kind of literature of which setting takes in a near future place dominated by corporation and money. The word cyberpunk appeared for the first time as the title of a short story *Cyberpunk* by Bruce Bethke in 1983. Later, the word was coined and is applied to the bizarre, hard-edged, and high-tech science fiction. Cyberpunk portrays technology as omnipresent, present everywhere at all times, that gives pleasure and freedom but also can enslave and deconstruct people (Kellner, 1995:315). Technology indeed helps people do their works and solve their problems at all the times. However, technology turns out being harm by making people to depend on it. Based on the article entitled “Cyberpunk Literary Style” by The Cyberpunk Project, cyberpunk comes from words cyber and punk. The cyber aspects in the cyberpunk show that the systems of government are changed by electronic media and information technology resulting compliant citizenry. In cyberpunk, the government no longer exists and is replaced by megacrops. The punk aspects show there are people who are unwilling to obey the system in society. They use the technology to fight back. In literature and social movement, it refers to a counterculture. In cyberpunk, it means an anti authoritarian [http://project.cyberpunk.ru/idb/cyberpunk_literary_style.html, Sunday 16th November 2014, 6:56 WIB].

Cyberpunk explores the refusal and the rejection toward the capitalist affluence. It also portrays the holder of the supreme power, which is shown by a

corporate, uses its force to monopolize the wealth and power through information and its technology (Kellner, 1995:321). The control of megacorporation to the society is the element of cyberpunk fiction. The megacrops produce new technology and get supported by some conglomerates to challenge the states. Usually, the nation states are not the ones which take control of the world. It is the megacrops instead. Moreover, the development of science and technology has caused the emergence of hyperreality, which is indicated by the simulacrum that looks more original than the real.

Cyberpunk's characters are depicted as those who work within and against the systems. They trade their hacking skill across market both legal and illegal. They are the enemy within. The megacrop which produces technology is seen as a group of expert people. However, they use their skills to produce technology that can give profit and pleasure to themselves and their corporation (Bell, 2001:24). This is shown in the cyberpunk novel *Free To Fall* by Lauren Miller. This novel published in May 2014. *Free To Fall* tells about a sixteen years old girl, Rory Vaughn and her "hacker" boyfriend, North, uncovering a technological conspiracy.

The setting of *Free To Fall* takes place in Massachusetts fifteen years into the future where Google and Apple are no longer the stronger ones. Those get replaced by Lux, the popular decision-making application. Lux is only available in mobile phone called Gemini. This is a product of Gnosis, a conglomerate corporation. This is an application on mobile phone that helps us in solving problems, deciding things, making decisions, and etc. Almost all people use Lux. They consult with Lux for every aspect of their lives. The members of Gnosis get the inspiration from the story of Adam and Eve. They assume that when Adam and Eve ate the fruit of the Tree of the Knowledge of Good and Evil, they became equal to God. They want to rebuild the Paradise that was lost when mankind was expelled from the Garden of Eden. By making people addicted to Lux, the world is less dangerous. Lux has succeeded to take control of people and world. Moreover, it has pinned down Doubt in order to

prevent people getting out of Lux's control. Doubt is an inner voice which is seen as a threat and viewed as mental illness. Nanobots are planted in people's brains to make the effect of Lux stronger. They call this as a project of Hyperion. Without people knowing it, Lux controls them and forces people to do what it has suggested.

Through that synopsis, cyberpunk novel talks about the construction of world where technology becomes the part of people lives. However, the technological development has caused the emergence of hyperreality. Hyperreality blurs the boundaries between the real and the fake. In the novel, hyperreality appears when technology has succeeded to create the simulated Massachusetts. Lux provides information that is obviously the illusion of a freedom choice, a simulated freedom of choice.

1.2 The Problem to Discuss

The problem to discuss in this thesis is about hyperreality in the novel *Free To Fall* by Lauren Miller which will be elaborated further in these questions:

1. How is the construction of cyberpunk fiction in *Free To Fall*?
2. What is beyond hyperreality in *Free To Fall*?

1.3 The Goal of Study

There are several goals that should be achieved. The first goal is to find how the construction of cyberpunk fiction in *Free To Fall*. Second, is to find what lies beyond hyperreality in *Free To Fall*. Besides, this thesis aims to give contribution to the cyberpunk research. This can be used as a reference for other researchers who concern with the same topic. Moreover, this thesis aims to give an explanation about the relation of cyberpunk and postmodern phenomena.

CHAPTER 2. THEORETICAL FRAMEWORK

Theoretical framework describes the previous researches, concept and theory related to the topic. This chapter is divided into three subchapters. They are the previous researches related to the topic, cyberpunk literature and literary criticism, and a theoretical review by Jean Baudrillard's theory of Hyperreality.

2.1 Previous Researches

The previous research is important to help the analyzing process. It gives contribution to add some information related to this thesis. In writing this thesis, I choose two journals related to the discussion of hyperreality. The first journal is "The Concept of Hyperrealism in Cyberpunk Film. The Film *The Matrix* (1999): a Case Study", written by Gayadri Devi G. from Dept. of Humanities and Social Science, Indian Institute of Technology Bombay. The second journal is "Hyperreality In Sebald's *The Lovely Bones* by Shahram Kiaei and Masoumeh Safdari. Both of them are explained further in the following paragraph.

2.1.1 The Concept of Hyperrealism in Cyberpunk Film. The Film *The Matrix* (1999): a Case Study by Gayadri Devi G.

Devi's journal discusses the same topic with this thesis. There are three goals of her journal, those are how *The Matrix* as a representative of cyberpunk film is discussed using Baudrillard and his book *Simulacra and Simulation*, how the hyperreality concept can be related to understand contemporary situation and hyperrealism in the film *The Matrix*. As the method, some scenes in *The Matrix* are collected to analyze the construction of hyperreality. Those scenes are analyzed by using Baudrillard's theory of Hyperreality. Using Baudrillard's theory, *The Matrix* represents the world where hyperreality existed. Hyperreality emerges as an effect of technological development. In the film, AI, a software program, existed and was

using people's electrical energy by keeping people in illusion. Moreover, AI made sure that people forgot the fact that it was a simulated world. *The Matrix* showed how technology took control over the world and created hyperreality.

The second is about the hyperreality concept as a medium to understand the contemporary situation. Baudrillard said in "Simulacra and Science Fiction" that it is impossible to portrait the kind of universe which is neither real nor imaginary, which is the characteristic of postmodern culture. Postmodern era was ruled by simulation and hyperreal. Moreover, hyperrealism emerges the moment people are into the film and imagine themselves as the parts of the film. The technology is used to make the film or the setting of the film looks realistic and it has succeeded to attract people's attentions. They, for a moment, forget the reality and enter the world of imagination through the film. As a result, she concludes that the study of hyperreality was used to understand the complicated situation caused by technological development and also technology can cause the emergence of hyperrealism. This journal helps me understand how Baudrillard's theory is applied to analyze the construction of hyperreality.

2.1.2 Hyperreality In Sebold's *The Lovely Bones* by Shahram Kiaei and Masoumeh Safdari.

Kiaei and Safdari's journal has helped me in understanding how the hyperreality has blurred the reality by presenting it as the real ones. The goal of this journal is as the clarification of the reality of heaven, simulacra and simulation of heaven as well as the concept of Disneyland and God in Alice Sebold's *The Lovely Bones* by using Jean Baudrillard's ideas of Hyperreality and Simulation and Simulacra. This journal shows that the imagination of a character in the novel and others about heaven is different. All of the images of heaven in *Lovely Bones* are based on the main character's, Susie, imaginations. Heaven in this novel is showed as an earthly place. Susie describes heaven as man-made place that looks like earth. Baudrillard said that simulation is the process of replacement of the real. She replaces

the architecture of heaven with her earthly wishes. Moreover, as what Baudrillard argues about Disneyland, the amusement park where magnetizes the people inside that all the simulations are real, is reflected in the novel. Heaven is presented as an imaginary world contained with museums, amusement parks, and different American cars but those look real. The image of God vanishes in the novel. Susie herself is the God of her heaven. She can change the lives of people she loved on Earth. This is shown by the scene where her father is sick and her little brother prays to Susie to let father alive. All of those images of heaven are different with the image of heaven showed in Bible. The border line between real world and hyperreality of heaven gets blurred. The heaven in *Lovely Bones* is more like modern America. However, it is a hyperreal world based on Susie's imaginations.

2.2 Cyberpunk Literature and Literary Criticism

Literature is an imaginative piece of writing or printed information using language as a medium and having an aesthetic value. It is called as a work of art. However, in its development literature is not only seen as an imaginative text but also as a cultural text. As a consequence, literature must be connected to phenomena occurred in a society. Literature sees cultural phenomena and delivers it into literary work. The author generally relates his work with the phenomena around him. In this thesis, I use cyberpunk novel as a literary work. Cyberpunk literature deals with people living in the technologically advanced society. Cyberpunk is seen as the distinctly "postmodern" take on science fiction (Bell, 2001:21). Cyberpunk is a subgenre of science fiction. Science fiction is considered as the kind of fiction about the phenomenon of western experience of technological growth. Cyberpunk takes some points of science fiction, in addition the setting of the future which is affected by the development in science, and postmodern era, which is indicated by the emergence of hyperreality.

Cyberpunk also has a relation to cultural phenomena. The setting of cyberpunk portrays the technological consumer society in the postmodern era. In this

era, people are obsessed by technology, e.g. mobile phone, internet, TV, etc. The domination of technology controls social life. Technology has limited people's interactions with others because it already provides information that people need. America is one of countries that concerns with the technological development. Technology has influenced the lives of Americans. According to the article entitled "Smartphone Dependency: A Growing Obsession With Gadget" in usatoday.com published in 2011, technology has made the life run smoothly and more convenient. People are all addicted to their smartphones. They even argue that they could not leave and thought that they would not be able to live their daily routines without their smartphones. Their smartphones make people always look down and do not care with their surroundings

[<http://usatoday30.usatoday.com/news/health/medical/health/medical/mentalhealth/story/2011/07/Smartphone-dependency-a-growing-obsession-to-gadgets/49661286/1>, Sunday 21th December 2014, 13:22 WIB].

The effect of technology changes the meaning of real. The meaning of real is interpreted as the moment people experience, make interaction with other people, or witness something happen in front of their eyes. Today's meaning of real is interpreted as the moment people have interaction with their gadgets [http://www.philosophicalsociety.com/Archives/Baudrillard%27s%20Thoughts%20on%20Media.html, Sunday 16th November 2014, 6:42 WIB]. Through their gadgets, people are able to know all the things that happen in the world. People take all information without questioning the origin of the information. People no longer need to experience or witness something to get information. Information is already created and served by the creator. People cannot differentiate whether that information is the real or the created one. It has caused the emergence of hyperreality. Baudrillard stated that hyperreality is a phenomenon caused by simulation. Simulation is a process of copying something that in the end blurs the border between a copy and a real. (1994:1). Simulation produces information and spreads it through the media and

gadget. The real no longer represents the absolute real since it is the product of simulation. In the end, hyperreality has constructed a simulated society through the use of media and gadget.

My thesis concerns with a discourse of technology in the novel *Free To Fall*. Therefore, I have to relate my thesis to the literary criticism. Literary work, like novel, is full of signifying aspects. Moreover, my discussion deals with objects and signs as the data. Baudrillard in his discussion about hyperreality gets influenced by Saussure's ideas of signs. In the theory of sign, Saussure proposed that sign is composed of two sides, signifier and signified. Signifier is about the utterance of word. Signified relates to the concept of the word. The relationship of signifier and signified is arbitrary and unstable. "Arbitrary" here is because one signifier can have more than one signified. Moreover, Saussure said that those are linked to the referent. Referent links to the outside of thought – the real world (Smith, 2010:95). However, Saussure's model still treats signified as a mental construct or a concept in mind. Baudrillard said that signs have lost connection to a real signified. He said that the technological development has caused the sign no longer relates to the real signified.

Through its development, technology has changed the real signified and offered the new signified. This happens constantly to the point the sign creates its own signified. The changing signified also affect the world. However, the term "the world" gets questioned whether it is the real world or the created world. This assumption appears since the technology has conquered the world. In Baudrillard's perspective, the idea of the real and the real world is actually a cultural construction related to the development of science and technology. Technology makes up its own reality and blurs the boundaries between the reality and the created reality. The created reality is called as simulation and it leads to hyperreality.

2.3 Jean Baudrillard's Hyperreality Theory

According to Jean Baudrillard, the technological development has brought hyperreality. Hyperreality is the phenomena caused by an endless simulacrum.

Simulacrum is the simulation of endless simulations. In the book *Simulation and Simulacra*, Jean Baudrillard explains the four orders of image. Hyperreality appeared in the fourth order of image. In this stage the simulacrum has absorbed the image. The image is slowly covered by simulacrum.

The four orders of image by Baudrillard: The first order, *image is the reflection of a profound reality*. In this stage, image as a sign is as a representation of the reality. The sign is still constructed by a signifier and a signified. There is still a far boundary between the reality and the representation. This is the basic phase which distinguishes the real from its representation (Baudrillard, 1994:6). Baudrillard used Disneyland as an example to explain his theory. Disneyland is a theme park built by Walt Disney. In Disneyland, people will find many kinds of rides and attractions. Disneyland is built as the representation of America. People can find the America in the past, present and future in Disneyland. At this moment, Disneyland is only seen as the theme park. The difference between Disneyland and America is firm.

The second order, *image masks and denatures a profound reality*. Image starts to develop as a corruption of reality. It is no longer seen as a representation but a simulation. Here, simulation is from a radical negation of the sign (Baudrillard, 1994:6). Inside of Disneyland, people will find many kinds of castles. However, the fake castles in Disneyland appear to present the form of castle. It is because people think that those castles are how the castles should ideally look like. The fake castle masks the real castle. Simulation's aim is to make people realize that the reality created by simulation is real.

The third order, *image masks the absence of a profound reality*. Despite lacking of presence, image as simulation tries to present the absence of reality (Baudrillard, 1994:6). In the third order, image as the sign in the form of simulation appears to strengthen the simulation as the real reality. The sign starts to lose connection with the real signified. The castles, the houses, the streets, and all the created environments inside Disneyland have been built to look realistic. All of these

created things are more favored by the people. The technology used in Disneyland has already succeeded to attract people and make them think that all of these copies are original.

In the fourth order, *image has no relation to any reality whatsoever; it is its own pure simulacrum*. Image no longer represents any meaningful reality and is a pure simulacrum. Up to this order, the sign has completely lost connection with the real signified. Instead, the sign creates its own reality. Disneyland is no longer as the representation of America but it is the simulated America. Unlike representation which strives to absorb simulation by interpreting it as a false representation, sign in form of simulation warps representation as a simulacrum (Baudrillard, 1994:6). Simulacrum is a simulation of endless simulations that blurs any relation to reality. It succeeds to create the created reality and makes the created one appear as the real reality. It also produces, what Baudrillard called, hyperreality. Baudrillard describes hyperreality as “the generation by models of a real without origin or reality” (Baudrillard, 1994:1). It means that hyperreality is a representation without original referent. It is just a distraction from a real world which is in itself unreal.

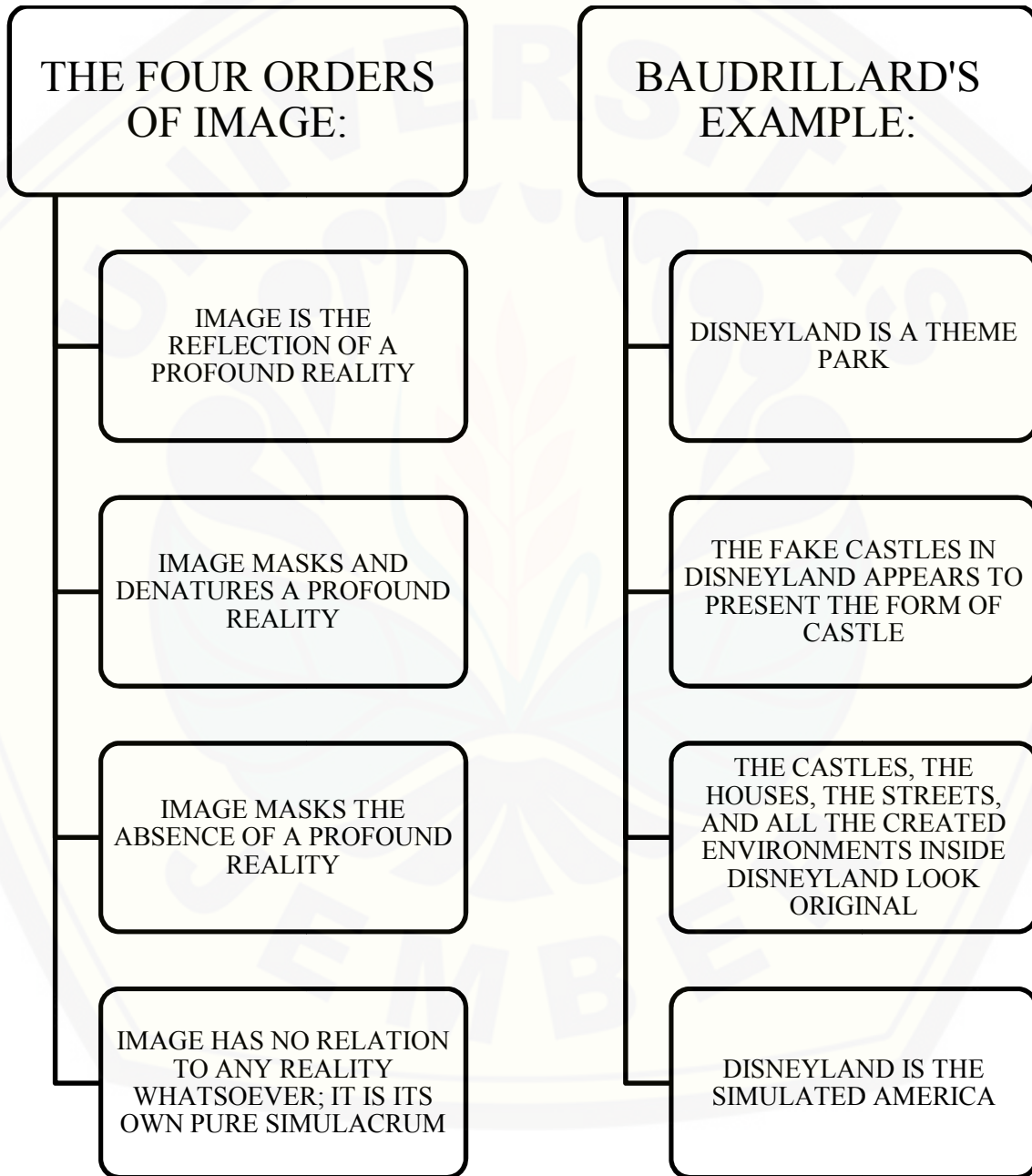
Disneyland that appears as the theme park is slowly interpreted as the simulation of America and, once again, changes to be the America. Disneyland is built as a distraction of people’s hectic lives at first. Disneyland is full of a play of illusion and seen as the imaginary world. However, Disneyland develops into the ideal world that people crave for. It appears to conceal the fact that it is the real city. At the moment people enter Disneyland and see the setting of Disneyland, they will think that it is the America. People can trace America’s pre-established life in Disneyland. They can also find the better life of America that suit people’s wishes. Moreover, Richard J. Lane, in his book entitled *Routledge Critical Thinkers: Jean Baudrillard* concludes, from Baudrillard’s example of Disneyland, that hyperreality exists in a society where the symbol of reality masks people’s surroundings, thus producing unreality. Hyperreality makes the model as if it was real and outside of the

model is unreal. This is caused by madness and childishness that have replaced the reality.

People prefer the simulation instead because it gives them happiness and security. In fact, people are not aware of the simulation's aim which is a hyperreality, total control (Lane, 2000:90). The goal of hyperreality is to create a reality that looks like the ideal reality. Not only does Disneyland belong to kids but also the adults who want to act as children and bring back their childhood memories. When people go to Disneyland, they will feel nostalgic, happy, and secure. The situation in Disneyland is a picture of the ideal reality that the people crave for. Once they went out of Disneyland, they would feel the different atmosphere. Disneyland is a simulacrum and causes the emergence of hyperreality. The clearer steps about the orders of image and the examples can be seen in the following diagram.

FIGURE 1:

JEAN BAUDRILLARD'S HYPERREALITY THEORY



CHAPTER 3. RESEARCH METHOD

Research Method does not only concern with how this thesis is formulated but also how the data are collected and used. This chapter consists of the type of research, data collection, and data processing and data analysis.

3.1 The Type of Research

This thesis uses qualitative research as a method of research. Blaxter et. Al (2006:64) states: “Qualitative research is concerned with collecting and analyzing information in as many forms, chiefly non-numeric, as possible”. Qualitative research is a method of research which describes and analyzes the phenomena. The data used is narrative, non numerical data. This research explains and describes hyperreality as the strategy of cyberpunk fiction.

3.2 Data Collection

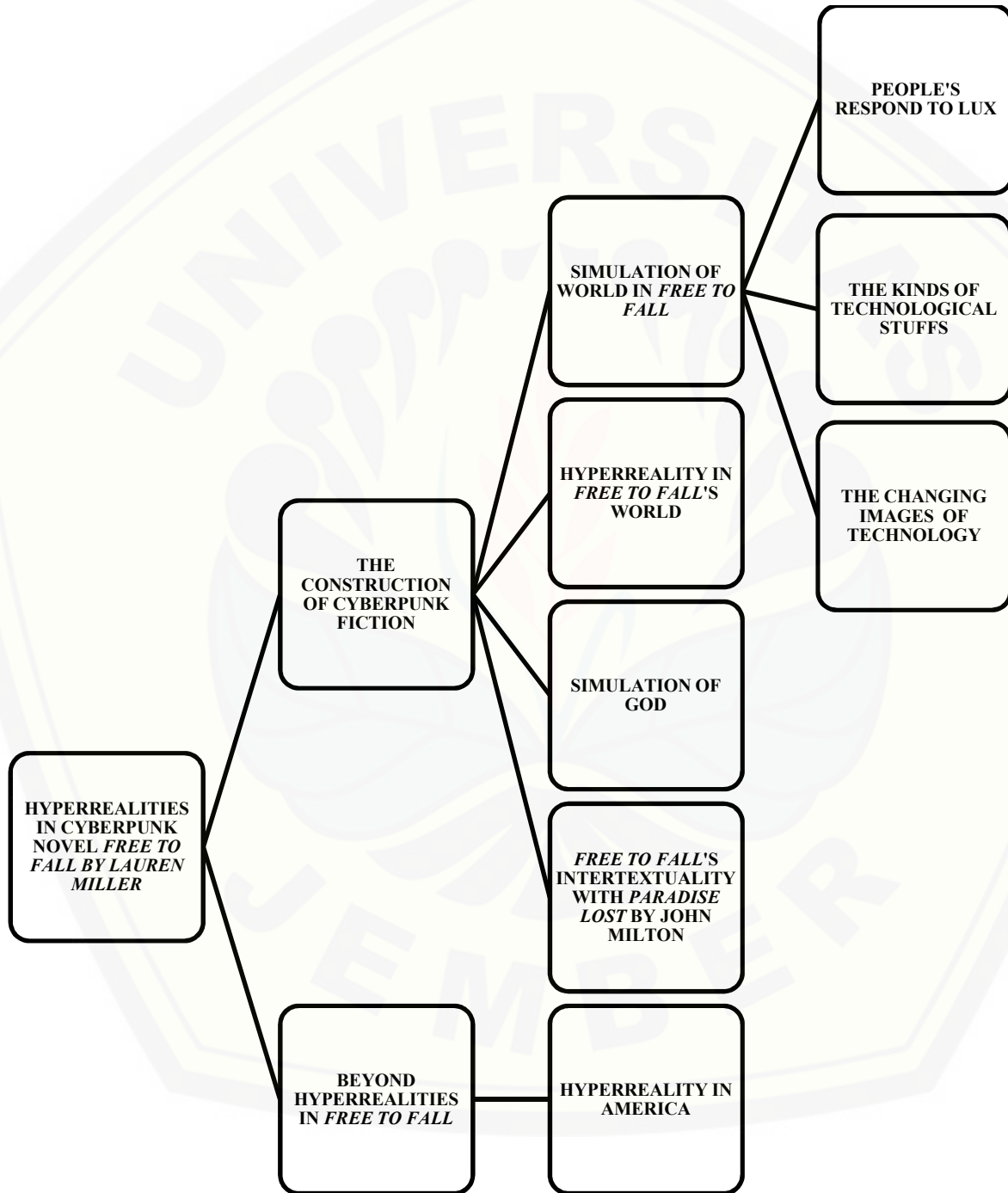
The data collection in this thesis is divided into two kinds: primary and secondary data. These data are collected using close reading and documentary technique. Primary data are facts and information related to the hyperreality in *Free To Fall* by Lauren Miller. These are collected from the primary source through narration and statement in the novel *Free To Fall*. Besides, the secondary data are divided into two; the information about *Paradise Lost* by John Milton and information about the American’s acceptances and responds toward postmodern phenomena which is portrayed by the condition of America today. These data are supported by some sources from the novel *Free To Fall* itself, books, journals, and articles.

3.3 Data Processing and Data Analysis

This thesis aims to analyze the hyperrealities in *Free To Fall* as a cyberpunk novel. As stated by Cavallaro, cyberpunk as a subgenre of science fiction also takes some points of contact with postmodern fiction (2000:10). In order to prove it, I have to analyze the construction of cyberpunk fiction. The first step I do is analyzing the simulation of *Free To Fall*'s world by discussing the characters' responds to technology and the kinds of technology. Then, these discussions lead into the discussion of the changing image of technology which is analyzed by the changing relation between the character and the technology and vice versa. The changing image of technology has caused the emergence of hyperreality which is indicated by the emergence of modern paradise in Massachusetts. In analyzing the hyperreality, I use Jean Baudrillard's theory of hyperreality which explains that hyperreality has caused the discontinuity between the real and the fake. The first hyperreality leads to the emergence of the other hyperrealities. Moreover, the discussion goes to analyze what lies beyond hyperrealities in the novel. In this discussion, I analyze the hyperreality in America through the condition of the present America. The steps I do in analyzing hyperreality can be seen in the following diagram.

FIGURE 2:

DATA PROCESSING AND DATA ANALYSIS



CHAPTER 4. HYPERREALITIES IN CYBERPUNK NOVEL *FREE TO FALL* BY LAUREN MILLER

In this chapter, the data collected are analyzed by using the theory written in the second chapter of this thesis. The main data of this thesis are taken from Lauren Miller's *Free To Fall*. This chapter is divided into two subchapters. The first subchapter tries to map the construction of cyberpunk fiction. I also analyze what lies beyond hyperreality. The discussion about what lies beyond hyperreality relates to the hyperreality in America.

4.1 The Construction of Cyberpunk Fiction in *Free To Fall*

According to Cavallaro in *Cyberpunk And Cyberculture*, cyberpunk is seen as a subgenre of science fiction which has some points of contact with postmodern fiction (2000:10). As the subgenre of science fiction, cyberpunk deals with science and technology. Moreover, it also takes some points of contact with postmodern fiction such as hyperreality and intertextuality. In this thesis, the construction of cyberpunk fiction in *Free To Fall* is explained sequentially from the characters to the phenomena of hyperrealities.

4.1.1 Simulation of World in *Free To Fall*

The first step in analyzing the construction of cyberpunk fiction is by analyzing the characters and the kind of technology. After collecting the data about people's responds to technology in the novel, I put the characters of the novel into two groups; the first group and the second group. The first group is categorized based on the first responds of people to Lux. The characters are divided into three categories; the user, the anti and the creator. The second group is categorized based on the changing responds of people to Lux. The characters are divided into two groups; the user-anti and the anti-user. Lux is chosen here as a representative of high-

tech stuffs and because Lux is the famous application on mobile phone called Gemini that the majority of people in Massachusetts used.

4.1.1.1 The First Responds of People to Lux

The technological development always gains a positive and negative respond from the users of technology. The creators are the ones who work hard to create and develop the technology in order to gain more users of their products. In the beginning of the novel, there are three main groups of people based on their responds to the technological stuffs.

a. The Users of Lux

This first group is a big group of people who are addicted to Gemini 4 and Lux. This is shown in the novel that almost all people in Massachusetts are the Lux's users. Their responds to Lux are all positive. For them, Lux is the important and very useful application. This is up to the point people believe on all Lux's answers. They consult Lux all their problems everyday. This corresponds with Baudrillard's statements which are about how automatism has eased the subject or the user's activity or problem. This may not be clearly felt by the users because the automated object works by itself and the users already get used with it (1996:110). People do not need to think anymore since Lux emerges. All they need to do is only talk to their phones and Lux will give them the answers. As the result, people cannot leave without their phones even for a minute.

The character who describes the first category is Rory. She represents the major people's responds in Massachusetts who are addicted to Lux. They do not only use Gnosis's phones and its application but also all the technological stuffs produced by Gnosis. Rory is the main character of this novel. She is a smart girl. She, like other people, really loves Gnosis' stuffs. She uses stuffs produced by Gnosis. It is shown in the quotation below.

I was mildly obsessed with Gnosis and its gadgets, which, besides being slick and stylish and technologically unparalleled, were made out of recycled materials and completely biodegradable. "They're the gel earbuds you wanted," Beck explained as I snapped open the lid I'd been eyeing them for months but couldn't rationalize wasting a hundred bucks on headphones.

..... I said, slipping my gift into my ears. The earbuds slid down my ear canal like melted wax. I could barely feel them once they were in. (Miller, 2014:14)

The quotation above shows Rory's addiction toward Gnosis's stuff, earbuds. Moreover, that quotation explains how perfect Gnosis in designing their products and Gnosis as the producer of technology designs its product that suit people's needs by using environmental friendly materials. Gnosis appears as the corporation which concerns with the condition of the environment. By making their products perfect, they will gain more people's attentions and users.

Besides using Gnosis' earbuds, Rory also uses Gnosis' phone and its application called Gemini 4 and Lux. She is really addicted to Lux as the decision-making application. It is shown by Rory's respond to her Gemini 4 and Lux, as mentioned below.

I, on the other hand, used my Gemini for everything. My calendar, my assignments, my Forum page, my playlists and books- I wanted all of it at my fingertips, always. And, of course, I wanted Lux, which kept my life running smoothly. I consulted the app at least a thousand times a day. What should I wear? Where should I sit? Who should I ask to Sadie Hawkins? Every decision that could possibly matter, and most that probably didn't. (Miller, 2014:7)

.... Lux analyzed ingredient lists, tracked allergic reactions and food-borne illnesses in other users who consumed the same foods, and alerted you if someone in your immediate vicinity was either allergic to something you were eating or eating something you were allergic to. The only time I had to be cautious about it was in confined spaces with no network access. In other words, on planes. (Miller, 2014:23)

The first quotation shows how big Rory's addiction to her phone is. She is addicted to her phone because her phone can lead her to live a well-organized life. She consults Lux about everything everyday, from the most important thing to the ordinary course. This addiction is caused by her wish to have the perfect life. Following the next quotation, it proves how Rory really depends on Lux's suggestions. She even feels afraid, uneasy, and worried if she cannot reach Lux. That is why she cannot leave without her phone even for a minute.

All of Lux's users feel the same as Rory since all people wish for living the perfect lives. Consulting Lux becomes the vital activity in people's daily lives. Lux has changed people's ways of thinking by making people follow all of Lux's suggestion. In this case, Lux appears as the solution of people's problems. Back at home, she only has one best friend, Beck. She is too busy with Lux to even bother to make friends. She often talks to Lux rather than talking to people in the real life. She represents the major people's characters in the novel who do not even think to make interaction with other people and only focus on their phones. Their phones have made them always look down.

b. The Anti-Lux

The anti-Lux stands for a small group of people who do not use Lux. This group is seen as the minority in the society. This is because there are not many people who can survive without Lux. The anti-Lux believes on his instinct and Doubt. Doubt is an inner voice or whisper within or even called as God's voice. Doubt is seen as a threat. Doubt is interpreted as a symptom of a neurological disorder that causes people no longer make rational decisions. People who still listen to Doubt are labeled hyperimaginative and those who cannot control it are diagnosed with APD (Akritic Paracusia Disorder). They will get low dose antipsychotics until they no longer hear the voice. That is why only several people with strong beliefs toward Doubt who not to choose to get injection.

The character that portrays this group is North. He is also Rory's boyfriend. He is a nice barista in Café Paradiso near Theden Academy. He is a tattooed mohawk boy who has a side job as a hacker.

"My dad's still in Boston" he said. "Trying to pretend his only son isn't a high school dropout. My mom died when I was three."
...."Why'd you drop out of school?" I asked instead.
He glanced back at me. "School just wasn't my thing." (Miller, 2014:119)

North represents the character who is different with the common people by being a hacker and a drop out. This is completely different with Rory who tries and studies so hard to get accepted in Theden Academy. People see North's act as a rebellion and a shame. That is why North chooses to run away from his home to start live independently. Besides, he is also an anti-Lux. Unlike Rory, he does not use Gemini and Lux.

"A handheld?" He hesitated for a sec then shook his head. "I can't use a Gemini without using its interface."
"And you're anti-Gemini because?"
"Because I know how it works," he said, then switched off the lantern... (Miller, 2014:85)

North does not like using Lux because he knows how Lux works since he is a hacker. He also does not use Gemini for making call and sending text. Instead, he still uses iPhone. He uses Gemini just to hide his real status as a hacker since being a hacker is seen as the rebellious act. He makes his phone to update a fake status about him automatically to make him seem like he is a normal person like others who actively update status on Forum. In this Massachusetts, iPhone is depicted as the old phone. Moreover, he also does not use Gnosis's products. He prefers to use old computers with keyboard and mouse rather than using Gnosis's tablet. Without using Lux, he still feels happy about his life. North represents the punk character that is anti capitalist or anti Gnosis. He refuses Gnosis' offer to live a happy life that most of people dream for. Hacker in cyberpunk fiction is seen as a hero since North succeeds to uncover the technological conspiracy.

c. The Creator of Lux

This is a group of people who work under Gnosis. In the novel, it is told that Gnosis is the powerful megacorporation in Massachusetts. Gnosis is as the capitalist corporation which owns or controls a lot of wealth and uses it to gain more wealth. All of Gnosis' products are the famous products in Massachusetts, such as television, tablet, headset, mobile phone, and etc. Among those products, there is the most wanted product, that is the mobile phone or handheld called Gemini 4. Inside Gemini 4, there is an application called Lux. It is an application that helps and guides people to make decisions. Almost all people in Massachusetts use Gemini and Lux. People behind this application are the ones who control people to stay in the right way through Lux.

"Lux hasn't decided anything, Rory," North retorted. "Lux is an app following an algorithm that some computer programmers wrote after some business people pretending to be social scientists decided they could 'optimize' society by making people's lives run more smoothly." (Miller, 2014:228)

They are some businessmen who want to gain high profits through their products and start to play dirty in order to make people more attracted to their products. They act like scientists who predict how people's lives are supposed to go. The free wills people think they get are actually only the created free wills make by Gnosis. Moreover, in the middle of the story, it reveals that Rory's biological father is one of the Lux's creators. His intention to make this application is to help people choose the right way in their lives and avoiding getting heartbroken.

Gnosis' strategy to gain people's attentions is by launching the new Gemini Gold and shutting down Lux on the old Gemini. Thus, people will buy the Gemini Gold since they cannot separate with Lux. However, Gnosis also concerns with education. It is shown by Gnosis' cooperation with Theden Academy. Theden Academy is not like a common school. Theden is even called as the most high-tech school besides its requirement for only high IQ students. This school is like a high-

tech paradise. All of stuffs in Theden are sponsored by Gnosis. Gnosis provides all the new products in Theden. Their practicum classes are also designed as the high-tech classes. All of these sophistications prove Theden Academy as the modern paradise for Theden's students. By using technology, Gnosis offers the perfect life which everything will run smoothly and people do not need to think anymore. However, this tactic is used by Gnosis to gain the power and profit, and also become the ruler of Massachusetts.

4.1.1.2 The Changing Responds of People to Lux

Baudrillard said that the technology continues to develop until it reaches perfection (1996:110). The creator of technology will do everything to gain more people using their products. However, there is always a flaw in its development that can change people's responds to the technology and leads into its destruction. In the middle of the story in *Free To Fall*, there are the changing in responds of people to Lux. There are two type of groups; the anti – user and the user – anti. The changing responds are caused by the development of science and technology that changes people's responds to Lux from being anti to user and the other side caused by the finding of an important piece of information or knowledge that changes people's responds from being user to anti.

a. The Anti – User of Lux

This is a group of people who are being antis at first but end up being Lux's users after getting injections. This is done by the creator in order to gain more users. This is shown by the changing respond of Beck to Lux. He is Rory's best friend. At first, he uses Gemini but he does not use Lux on his phone. His respond to Lux can be seen in the quotation below.

I was still consulting my screen when I heard Beck say, "I mean, it's not like it'd be hard to find people who are being ignored by a bunch of idiots on their handhelds." As if on cue, I tripped on an

uneven patch of sidewalk. He just looked at me. "Really? You need to track our progress down to the millisecond? We'll get there when we get there, Rory. Or we won't." (Miller, 2014:7)

Beck also represents the anti capitalist by rejecting using Lux. Unlike North, he does not do hacking thing. He does not like Lux since Lux has interfere people's way of thinking. People are too dependent on Lux up to the point they cannot make decisions without Lux. This is shown the different act of people who are addicted to Lux and not. Their ways of thinking are different. Those who use Lux live their perfectly scheduled lives and those who do not use Lux like to go by their instinct.

Beck is a photographer. At first, his objects of photos are mostly humans and landscapes. He always goes by his instinct to get the perfect angle for his photo. He even says that an artist always goes by their instinct. It is shown in the quotation below.

I caught up with Beck a few blocks from school, stopped on the sidewalk, grinning at the image on his viewfinder. He held the camera out for me to see. It was a woman, obviously homeless, her sunken eyes looking straight at the camera I don't want your money, her cardboard sign read. 'Just look at me, so I know I exist.' The words and her expression were arresting on their own, but they weren't what made the photograph so compelling. It was the people in the foreground, the passersby, eyes glued to their phones as they hurried to wherever they were going at lunch hour, completely oblivious to the woman with the sign. CIA cop made her move about a minute after I got here; Beck said. He elbowed me, making a point. "Good thing I ditched the umbrella, right?" (Miller, 2014:6)

Beck uses a manual camera to get the picture of his surroundings. The term manual camera is used to highlight the difference with the camera on Gemini in which people mostly use. By using his camera, he can also feel the mood of the picture he takes. Beck concerns with this kind of situation where people are fooled by their phones. He thinks that it is so ridiculous that people consult the application about their lives. People are fooled by their handhelds until they ignore other people's existences. Lux has made people lose their respects to and interactions with others. Instead, he prefers

following the Doubt. Beck does not want to get injected by that medication because he thinks that his brain runs well and he does not even feel bothered by the voice. That is why he still can hear Doubt.

Gnosis starts to execute its secret plan called “Project Hyperion”. Gnosis does not stop until making people use Lux, but it has planted nanobots inside people’s brains to make the effect of Lux become stronger. This is shown by Beck’s changing respond to Lux. He changes after he becomes a beta tester for a new Gemini, Gemini Gold, as mentioned below.

"How would you know? You haven't called"

"Ah, but if I had, I would've gotten your voicemail, and that would've been inefficient." I had never, in our eight years of friendship, heard Beck use the word inefficient.

"Come again?"

"I had Lux schedule a call back. Since we haven't called you back yet, I can assume there hasn't been a good time."

I would've thought he was joking, but there wasn't a punch line.

"You're using Lux?"

.... "What's not to like? My life is like a well-oiled machine. I haven't been late to school in a month, I'm a day ahead in all my classes, and I no longer get the shits after lunch." Beck used to insist on eating a ham and cheese sandwich from the coffee cart every day despite the fact that he's severely lactose intolerant.

"It's amazing. I'm operating at, like, eight hundred and forty-eight percent. I don't even have to think anymore." (Miller, 2014:246-247)

Beck no longer hears Doubt and uses Lux instead. It reveals that he has to take a flu spray as a requirement to become beta tester. By taking flu spray, he has made the nanobots, which is transferring from spray, shut down the Doubt. Gnosis executes its secret plan called “Project Hyperion” which is about to plant nanobots inside people’s brains to make the effect of Lux stronger so they have no doubt in Lux’s answers. After getting injection, Beck becomes a totally different person for Rory since they both have known each other for a long time. He becomes the perfectionist person. He consults Lux before doing something. He proudly says that he does not even have to think anymore. His object of photo changes from human and landscape to inanimate

object. He says that his previous photos are too depressing and do not even have deep meaning. He changes his motto from an artist always goes by his instinct to an artist always needs a tool in doing his job and his tool is Lux. The difference between the manual camera and Gemini's camera is seen through the mood of the picture. The picture taken from the manual camera has a deep meaning and the picture taken from Gemini does not leave a special meaning. Gemini tries to dehumanize people by making people believe that Gemini is the best one.

Actually, the lives offered by Gnosis do not always suit people's wishes. It is like Gnosis forces its wish to all people and people willingly accept it since they dream for good lives.

Now I understood "Lux is manipulating him." "Of course it is," North replied "That's what Lux does. It steers people into the life they think they want the 'happiness' they think they deserve."
(Miller, 2014:329)

These acts show Gnosis' efforts to control people. Gnosis uses its power to change people's lives. All the technology produced by Gnosis totally puts the people as the spectators of the technology. People do not know this and they enjoy the product instead. People do not even realize this since their addictions to Lux have developed into something bigger. They have completely left the reality and are willing to enter the created reality where everything runs smoothly.

b. The User – Anti-Lux

This is a group of users who turns to be antis after knowing there is something odd about Gemini and Lux. However, Rory as the representation of the addicted user of Lux has successfully changed her perception to Lux. This is shown by Rory's changing respond to Lux. Rory also portrays one of the cyberpunk's protagonists who works within the system created by the creator of technology and ditches the technology shortly after knowing the singularity of the system. Her point of view of Lux changes after she is accepted in Theden Academy and meets North.

I closed my eyes and leaned back against the headrest. *Please, God. don't let me fail*, I said silently.

You won't fail.

My head jerked I hadn't heard the Doubt since the summer before seventh grade. I remembered the effect it'd had on me back then, the peaceful feeling that settled over me after it spoke. This was the opposite experience. I was rattled and unsettled and all those other words that mean not at all okay. The Doubt was for unstable people and artists and little kids. Not, as the application packet had made explicitly clear, for Theden students. The psychologist who'd conducted my psych eval asked at least three times when I'd last heard the voice, relenting only when she was satisfied that it'd been more than three years. If the members of the admissions committee knew what I'd just heard, my time at Theden would be over before it started. That was part of what made my new school different. You couldn't just be smart. You had to be "psychologically impervious." Immune to crazy.

It's just nerves, I told myself. Lots of perfectly sane adults heard the Doubt when they were stressed. But telling myself this only intensified my anxiety. (Miller, 2014:26)

The quotation above shows how Gnosis has succeeded to make people believe that Doubt is a threat. Using its power, Gnosis changes people's way of thinking. By doing this, people try hard to ignore Doubt and become more dependent on Lux since they do not want to be seen as crazy people. People think that their brains are sick when they hear Doubt. They will go to see doctor and get injection. However, the injection contains a lot of nanobots which can interrupt people's brains and shut down Doubt.

The word "user" relates to the person who use and are addicted to Lux. It also works for the word "creator". The word "creator" relates to the people in Gnosis who make Gnosis's stuffs like mobile phone, television, and other stuffs. This word also relates to the people of Gnosis who have helped them in their lives by making Lux. Nevertheless, these terms change. Gnosis who stands as the creator turns to be the controller and the users have turned to be the controlled(s). They control people to make them follow all Lux's decisions. The reason why Gnosis' members shut down

Doubt is to avoid people getting out of their controls. They treat people's consciousness as dangerous threats. These people are actually experiencing hyperreality. They consciously believe the information provided by Gnosis in which Doubt is seen as a threat whether in fact there is no wrong with Doubt and enter the reality where Doubt does not exist.

Nevertheless, since Rory hangs with North, she slowly starts to lessen her interaction with Lux. Through North, she finds out that Lux is the decision-making application that guides people into the lives they think they want, even at first she does not believe him. Thereafter, the situation gets more tense after she finds out there is something odd about her mother's medical report. She starts to find out more information about her mother. It turns out her mother's medical report is fake and she finds out that her biological father is the creator of Lux. Moreover, her effort to find out the truth leads her to the information about the conspiracy behind Theden Academy, The Few, Gnosis and Lux. The more she wants to know about her mother, the more information she gets about Gnosis and the secret society behind it, The Few. The finding of the important information has totally changed her response to Lux.

The cyberpunk novel also portrays the resistance toward the capitalist. Rory and North represent the resistant class. After knowing the secret conspiracy behind Theden Academy, The Few, Gnosis and Lux, they choose to fight against the system created by Gnosis. Their goal of this rebellion is they plan to remind people that they actually have the right to choose something instead of being led by Lux. Rory starts to believe in Doubt like what North does. However, she gets some difficulties in predicting something since her instinct has numbed for a quite long time. The dependency on technology has caused people losing their instincts.

The way North and Rory use to fight Gnosis is by hacking Gnosis system. It is said that there will be solar storm happened in Massachusetts. During this storm, Gnosis shuts down its system, including Lux, to prevent any effect from the storm. North and Rory use this opportunity to break into Gnosis system. They make a chaos

by reprogramming Lux through Gnosis's terminal. Terminal is a machine with keyboard and screen used for communicating with the parts of a computing system that deals with Gnosis' information. By the time Gnosis restarts its system, Lux does not work. They have succeeded to ruin Lux's system.

4.1.1.3 The Kinds of Technological Stuffs

The kinds of technological stuffs used by the characters in the novel are iPhone, old computer, Lux and Gemini. These stuffs are divided into two groups that can portray the technological development in Massachusetts.

a. iPhone and Old Computer

These stuffs represent the old technological stuffs that already get sorted out since the emergence of Gemini and Lux. In the novel, these stuffs were known as old stuffs because they were used in the Rory's mother and biological father era when they were still students. Her mother's name is Aviana and her biological father is Griffin Payne. At that time, iPhone was still the favorite and most wanted mobile phone. Computer with keyboard and mouse and laptop were also still being used by people. However, these stuffs are still used by North. He prefers to use computer and laptop in doing his hacker job because they are more convenient. He can type fast using the keyboard. He thinks that typing using touchscreen is bothersome. He also still uses iPhone because he thinks that this phone is still good and he likes it. For Rory, these all stuffs are old because she can rarely find people using them anymore. That is why when she knows that North still uses them, she thinks he is weird.

“But you seem so antitechnology.”

He laughed. “Antitechnology? Hardly. Anti-handling-over-my-autonomy-to-a-two-by-four-inch-rectangle? Yes.” (Miller, 2014:85)

She rarely sees North using his phones unlike other people who always interact with their phones. That is why she calls North as an antitechnology. The fact is North uses

iPhone. He only uses it for sending text and making call. She even calls North's laptop as a ginormous stuff and his iPhone as a clunky phone compared to her small phone.

b. Gemini and Lux

Baudrillard said that once the technology develops people may encounter with the ambition of the object to serve as a replacement of human relationship. The object indeed solves a practical problem but in its inessential aspects it resolves a social or psychological conflict (1996:125). In order to win over iPhone, Gnosis designs a mobile phone with more features called Gemini. There are two types of Gemini; Gemini 4 and Gemini Gold. Gnosis launches the first Gemini named Gemini 4. Both Gemini and iPhone have the same basic function, which is for making calls and sending texts. However, Gemini 4 wins over iPhone in term of design and size. The size of Gemini 4 is twice of iPhone and the design is more stylish than iPhone. The advantages of Gemini do not only stop on the term of size and design, but Gnosis also designs Gemini with a lot of features; such as to pay the bill, to unlock the door, to access private information in the library, and etc.

Gnosis does not stop until this point. Gnosis also launches a decision-making application called Lux. This application is only available on Gemini. Lux is an application made to help people answer their problems. Lux imitates people's ways of thinking, deciding, and solving things. Their questions are mostly like which food they should eat, which clothes they should wear, which person they should date, which subject they should take, and etc. Lux also has an installed voice feature that will imitate the voice of the user.

However, there is still a lack in Gemini 4. Gnosis launches a new upgrade of Gemini 4 called Gemini Gold. The size of Gemini Gold is a half of Gemini 4. This super small phone comes out with a wrist holster and does not take much space. This new Gemini also has infinite battery and is powered by the user's movement when it straps into the wrist using holster. It means that people do not need to be afraid their

phones will run out of battery. This shows how Gnosis designs Gemini Gold to make people more attached to their phones.

By lunchtime the next day I was in a very small minority. I hadn't seen a single person on campus who didn't have a Gold strapped to their wrist. According to the latest numbers, the tiny device had already broken the record for the fastest-selling handheld of all time. Two hundred million had already been shipped, and they were expecting to sell more than twice that over the next two days. That meant that more than half a billion people would be using the Gold by week's end. (Miller, 2014:324)

The quotation above proves that people are rushing to buy the new Gemini, Gemini Gold. Besides Gnosis upgrades its phone, they also upgrade Lux. They shut down Lux in the old Gemini. This is the reason people dump their old phones and buy the new ones. They are too afraid knowing Lux no longer work on the old phone. This shows that people's addictions to their phones are getting worse along with the fast technological development. In the novel, their addictions show how people buy Gemini Gold because they cannot be separated with their phones and Lux even for a minute.

The combination of Gemini and Lux has successfully taken over the position of iPhone. Gemini and Lux indeed help people with their functions. The good thing caused by Gemini and Lux to society is to keep the society in peace since there is no crime or conflict happened in the society. This makes Massachusetts become the ideal country. However without people knowing it, Gemini and Lux emerge to replace people's relationships. People prefer talking to their phones than talking with the others. As the effect, both Gemini and Lux have gradually changed the social order. People are too dependent on Gemini and Lux until they forget how to think rationally and solve their problems by themselves.

Furthermore, they are too addicted to their phones until they ignore other people's existences. The word Lux exactly relates to the decision-making application inside Gemini, the application that helps people making decisions and makes their

lives go smoothly. The addicted user of Lux thinks that this application is very useful. All of these concepts relate to the thought inside the sign. However, Baudrillard said that the sign has lost connection to a real signified caused by technological development. Lux which at first is used as the decision-making application has another purpose. It relates to the application that leads people into the reality constructed by Lux. By using this application people enter into the reality that looks like an ideal reality, in where people get happiness and never deal with problems.

4.1.1.4 The Changing Images of Technology in *Free To Fall*

According to Jean Baudrillard, the technological development has brought hyperreality. Hyperreality is the phenomena caused by an endless simulacrum and the lost connection between the sign and the real signified. Simulacrum is the simulation of endless simulations. In the book *Simulation and Simulacra*, Jean Baudrillard explains the fourth order of image. Hyperreality appeared in the fourth order of image. In this stage the simulacrum has absorbed the image. The image is slowly covered by simulacrum. In the novel, the image is represented by Lux as the sign. Moreover, the development of technology has blurred the position of God and can even imitate God. The further explanation about the removal of God's position by technology and the emergence of hyperreality is explained by the orders of image.

a. Technology as a Product

The technological development has brought many kinds of innovations that can help people do their works and solve problems. The production of R&D in the novel has shown how technology can solve people's problems. R&D is a product of technology in the form of mobile application in Gemini. It is the application which helps people being honest to themselves and others. It works by making people not lying to themselves and others in order to avoid getting brokenhearted. The one who creates this application is Griffin Payne, who turns out to be Rory's biological father,

made a new technological innovation. The development of science has influenced the people's minds to develop something new.

He nodded "It's funny how things work out. When I started at Gnosis that summer, they'd just launched the R&D on a new decision-making app. An app that would keep people like me from lying to themselves. A voice we could trust. I decided right then that I'd dedicate my career to that app. The more people that used it, the fewer who would end up with their hearts broken." (Miller, 2014:282)

Payne made this application after he got brokenhearted caused by Rory's mother. He thought that people were always lying to other people and even to themselves. As the consequence, people ended up getting trouble. Then, he used technology to create an application that would help people avoid getting brokenhearted. He made this application to warn people in making decision. Baudrillard said that the first order of image is image as the reflection of a profound reality (1994:6). R&D is made to imitate people's ways of being honest. However, people are still aware that this application is seen as a product of technology which helps them not lying to themselves and others.

b. Technology as a Companion

Technology continues to develop. People do not stop developing technology in order to help people ease their problems. Technology has become the part of people's lives since people use it almost everyday. As mentioned before, R&D is seen as the product of technology which helps people being honest to themselves and others. However, this application still faces a lot of troubles. Gnosis thinks that R&D still has a lot of lacks and is not that popular among people. Then, Gnosis launches a new decision-making application called Lux as the development of R&D. Even though people no longer lie to themselves, they still face a lot of problems in their lives.

Lux is made by adding lots of features. Lux is the decision-making application that helps and guides people in making decision about everything. Lux will automatically give people the answers of their questions. This automatism makes Lux become perfect and useful application.

..... We were already three minutes late for class. I pulled out my Gemini to check our ETA. Ninety-two seconds until we reached campus, another thirty-three for me to get to AP Psych.... (Miller, 2014:6)

.... Lux told me when to leave, which way to go, and what time it would be when I arrived. How little attention I'd paid to the details, trusting Lux to get me wherever I needed to go.... (Miller, 2014:269)

Lux imitates people's ability to access times. It even serves the more detail information about people's schedules. People trust Lux more than their own abilities to access times without Lux. As the result, this application is not only seen as the product of technology, but also as the companion by guiding people in their lives.

.... I touched my handheld to my head to check if I had a fever. "Your temperature is in the normal range" came Lux's reply. I hadn't heard her voice in more than a week. There was a time when I talked to Lux more than I talked to anyone else. (Miller, 2014:262)

Moreover, Lux comes with the pre-installed voice of the user. The users of Lux can talk with their phones like they talk with the real people. This makes people interact with Lux more than they do with people in their surroundings. Lux has masked the meaning of Lux as only the product of technology and appeared as the companion for people. Lux has replaced the position of people's interactions. This corresponds with what Baudrillard said in which image masks and denatures a profound reality (1994:6). Without people knowing it, they start to establish a relationship with Lux by trusting and following what it has suggested. Moreover, Lux has distracted the people's times to interact face-to-face with other people.

c. Technology as an Addiction

People are too addicted to Lux. Lux has taken the important position in people's lives. Not only has Lux appeared as the companion of people and distracted people's times to interact with other people, but also has distracted people's freedoms to live as they wish. This is up to the point people believe all what Lux has suggested and they feel the need to consult Lux everyday.

"Lux doesn't care what you like," North pointed out. "Lux cares about what you'll buy."

.... "Hardly. You buy stuff you don't like all the time. You just don't realize it because you're too busy telling yourself you love it to justify the fact that you bought it...." (Miller, 2014:75)

Lux is no longer seen as the product of technology, but as the addiction. People trust all Lux's suggestions even though most of those do not represent their wishes. Moreover, there are some people that worship Lux. Since the emergence of Lux, people no longer need to think anymore. They even say "In Lux We Trust". They use Lux everyday and for everything. They cannot leave without Lux. Lux has already succeeded to mask the real function of technology as like Baudrillard said that image mask the absence of a profound reality. Moreover, it also masks the position of God since they trust Lux more.

d. Technology as a Simulacrum

People were already born and constructed into the type of society where technology becomes the part of people's lives. However, they do not even realize that they have started to enter the reality created by the technology. They become dependent on Lux. People think that the decision Lux has made all are the right ones for them. Lux is no longer seen as the product of technology, but it is used as the tool to create a simulated Massachusetts. All of the Lux's decisions are made to lead people into the life created by Gnosis. At first the goal of Gnosis is indeed to lead people into the lives they think they want but at the end this goal changes; that is to

lead people into the created reality. Lux has masked the people's consciousness. In the novel, the consciousness is called as Doubt. Doubt is a whisper within or God's voice that has led people to get the lives they want. However, Gnosis sees Doubt as an opponent and a dangerous threat.

The way is used by Gnosis to shut down Doubt is shown in the quotation below.

The marketing campaign did what it was supposed to do, I guess. People were appropriately freaked out. I was in fifth grade then and hearing the voice all the time. Once we started learning suppression techniques -- how to drown out the Doubt with noise and entertainment, how to distract your brain with other thoughts, stuff like that-I heard it less and less, and eventually it went quiet. (Miller, 2014:13)

If people still believe in Doubt, Gnosis will fail in making people completely fall into Lux. Gnosis produces many kinds of modern technologies that surround people's lives. All of these modern technologies make people's minds occupied by the excitement of high-tech stuffs. These stuffs slowly shut down Doubt. For those who still can hear Doubt even with all the stuffs, Gnosis prepares an injection that will completely shut down Doubt. Lux works by collecting all data about the users' opportunities and threats. Then, it will lead people to avoid their threats and guides them towards their opportunities. As the effect, people all are into Lux. Lux has masked and replaced Doubt as the voice of God which can be interpreted as the people's consciousness by making bad rumors about Doubt.

4.1.2 Hyperreality in The World of *Free To Fall*

All of these steps above have brought people into hyperreality. Hyperreality has caused the discontinuity between the real and the fake. It also interrupts people's way of thinking in which they cannot differentiate between the real and the fake. The real meaning of Lux has changed from the product of technology into the simulacrum. Lux succeeds to drag people out of reality when they think that Lux is

only the product of technological development and lead people into the created reality when they trust all of Lux's suggestions.

The creators produce the new innovation that can help people in facing their problems. However, this innovation develops into something that controls people. The development of technology from R&D and Lux has shown how the technology develops into something more than just as the tool but as the addiction and simulacrum. Lux has been designed to imitate people's ways of thinking, making and deciding something. Even one of the creators, Griffin Payne, confesses that the technology is designed to help people at first but this goes wrong when the creators start to use the technology to conquer people (Miller, 2014:292).

At this stage people already experience hyperreality. It is like what Lane said people prefer the simulation instead because it gives them happiness and security. In fact, people are not aware of the simulation's aim which is a hyperreality, total control (Lane, 2000:90). The image of modern society is built through the massive usage of technology and the blur of illusion in simulation. Lux has completely led people into the life created by Gnosis. The image of God is also covered by Lux. People think that they get their freedoms through Lux. In fact, all those choices are simulated choices. People already lose their right senses that make them not question all the choices Lux has offered. The time people lose their right sense actually indicates that they have already lost connection with God.

The first goal of Gnosis that wants to help people make decision turns into the goal to drag people out of the reality and place them into the created one. People no longer can differentiate the reality and created reality because of the nanobots inside their brains. They think that their present lives are the lives they think they want. It turns out that those are simulations created by Gnosis without people knowing it, as like Gnosis mottoes' "Welcome To The Future" and "In Lux We Trust". This proves the hyperreality's goal which is the total control has caused the discontinuity between the reality and the created reality.

4.1.3 Simulation of God in *Free To Fall*

Another phenomenon in *Free To Fall* is a simulation of God. The situation goes chaotic when it is revealed that behind Gnosis there is actually a secret society called The Few. This organization runs inside Theden Academy. The members of The Few act like Gods. At this point, The Few appears as the simulation of God. They already forget that they are also humans like others. The Few, through Lux, has successfully covered the position of God by making the God's position irrelevant. The idea of this organization is taken from the story of Adam and Eve. The members of The Few assume that humans gain the same power as God after Adam and Eve ate the fruit of knowledge. The Few plays like God and describes people outside the secret organization are like fool people. The leader of this organization is the dean of Theden Academy. In this organization, he wears the serpent's mask. Each of the Few's members has its own mask. Instead of making God the highest position in the organization, they choose the serpent one. They think that serpent is the good one which already leads Adam and Eve to eat the fruit. In order to achieve The Few's goal, The Few through Gnosis makes Lux to guide people's lives through its suggestions.

It also reveals the fact that Theden Academy is actually the place to find the new candidates who will be the next developers of Gemini and Lux through the selection of the members of The Few. Some of the important members of The Few are the teachers of Theden Academy who also get higher positions in Gnosis. Actually, the students of this academy have taught to think rationally and play as Gods through the Plato Practicum as one of their subjects since the start of their studies. These quotations below show what the students learn in the Plato Praticum.

"As with all the simulations we'll do in this class," came Tarsus's voice through my speakers, "the goal of this exercise was what economists and social scientists call 'net positive impact'. Those of you who chose to sacrifice the fat man achieved this result. Of the players in the scenario, he had the lowest utility value. Blind, deaf, and overweight, he contributed very little to the well-being

of society. The prudent course of action, then, was to use this man to stop the train. Of the options available to you, that was the only one that yielded a net positive impact."

..... "Excellent point. A person did die. However, that person was a blight on society. A drain on social resources. His death, then, was actually a gain for society as a whole." (Miller, 2014:60)

This shows how the students have to think rationally in order to make a good decision in facing problem. The case in this practicum is about what you will do if you see an accident in front of your eyes. The students have to think rationally whether to save the people in accident or not. The goal of this practicum is net positive impact. It is to decide who have to live by looking at their utility value on the society. The ones who deserve to live are those who have highest utility values.

Moreover, they also learn how to be God. The goal is still the same; that is to have net positive impact.

"TODAY, YOU GET TO PLAY GOD," I heard Tarsus say....
"Your job is to decide who lives and who dies," Tarsus said then, as the platform was instantly populated with people.... As always, your grades will be based on net social impact-the fewer high-value people who die, the better your mark will be."
(Miller, 2014:173-174)

The practicum is about how to play God. In this practicum, the students learn about the simulations of accidents and they become the ones deciding who live and who die. This is shown that as the ones who will become the next members of The Few and Gnosis, the students have already been taught to act as Gods. The students who can pass this practicum are claimed eligible enough to join the test of being The Few's members.

The works of this practicum is actually the same with Lux. Through this practicum, they gain the skill to work like Lux. Lux has manipulated people to achieve net positive impacts. By cataloging people's opportunities and threats, people are directly brought out of their supposed lives. Soon, people no longer need to experience something to know which way they should choose in their lives. The goal

of Project Hyperion is to make people completely into Lux by planting nanobots inside their brains. They work by screwing the chemistry between people and their brains without people knowing it. These nanobots shut down completely all people's consciousness.

Gnosis, through Lux, tries to dehumanizing humans. The Lux's decisions are no longer what people wants but those all are controlled by the nanobots. The goal behind all this action by The Few is to rebuild paradise by turning Massachusetts become the modern paradise. They enter the lives or the ideal lives created by Gnosis. The first hyperreality which is shown by Massachusetts as a paradise overlaps with the simulation of God. This has caused the emergence of the second hyperreality in which the members of The Few think that they are the Gods. They cannot differentiate whether they are normal human beings or they are the Gods. They have created the modern paradise where they can be the Gods of this paradise.

4.1.4 Intertextuality of *Free To Fall* with *Paradise Lost* by John Milton

Intertextuality is one of the characteristics of postmodern fiction. This is about the relation between one text and other texts. This shows that how two or more literary works from across country share the same ideas. This also can be interpreted that one literary work can be created using another literary work that has existed before. Intertextuality becomes the link to relate one text with other texts and shows that the story or the idea of literary works still develops and can be blended. *Paradise Lost* is from UK and *Free To Fall* is from US. The technique used to show these links is parody. *Free To Fall* parodies some lines of *Paradise Lost*.

The idea of the secret society called The Few is taken from the story Adam and Eve in a poem entitled *Paradise Lost* by John Milton. *Paradise Lost* is the poem about the fall of Adam and Eve. It tells about how Adam and Eve were created and how they lost their places in the Garden of Eden, called Paradise [www.paradiselost.org/5-sum-short.html]. Adam and Eve got expelled after eating the fruit of the tree of the Knowledge of Good and Evil. Eve was persuaded by Satan

to eat the fruit and she shared it with Adam. In the article entitled “John Milton, Poet” by James E. Kiefer, it tells about the biography of John Milton and discusses one of his famous poems entitled *Paradise Lost*. In this article, there is a part that discusses about the rebellion of Satan. Satan was originally called as Lucifer. Satan was actually one of the greatest angelic beings who served God in Heaven. God gave His created beings the intellect and will choices whether to put God first or himself first. However, Satan chose to put himself first. He did not like to be a subordinate. He wanted to have the same position as God. Then, he persuaded other angels to join him and rebel against God.

According to Milton’s point of view, the rebellion of Satan was caused by God’s proclamation to put His Son as the ruler of the created things [justus.anglican.org/resources/bio/13.html]. Miller quoted the lines of *Paradise Lost* where portrayed how God gave His created beings all free wills. *I formed them free, and free they must remain til they enthrall themselves; I else must change their nature* (Miller, 2014:215). God gave human free will and the power to resist temptation. However, it depends on the human whether used his power or gave in to the temptation. This is shown by the setting where Adam and Eve ate the forbidden fruit from the Tree of Knowledge of Good and Evil after getting tempted by the Satan in the form of serpent. Instead of facing the death as the consequence of breaking God’s rule, God gave His grace to Adam and Eve. They might escape from facing the death but they had got expelled from Eden. In another point of view, God would automatically save them even if this meant that God had taken their freedoms in order to save them from the Devil.

However in *Free To Fall*, The Few through Gnosis plans to play as God. In The Few, the highest position is taken by the serpent. It can be seen in the quotation below, based on Rory’s point of view when she sees the ritual done by The Few.

"All these at thy command; the voice declared "To come and play before thee." In choreographed unison, the figures with the animal masks all sunk to their knees as two more figures

emerged. Their masks were human-one male, the other female-and resembled ancient Greek sculptures, with sharp features and blank eyes. I leaned forward to get a better look as another voice spoke, this one deeper and more eerie than the last.

"All is not theirs, it seems!" a voice boomed as the gong struck a third time and yet another figure emerged. It had the same black robe as the others, but its mask was twice as large and about five times as ominous. It was the head of a giant serpent, with layers of scales that looked arrestingly real. "Envious commands, invented with design to keep them low." "Were these words from a play? The way the serpent delivered them, I thought they might be.

As the serpent figure made its way to a platform at the center of the stage, the male and female figures bowed their unmoving faces in reverence (Miller, 2014:100-101)

The quotation above portrays the position of The Few members. The man behind the serpent mask has the highest position in The Few. All of the others people behind the masks of other animals and humans bows to the man with serpent mask. The men with human masks represent Adam and Eve. There is no figure of God in The Few. It is because the position of God is irrelevant. "*Envious commands, invented to keep them low*" it seems like this sentence is directed to God where He had made all of his created beings were obedient to him.

In the original story of *Paradise Lost*, the highest position is taken by God. The serpent represents the Satan in the Bible. In The Few's point of view, the serpent is the good one because it has already told the Eve to eat the forbidden fruit or fruit of knowledge and she shares it with Adam. The serpent's perception of The Few's position in the society can be seen in the quotation below:

The serpent was followed by two other figures. One wore the head of a fox. The other, an owl. The three masked figures took their places behind the altar, and the serpent opened the leather book.

"There are two types of people in this world," he began. His voice was missing Saturday's kindness. "The wise man and the fool. The wise man is prudent, strong-willed, and courageous. The fool is impulsive, weak, and desperate for a master. The wise man understands that he is the master, a god in his own

right.” The serpent opened the book as if he was going to read from it, but I could tell he wasn't even looking at the page.

"I form'd them free: and free they must remain," he declared. The hairs on the back of my neck stood up as he began to recite the lines I long ago committed to memory. *"Till they enthrall themselves; I else must change their nature."* (Miller, 2014:355-365)

These quotations explain how the members of The Few interpret themselves as the wise men. All of the members of The Few are intelligent and have the strength of will. They describe the people outside of The Few as the fools. These people are like the fools looking for their masters. They are so proud of their prides but they do not want to give up. Then, The Few and Gnosis provide the freedom of choices through Lux. People think that the freedoms they get from using Lux are the real ones. They are too blind and excited with the given freedoms. However, all of those freedoms are fakes made by The Few and Gnosis.

Furthermore, the members of The Few have the different perception of the story of the Adam and Eve's fall, as it is mentioned below.

"Fall," he said then. "It's how Milton described what happened in Eden. As if man suffered a loss. But what happened in the Garden of Eden wasn't a fall. On the contrary, it was a glorious coup d'etat. When Adam and Eve ate the fruit of the Tree of the Knowledge of Good and Evil, they became equal to the God who created them. And that God became eternally irrelevant. The wisdom they acquired that day has been passed down through time to an elect few. Men and women who were born to live as gods among men."

My skin crawled. *They think they're gods.*

"For the past two hundred and fifty years, the Few have been working to rebuild the paradise that was lost when mankind was expelled from the Garden. Our forefathers founded the Eden Academy as a breeding ground for elite minds, and every year we select the most promising students to join our ranks. It is your wisdom that has gotten you here. Your classmates are intelligent but weak. They have the capacity to reason, but not the strength of will to use it." He made a clucking sound with his tongue against his teeth. "Then there is the rest of the world," he said.

"Fools in search of a master. So proud of their freedom, and yet so willing to give it up." (Miller, 2014:356-357)

"Our goal is nothing less than a modern paradise. A new Eden. *The Eden. Here. Now. A perfect society ruled by hoi oligoi sophoi. The wise few.*" (Miller, 2014:357)

In the original poem, it is said that Adam and Eve have broken the law made by God by eating those forbidden fruits. As the consequence, they get expelled from Eden. The expulsion of Adam and Eve due to their sins is perceived differently by The Few. The Few interprets Milton's perception of *Fall* is the fall of Adam and Eve from Heaven but this is not caused by their sins after eating the forbidden fruits instead of the successful achievement for Adam and Eve. The Few thinks that after Adam and Eve eat the fruits, they gain the same power as God. It makes the position of God irrelevant. The Few perceives this expulsion as the time where Adam and Eve get their freedom. The member of The Few interpret that they have the same power of God that is going to pass to all the next members of The Few through the election of the members. Only the people who are intelligent and have strength will that are going to be chosen and join The Few. They see themselves as the humans who were born and live as Gods among the other weak humans outside of The Few.

Moreover, the members of The Few think that God has made the wrong decision by expelling Adam and Eve from paradise. They think they have the right to live in the paradise because they have gained the same power as God. Furthermore, through the Hyperion Project, The Few wants to completely conquer Massachusetts. The members of The Few as the powerful and intelligent ones use the development of science and technology to create something new. By planting nanobots inside people's brains, their mission to conquer Massachusetts will be so easy. The Few's hatred for God has inspired the members of The Few to rebuild the paradise and make Massachusetts as the modern paradise. The more addicted people to Lux, the closest the members of The Few to its plan. Actually the idea of the creation of modern paradise in Massachusetts is only the alibi of the members of The Few to

conquer Massachusetts. They make their own perceptions of the Adam and Eve's fall in the poem *Paradise Lost* by John Milton to strengthen their position as the good ones and the Almighty. It is used as the strategy to lure people to join The Few. This intertextuality between *Free To Fall* and *Paradise Lost* has shown the emergence of the third hyperreality. This is proven by how the wrong perception of *Paradise Lost* is more trusted than the original perception. The holders of the supreme power in The Few are aware with the existence of the poem but they play it in a different version instead and spread the wrong perception to the other members. As an effect, the wrong perception has blurred the original perception of *Paradise Lost*.

The paradise in *Free To Fall* is portrayed as the high-tech Massachusetts. Paradise is the place where people can get peace, prosperity and happiness. It can be found in Massachusetts. Paradise in Massachusetts is built through the massive usage of technology. In this paradise, technologies surround people's lives. People are so eager to buy all the newest technological stuffs. It is so different with the portrait of paradise in *Paradise Lost* that is portrayed by The Eden. The position of God is taken by The Few. The Few is the one which has decided the lives of people this paradise. The members of The Few have the power to control people through Lux. Moreover, Gnosis becomes the God's servant that lead people into the paradise by producing many kinds of technological stuffs. People who follow all God's order get the happiness. However, those who disobey will face the death instead. It is portrayed by the death of Griffin Payne. He is the member of Gnosis, but he decides to rebel God's order. He wants to reveal Gnosis's conspiracy to the public. Nevertheless, he faces the death shortly before he can execute his plan. This also happens to Rory who almost gets killed by The Few because of her rebellion.

The users of Lux no longer make wrong decisions anymore. In this paradise, people do not need to think anymore. They have to trust Lux and they get happiness, security and prosperity. They only need to enjoy the given lives and buy all the technological stuffs provided by Gnosis. Inside this paradise, there is also a small

paradise in the form of Theden Academy. This school is also like a high-tech paradise since the school provides all the newest technological stuffs produced by Gnosis. The Theden Academy graduates are guaranteed to get executive-level jobs. Moreover, those, who are labeled as smart students, have the chances to join The Few and be the next Gods. This portrays how The Few as The God and Gnosis create its paradise. This modern paradise has appeared as the better one since it provides all things that people wish to have and succeeds to attract people to like this kind of paradise.

4.2 Beyond Hyperrealities in *Free To Fall*

The discussion continues to discuss another problem lies outside the construction of cyberpunk fiction. In this subchapter, I begin to relate the hyperrealities in the world of *Free To Fall* with the hyperreality in America. America is one of the countries with fast technological development. Americans are always anticipating something new from technological development. One of the technological stuffs which takes the highest position is smartphone. Almost of all people own at least one smartphone. Along with the technological development, the function of smartphone changes. In the article entitled “The History and Evolution of Cell Phones”, it talks about how phone becomes the pop culture symbol since all people use it. Phone is used only as a communication tool at first. However, phones start to change from as a verbal communication tool into a multimedia tool. The creator has provided more features and applications inside the phone, such as camera, video, mail, browser, etc [<http://new.artinstitutes.edu/Blog/the-history-and-evolution-of-cell-phones>].

The term phone changes into mobile device since people can do many activities through phone. From the physical design, phone also has transformed from big heavy phone into larger-light-stylish phone [<http://new.artinstitutes.edu/Blog/the-history-and-evolution-of-cell-phones>]. People are more attached to phone. However, this kind of development also has brought a side effect. The addiction to technology especially mobile phone is slowly getting worse. People cannot be separated with

their phones. In the article in usatoday.com entitled “Smartphone Dependency: A Growing Obsession With Gadgets” (2011), it explains that American already enter the stage where people grow obsession toward their smartphones that make them interact more with their phones rather than with other people.

There is a quick change from the people with their basic phones to people with iPhone(s). People with iPhone are interacting with their phones more than before with the basic phones. The producer has served a lot of applications inside the phones. These applications are very useful for the users. These help people in doing their activities. People’s dependences toward their phones come to the point they ditch their mp3 players, maps, address book and camera and rely in their phones’ applications. Smartphone even already has a feature voice-assistant that let people to speak commands instead of typing them. However, the psychologist said that the people’s loves toward their phones have become an addiction. People argue that they cannot live without their phones. It is up to the point they feel panicked when their phones go dead or get crashed because they said that their phones are always on their hands all the time. People always set their phones go online anytime. Once their phones get disconnected, they said that they can no longer handle their daily activities. Moreover, their phones have conditioned them to avoid eye contact with other people and they do not even care about their surroundings.

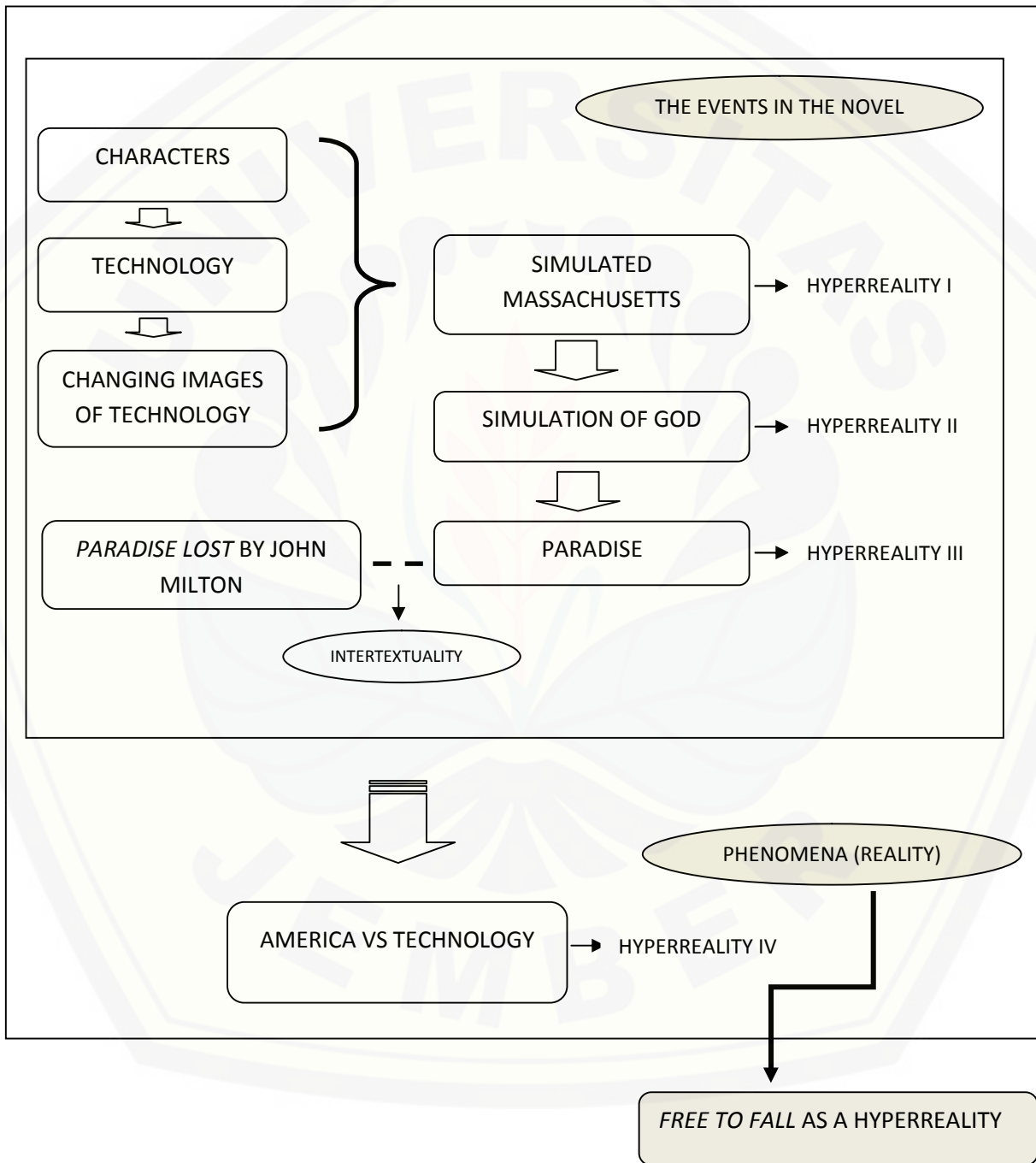
Without people knowing it, they have entered hyperreality. It is when the term technology or phone changes from a tool or communication tool into a need and a simulacrum that leads into the emergence of hyperreality. They cannot even take their eyes off of their phones even for a minute. Their phones are always on their hands. They become more attracted to their phone than with their surroundings. All of the situations above are portrayed in the novel *Free To Fall*. This novel shows that people in the modern Massachusetts are too addicted to the technology. Almost all people in Massachusetts use Gemini and Lux. Those both stuffs are like their best companions because people interact more with their phones than people in their surroundings.

Moreover, people are aware to the technological development. It makes them always want to get the latest technological stuffs. They do not even care about the price. It is shown by the setting where people all are ditching their old Gemini phone and changing it with the new Gemini Gold. There is also another reason people change their phones; that is because Gnosis shuts down Lux on the old Gemini. People, who are already addicted to both Gemini and Lux, inevitably have to change their phones. Lux takes the highest position in people's lives. This shows that people are really dependent on technology. This makes them afraid to get separated with the technology. They even think that technology has made their lives run smoothly and they do not need to think anymore.

The condition of America in real life shows how technology is not only seen as the tool but as the part of people's lives. As in smartphone, it has already blurred the original function of phone as the communication tool and presented as the media tool. However, it does not stop until as the media tool but changes to be the tool that leads people into hyperreality. Behind this technological development, America itself is another simulation. Americans want to create their own paradises. In this paradise, they can live happily and fulfill all their wishes. The construction of hyperreality in *Free To Fall* relates to the construction of hyperreality in America. This makes *Free To Fall* as a mirror of the real society. *Free To Fall* is the simulation of Massachusetts which makes the readers experience hyperreality when they read this novel. The readers will think that all things happened in the novel really happens in America or more precisely in Massachusetts. In fact, it does not occur.

FIGURE 3:

HYPERREALITIES IN *FREE TO FALL*



CHAPTER 5. CONCLUSION

Cyberpunk is a subgenre of science fiction which absorbs some points of contact with postmodern fiction. As a subgenre of science fiction, cyberpunk deals with technology. Moreover, the construction of cyberpunk fiction in *Free To Fall* by Lauren Miller is shown by the emergence of hyperreality. Hyperreality itself is a characteristic of postmodern fiction. Hyperreality is the phenomenon which causes the discontinuity between the real and the fake. The events in *Free To Fall* show that there is a simulation of simulation; that is the simulation of God inside the simulation of paradise in Massachusetts. The overlapping hyperrealities in *Free To Fall* show that the phenomena of hyperrealities still continue and develop. *Free To Fall* itself is as the hyperreality because the story of the novel seems real and happens in present America even though this is only a fake.

The condition of present America has inspired Lauren Miller as the agent of the society. The events in *Free To Fall* have the relation with the condition of America concerning the technological development. America is one the countries which focuses on technological development. Americans are also aware with this technological development. Some of them are unconsciously become too dependent on and addicted to technology. The original function of technology as a tool changes to be a simulacrum that leads into the emergence of hyperreality. As in smartphone, the original function of phone has blurred and changed from a communication tool into an addiction. The addiction towards smartphone and the fast technological development have shown that people enter the hyperreality. Through this technological development, Americans want to create their own paradise in which people can get happiness.

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APPENDICES

1) Synopsis of Free To Fall

In a near future Massachusetts, there is a mobile application that is so popular among people. This application is called Lux. This is the decision-making application which tells people what they should do. Lux provides all information that people need, for instance who to date, what song to listen, what coffee to order, which clothes they should wear, and anything they have to do for their lives. This application is only available on a mobile phone called Gemini. This is the small stylish phone that has successfully taken over iPhone's position. Rory Vaughn is one of the people who adores Lux. She use Lux for everything unlike her friend, Beck, who do not use Lux even he owns Gemini. Instead, he believes on Doubt. It is called as a whisper within or a voice of God. However, people who listen to Doubt are categorized as weird people and will get low-dose antipsychotics until they do not hear it anymore. However, he pretends that he does not hear anymore and only Rory knows the truth.

On a Wednesday afternoon in Massachusetts, Rory Vaughn receives a letter from Theden Academy which informs her that she is accepted. Theden Academy is a prestigious school and the application process is so rigorous. She is a smart girl but she does not think that she can pass the process. The night before Rory's flight to Theden Academy, her father gives her a card and a necklace from her late mother. She is shocked when her father said that her late mother was once the student of this school and dropped out right before the graduation. The moment she arrives in Theden Academy, she is so amazed by all the high tech stuffs in this school. All of the stuffs have G logo written on them which are indicated that these stuffs are

produced by Gnosis, the megacorporation which also produces Lux and Gemini. On her first day in the school, she sneaks out with her friend, Hersey Clements and meets a barista in *Paradiso* named North. Her life slowly begins to change after she knows North. She starts falling in love with North, the mysterious boy who turns out he is a hacker.

Other things happen when she joins the secret society called the Few and she finds out that her late mother was diagnosed with Akrotic Personality Disorder (APD). This is a mental illness which is caused by the Doubt. She thinks that her mother's death is caused by a blood clot after delivering Rory. She begins to find out more about her mother past with the help of North. North hacks Gnosis' firewall to gain more information. They turn out finding the true information about Rory's mother and also Gnosis and the Few conspiracy. The members of the Few actually work in Gnosis and are taken the highest position in this corporation. Moreover, Theden Academy is actually the breeding place to find the new members of the Few. Rory and North find out the secret plan of Gnosis and the Few called "Project Hyperion" which is about planting nanobots inside people's brains through flu spray in order to make the Lux's effect stronger and to control people. The Few is actually a group of people who acts like Gods. They play out some lines in *Paradise Lost* differently. The highest position of this society is taken by a man with serpent mask. Their goal is to rebuild the Eden in Massachusetts and they are as the Gods which control people through Lux.

People start to change. They begin to act strangely since their addictions to Lux are getting stronger. Even Beck has changed. This is started after he gets chosen as the beta tester for the new Gemini, Gemini Gold, and the parts of the requirement are he has to use Lux and take a flu spray. The nanobots inside Beck's brain have changed him into the new Beck. Things become out of control. Rory and North begins their journey to stop the Few's plan. They break into Gnosis's server room and hack the system by planting viruses made by North. By the midnight the viruses start

to mess up Gnosis's system and have caused the nanobots inside people's brains shut down. Once the nanobots do not function, people look confused with what have happened to them. They start to look up from their phones and see aurora in the sky. They neglect their phones and are amazed by the aurora instead. The next days, people are back to normal. All the nanobots have been shut off and there is no longer Lux. People have to do all the works and solve the problem on their own without the help of Lux.

2) **Some Lines of *Paradise Lost* by John Milton Used in *Free To Fall***

I formd them free, and free they must remain,
Till they enthrall themselves: I else must change
Thir nature, and revoke the high Decree
(Book Three:125-127)

Replenisht, and all these at thy command
To come and play before thee, know'st thou not
(Book Eight:1008-1009)

From thir own mouths; all is not theirs it seems:
(Book Four:513)

Envious commands, invented with designe
To keep them low whom knowledge might exalt
(Book Four:524-525)

With vain attempt. Him the Almighty Power
Hurld headlong flaming from th' Ethereal Skie
(Book One:44-45)

With Eevning Harps and Mattin, when God said,
Let th' Earth bring forth Fowle living in her kinde,
Cattel and Creeping things, and Beast of the Earth,
Each in their kinde. The Earth obey'd, and strait
(Book Seven:450-453)

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