DYSTOPIAN SOCIETY IN ADAM SILVERA'S *THEY BOTH DIE AT THE END*

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ABSTRACT

In this era there are many novels that deal with reflections of injustice, suffering, social control, and moral issues. This thesis entitled Dystopian Society in Adam Silvera's They Both Die At The End discusses the characteristics of dystopia reflected in Adam Silvera's They Both Die at the End and the literary elements that reflect dystopian literature through narration or dialog in the novel. The writer uses Chung's (2011) theory to describe the characteristic of dystopian society as well as what elements of novel showing dystopian. This research uses qualitative method, with extrinsic and intrinsic approaches used in this research. The results show that there are five characteristics of dystopian society found in the novel i.e. information and independence are controlled and restricted, citizens live in constant fear, there is understanding that one always being watched, prevalence of propaganda, and a leader or idol figure is followed blindly by most of the people, the individual is dehumanized, only the collective matters, and conformity is valued above almost everything else. These dystopian characteristics form a society organized by a large technological system Death Cast, which is each society does not get a chance to feel freedom or fully control their own lives. The second conclusion discusses the literary elements in Adam Silvera's They Both Die at the End reflect dystopian literature. Moreover, the theme, plot, character, and setting of the story all reflect dystopian literature through technological domination and dehumanization in society.

Keywords: *dystopian characteristics, literary elemets, narratives*

A.   INTRODUCTION

Literary is the expression of society (Wellek & Warren, 1954). Literature reflects the state of the times, whether from the point of view of culture, politic, economic, technology, or other social dimensions (Ivan, 2021: 3). In the world of literature there are various genres that present different perspectives on life and human values, one of which is the novel (Oprescu, 2018: 23). Novel, as a type of literary work, not only act as a source of entertainment, but also as a tool to convey

messages, social criticism, and descriptions of life. Novels have a significant role in conveying social criticism or the author's point of view regarding certain issues. The author is able to portray characters who face internal conflicts, differences in social strata, or struggles against injustice, so that readers can understand and feel these issues from a closer perspective.

Changes in novels that continue to grow rapidly make novels more and more in demand by the public, especially in the current era (Eva, 2023). One of the most populer novel genres is Dystopia Literature. The novel is a form of dystopia literature that is getting more attention in today's literary world (Ivan, 2021: 3). In literary studies, the dystopian genre has long been used as a means to explore various social, political, and moral issues through stories that often reflect a world full of injustice, suffering, comprehensive social control, or a decline in human values. However, on closer examination, dystopian societies actually uphold animage of perfection on top of a system of severe oppression and injustice, and utilize propaganda to convince their people that they are better off under this system.

Dystopia refers to the concept of a society that looks ideal on the outside, but underneath there are many injustices and restrictions on freedom (Arkut, 2019: 27). Dystopia societies are generally characterized by oppression, fear, and despair, although the characters may not realize it at the beginning of the story. Also, in dystopian novels, there are often rebellious characters who fight against the power or government to bring things back to the way they should be. However, in dystopias, their success is often not realized. (Azizah and Amalia, 2018: 18).

Dystopian describes a society that is not ideal, filled with injustice, fear, oppression, and moral decay (Rosaliza and Syam, 2018: 13) . In a dystopia society, there is a broken social structure that forces its people to live a life full of hardship and discomfort, some even present very depressing living conditions for its people. Dystopia societies are characterized by strict control of information and restrictions on individual freedom (Eva, 2023: 77). Many people in the society follow a leader or an idolized figure without questioning the rightness or morality of their actions. In dystopia society, there is a belief that every individual is under constant surveillance, and people live in a constant state of fear, so they become submissive and obedient. Information that supports the power of the rules is widely disseminated, human values fade away, and the individual is considered less important than the common good. In addition, the environment is often vandalized and neglected (Azizah and Amalia, 2018: 13)

In a number of dystopian novels, the main characters experience a loss of identity (Eva, 2023: 77). *Anthem* (1938), by Ayn Rand, is one example of a dystopian novel. The events that occur always involve the intervention of the ruling class, which has complete control over all aspects (Demerjian, 2016). Almost all dystopian literature reflects some form of totalitarianism, which is usually implemented by the authoritarian government depicted in the story (Eva and Syifa, 2023:78). In a number of dystopian novels, including recent works such as *The Hunger Games* (2012), *Divergent* (2014), and *The Maze Runner* (2009). These novels reflect the idea that "these works depict society in a very totalitarian way, "highlighting social issues such as corporate control, the reemergence of disease,

and competition for natural resources in different parts of the world (Campbell, 2019). Totalitarian government is a political idea that generally involves social control and domination of power. The idea that social control and power ultimately dominate and seek to regulate behavior, imagination, thought, and desire, in order to create a limited individualism, is a common theme found in dystopian literature (Booker & Thomas, 2009).

Dystopia literature is a description of the failure of social order that is closely related to today's society. Dystopian literature is reflected as human misery such as death, acts of violence, oppression, disease, and other deviations that occur in a society. Dystopia refers to imperfection that can leas to destruction. Societies that are said to be dystopian live frightening lives, struggling to survive the injustices of the world. These societies tend to not to involve religion or God in their lives. The society tends to replace God with a government that controls every movement of the society. In relation to the economy of the society, they do not have any freedom or career choices. The term dystopia was first expressed by Mill (2006: 290) in his parliamentary speech that when a utopia that is supposed to be too good, to be practicable, to be practiced instead looks bad in its practical purpose, then that utopia does not deserve to be called utopia, but dystopia. Death is a concept that describes a life that is worse than where we live now. In dystopian stories, death is one of the aspects touched upon, describing social, moral, and welfare collapse. Existential death is the death we encounter when we say that an individual is dead, which comes from his biological body or his ability to have self-awareness. The dystopia of death narrates destruction through the lens of misery as well as injustice.

The dystopian element in the novel Adam Silvera's *They Both Die at The End* is a world where a company called Death-Cast knows the exact loss date of an individual's life and notifies them when they only have 24 hours or less to live. In this book, two teenagers, Mateo Torrez and Rufus Emeterio, each receive a notification from Death-Cast that they will die on that day. They try to revive themselves and met through the Last Friend App, an app designed to help Deckers find friends to celebrate their last day. Meanwhile, Decker is someone who is expected to die within the next 24 hours. They think that they might be the first to defeat death, or that Death-Cast made a mistake. But at the end of the book, they will not get a good ending (Silvera, 2017).

This research uses the novel Adam Silvera's *They Both Die at the End* as the data source of this research. This book is a dystopian novel version of New York City. This research will examine how the reflection of dystopia society in Adam Silvera 's *They Both Die at the End*. Based on the description of the problem above, the research objectives can be formulated as follows: To find out the characteristic in Adam Silvera 's *They Both Die at the End*, To find out is the literary elements in Adam Silvera 's *They Both Die at the End* reflect dystopian literature.

B.   LITERATURE REVIEW

The theoritical framework includes the main theories used by the author as a basis for conducting this research. Based on the research findings, this study deals with a description of a dystopian society. This thesis focuses on the formation of a

dystopian society that occurs through social structure, technological control, injustice, and how individuals adapt to the limitations of freedom in the system by using the theory of dystopian of Chung (2011). This thesis explain the characteristics of dystopian society by using the intrinsic and extrinsic elements, such as theme, plot, character, and setting.

Sociological Theory

Sociological theory is applied to understand how literary works reflect, criticize, or interact with the social or cultural circumstances of their time. Chung (2013) outlines how the concept of dystopia in literature and pop culture can be used to analyze social structures and power dinamics in real life. In his theory, Chung relates dystopian themes to various sosiological issues, including social control, dehumanization, and resistance to power.

Dystopian Characteristics

The word "dystopia" was first proposed as the opposite of "utopia" by John Stuart Mill in a speech before parliament in 1868. As opposed to utopia, which is described as an ideal place, dystopia can generally be interpreted as an unpleasant place. According to Chung, dystopia is a place where there is oppressive social control or an apocalyptic situation, resulting in a world with poor living conditions, such as oppression, violence, suffering, poverty, disease, and pollution.

Novel

Stanton (1947: 44) argues that a novel can depict detailed character development, complex social situation, social interactions between several characters, complicated events that occur throughout the year, or complicated relationship between several characters. In addition, a novel can present a complex subject in full, to build a complete world.

Theme

A theme is an element that relates to every event and detail in a story. Theme has similarities to what is known as philosophy, while factual structure is similar to the reality that human experience. The theme gives unity to every meaning of the story, so theme can be thought of as the meaning that unities that elements of the story in the simplest way. The themes in dystopian works generally relate to issues such as social injustice, government surveillance, dehumanization, and the struggle against authority. Chung often connects these themes with a critique of real-life socio-political situations.

Plot

Plot is the core of a story, because without clear understanding of events, cause and effects relationships, and context, we will not be able to understand the story properly. A narrative has its own rules. It must have a proper opening, middle and end, it must be logical and rational, but sometimes it must be surprising, it must generate and fulfil suspense (Stanton, 1964: 15). The plot in dystopian works usually reflect the experiences of characters struggling against the pressure of the system or power. Chung reveals that the debate between the individual and the social structure is at the heart of the story.

Characteristics

Stanton (1964) used the term character in two senses. First, character refers to the individuals who appear in a story. Second, the term also includes the

combination of interest, desires, emotions, and moral principles that make up each of those individuals. Every narrative generally has a protagonist. A character associated with every event in the story that result in a change in him or her or our view of him or her. In dystopian, Chung examines how characters stories generally function as symbols of resistance or reflect an oppressed society. The protagonist generally try to fight against the oppressive system.

Setting

In dystopian stories often have a futuristic feel or reflect a world destroyed by social or technological issues. Chung sees these setting as symbols that represent the fear of the future or the impact of choices made by human today.

C.   RESEARCH METHOD

The approach used in this research is the extrinsic and intrinsic approach. The research design of this study is based on qualitative research methods.). This study uses a qualitative approach that focuses on the characteristics of dystopia reflected in Adam Silvera's *They Both Die at the End* and the literary elements contained in Adam Silvera *They Both Die at the End* that reflect dystopian literature. An instrument is a tool used to obtain data. The subject of this research is the author of the thesis, who is analyzed by reading and comprehending the references that back up this analysis. The author herself is thus the research tool. The data source of this research is a novel entitled Adam Silvera's *They Both Die at the End* written by Adam Silvera which is published in 2017. The data is in the form of the character's dialog and author's narration. The data are word, phrase, sentence, or group of sentences in the form which related to the topic of the sentences taken of literary work. The data is collected by reading the novel and then analyzed based on the elements of dystopia in society and describing how the dystopian world is depicted. Then it is researched in accordance with the predetermined analysis methods and techniques.

D.   ANALYSIS

This chapter discussed the analysis of dystopian society in Adam Silvera's *They Both Die at the End*. The discussion is divided into two subchapters. The first subchapter discusses the characteristic of dystopian society in Adam Silvera's *They Both Die at the End* with an intrinsic approach, and the second subchapter discusses how the literary elements in Adam Silvera's They Both Die at the End reflect dystopian literature.

The Reflection of Dystopian In Adam Silvera's *They Both Die at the End*

In the Adam Silvera's *They Both Die at the End* novel, the image of a dystopian society is clearly implied through the depiction of a world where technology and social systems govern individual destiny, using the concept of predetermined death. The novel *They Bot Die at the End* is set in the future, where the government through the Death-Cast service informs people about the day of their death. This creates a society where the inevitability of death affects every aspect of life. The Death-Cast system, although design to provide death information, removes the meaning of life for an individual by making death a structured event, rather than something personal and intimate. Dystopia depicts the

dehumanizing effects of a society that controls the most personal and meaningful moments of human life death. There are several characteristics of a dystopia society that can be found in the narration or dialog of the players in *They Both Die at The End*, such as:

a.   Information and Independence are Controlled and Restricted

In dystopian society, often the government or dominant authority imposes very strict regulations and requires its citizens to fully comply with the set directive. These systems are often set up to regulate individuala by restricting their freedom of thought action or speech. In such situation any attempt to challenge or question authority is often seen as a seriuous threat to the stability of the system, resulting in severe punishment or being blocked from accessing information, such a situation results in a repressed society, where individuals have no freedom to express themselves or to challenge the system. Here is examples of dialog that illustrates information and independence are controlled and restricted:

"Mateo, I regret to inform you that sometime i the next twenty-four hours you'll be meetig an untimely death. And while there is not anything we can do to suspend that, you still have a chance to live (Silvera, 2017: 3)."

This dialog reflects Death-Cast's dominance in managing information related to individual life and death. Mateo was informed that within 24 hours, he would face an inevitabel death. This notification is delivered without providing any details or explanation as to how his death will occur. Mateo cannot control his own destiny, and the information received from the Death-Cast must be taken as truth without any way of knowing whether it is true or not. The Death-Cast system places Mateo in a pssive state, unable to fight or avoid it. He can only receive information that significantly changes his life.

By getting this information, Mateo lost the opportunity to direct his life according to what he wanted. Although the Death Cast told him that he had a chance to live for the rest of his remaining time, the fear of imminent death inhibited his ability to make free decisions. This situation illustrates how Death Cast develops a system that restrits people's freedom. Forcing them to live out their last day based on information they cannot understand or challenge.

"Death-Cast only provide a date for when someone is going to die, but ot the exact minute or how it"ll happen (Silvera, 2017: 4)."

From the narrative, Death-Cast can be considered a representation of information control, because although they provide notification of the date of one's death, they deliberately hide other important details, such as the exact time or cause of death. By peoviding only partial information, Death-Cast fosters dependence on the system. So that people feel helpless and rely entirely on what Death-Cast provides. This illustrates a situation where information that should be clearly accessible is instead restricted. Leaving people without control over improtant elements of their lives..

The Death-Cast system shows that power often utilities information as a means to dominate when access to much needed information is limited individual not only lose control over their choices, but also become more susceptible to manipulation. In this context the Death-Cast not only predicts death, but also

affects a person's perspective on their own life. The lack of information regarding the details of death makes them rely entirely on the system, instead of having the opportunity to prepare themselves better.

b.   Citizens Live in Constant Fear

In dystopian society, the conditions experienced by individuals or groups are characterized by pressure, threaths, and close surveillance, which causes them to feel insecure. The govermet or groups creates fear in the society to maintain power and prevent resistance.

In *They Both Die at The End*, the characteristics of a dystopian society can be see from the citizens living in constant fear, which is identified through Mateo and Rufus ad its effect on their lives, like:

> "*I've always been afraid of dying. I don't know why I thought this would jinx it from actually happening. Not forever, obviously, but long enough so I could grow up. Dad has even been drilling it into my head that I should pretend I'm the main character of a story that nothing bad ever happens to, most especially death, because the hero has to be around to save the day. But the noise in my head is quieting down and there's a Death-Cast herald on the other end of the phone waiting to tell me I'm going to die today at eighteen years old*". (Silvera, 2017: 2)

Mateo feels the fear of Death-Cast has set in place for a long time. Death-Cast, as a technology compay that holds complete control over its society, reinforces this fear by giving individuals certainty about when they will die. By realizing that death will come on the day determied by Death-Cast, fear is no longer abstract, but becomes somethinh true.

In the dialog, "I've always been afraid of dying, I dont know why I Thought this would jinx it from actually happening", this reflects her fear of death. He admitted that he does not understand why he feel that if he fear or thought about death. It would come sooner, as if the fear or thought could "cause" his death. There is a sense of confusion about the link between fear and reality of death.

> "*Death-Cast is hitting me up as I'm beating my ex-girlfriend's new boyfriend to death. I'm still on top of this dude, pinning his shoulders down with my knees, and the only reason I'm not clocking him in the eye again is because of the ringing coming from my pocket, that loud Death-Cast ringtone everyone knows too damn well either from personal experience, the news, or every shitty show using the alert for that dundun-dun effect. My boys, Tagoe and Malcolm, are no longer cheering on the beat-down. They're dead quiet and I'm waiting for this punk Peck's phone to go off too. But nothing, just my phone. Maybe the call telling me I'm about to lose my life just saved his*." (Silvera, 2017: 9)

In the dialog, Rufus gets a call from Death-Cast while he is abusing his ex-girlfriend's new boyfriend. When the call came, his friends, Tagoe and Malcolm, who had been supporting Rufus, suddenly fell silent. Their silence showed their feelings of fear and shock, so they were unable to cheer or enjoy the momet anymore. Even though they had previously supported Rufus's actions.

> "*im shaking and that buzzing panic is in my head, like someone is*

punching me nonstop, because I have no idea how I'm gonna go, just that I am (Silvera, 2017: 10)."

The dialogue depicts the deep fear and anxiety felt by Rufus when he gets news about death from the Death-Cast. Rufus realizes that death is inevitable, but they cannot control how or when it will happen.

c.   There is an Understanding that One is always being Watched

There is a understanding that one is always being watched is one of the main characteristics of a dystopia society. Surveillace serves a means of control to control individuals' behavior and ensure that they do not violate predetermined rules. I this kind of society, surveillance ot only aims to maintain security, but also to limit individual freedom, making people feel like they have no chance to think or act independently. Generally, the governmet or authorities use advanced technology to monitor all aspects of people's lives, includig their conversation, activities, and even their thought. This cause individuals to live in fear and feel oppressed.

There are elements of surveillance and control that show how technology can affect people's lives. The Death-Cast system, which notifies a person that they will die withi 24 hours, creates an indirect 'Surveillace' of people's lives. The following dialog or arratio shows the understanding that one is always being watched:

He wants to know how I'm doing, yeah right. I can hear it in the stunted way he asked me, he doesn't actually care about me any more than he does the other Deckers he gotta call tonight. These calls are probably monitored and he's not trying to lose his job by speeding through this (Silvera, 2017: 11).

This statement reflects the understanding that the society in *They Both Die at The End* lives under surveillance. Death-Cast agents, as depicted in this statment, seem to operate within a system that monitors people's every interaction. This affects their behavior, creating an atmosphere of unfreedom. This statement highlights how strict control and surveillance can create a sense of suspicion and alienation among people.

"*I think we're already dead, dude. Not everyone, just Deckers. The whole Death-Cast thing seems too fantasy to be true. Knowing when our last day is going down so we can live it right: Straight-up fantasy* (Silvera, 2017: 127)."

This dialogue shows how a person feels the surveillance of the system that governs their destiny, namely Death-Cast. In a dystopian society, the awareness of constant surveillance of individuals creates feelings of anxiety, loss of trust, and dependence on the existing system. Through his statements, Mateo feels suspicion towards the Death-Cast system that seems too idealized to be real, giving the impression that someone is watching over each individual's life thoroughly.

d.   Prevalence of Propaganda

In the context of dystopian literature, such as the novel Adam Silveras's *They Both Die at The End* novel, this propaganda is seen through system that prevent individuals from gaining information. The use propaganda in Silvera's novel shows how the Death-Cast system convinces people of their predetermined fate, thus limiting their ability to resist or cotrol their own destiny. This makes individuals tend to accept reality with resignation.

"*Victor tells me the forecast for the day (supposed to rain before noon and later on as well if I make it that long), special festivals I have zero interest in attending (especially not a yoga class on the High Line, rain or no rain), formal funeral arrangements, and restaurants with the best Decker discounts if I use today's code*." (Silvera, 2017: 11)

This statement reflects the prevalence of propaganda, as it shows how the system utilizes selected information to make death commonplace, while distracting from fear. The narrative illustrates how Death-Cast heavily controls ad directs the information delivered to Deckers (the deceased). Information such as weather forecasts, events, and restaurant offers seem to be created to distract Deckers from worrying about death. This illustrates how the system tries to normalize death by providing activties that seem consumptive.

"*On behalf of Death-Cast, we are sorry to lose you. Live this day to the fullest* (Silvera, 2017: 12)."

The statement "Live this day to the fullest" can be regarded as subtle propaganda designed to direct people's emotional responses, as if it is trying to provide a positive perspective on an otherwise depressing condition that Death-Cast provides a chance to live a meaniful life on the last day, despite the fact that there is no freedom to change fate, so this phrase actually distracts attention from the reality of ijustice and powerlessness, while controlling individuals' emotional reactions so as not to question or rebel against the system.

e.   A Leader or Idol Figure is Followed Blindly by Most of the People

In a dystopian society, there are characteristics that "A Leader or Idol Figure Followed Blindly by Most of the People", suggesting a situation where society rely on and obey a leader or figure they admire without questioning their choices or policies, often due to manipulation, propaganda, or fear. In Adam Silvera's *They Both Die at the End* this characteristic related to the idea of unquestioning trust in the Death Cast system, which effectively acts as the "Leader" in the storyline. Although details about the technology or how they worked were never clearly disclosed, society still followed the warnings of the Death Cast because there was no other option or way to prove it for sure.

"*The Death Cast never gets it wrong. If you get the call, it's your End Day. There's no point to fighting it* (Silvera, 2017:26)."

The statement "The Death Cast never gets it wrong", indicate the society's unquestioning trust in Death Cast. Although there is no clear evidence of how the system works, most people accept it without question, as they have been "programmed" to see Death Cast as an unquestioning source of truth. The statement "There's no point to fight it." Shows that people have no choice but to follow and accept it.

"*We rely on Death Cast to tell us when our time is up* (Silvera, 2017: 114)."

This statement confirms that the society relies heavily on Death Cast, where they decide to entrust their fate to that authority. This shows how society is in a dystopian state where they follow authoritarian leaders, without considering other options or questioning the legitimacy of the powers that be.

f.   The Individual is Dehumanized, only the Collective Matters

In the novel They Both Die at the End, there are aspects that show the dehumanization of the individual, where only collective interests are considered valuable. This can be from the existence of a company called Death Cast that provides information to people about the date of their death. This illustrates the way society commoditizes death, putting aside the value and dignity of the individual in favor of corporate interest.

Here are two examples of dialogues in the novel that reflect the dehumanization of individuals, such as:

> *"But no matter what choices we make, solo or together… our finish line remains the same… no matter how we choose to live, we both die at the end* (Silvera, 2017: 27)."

In that dialogue, there is understanding that although the individual has a choice, the end results remains unchanged, which is death as determined by the Death Cast system. That shows that the system overrides individual values and decisions.

> "*It sucks how we're all being raised to die. Yes, we live, or we're given the chance to, at least, but sometimes living is hard and complicated because of fear* (Silvera, 2017: 78)."

The dialogue above illustrates the way society is shaped by the understanding of certain death, which is which is determined by the Death Cast. This gives rise to a sense of fear that inhibits individuals from living fully, reflecting the dehumanization where one's life is controlled by the fear granted by the collective system.

g. Conformity is Valued Above Almost Everything Else

In the novel They Both Die at the End, the characteristic of a dystopian society that emphasizes "conformity is valued above almost everything else" are seen through the Death Cast system that governs each individual's life. This system established social norms that require individuals to face their death and spend their last days according to predetermined rules.

> "*It's mad twisted, how people are so accepting of Death Cast's calls. Like there's nothing anyone can do to stope them. No one protests anymore* (Silvera, 2017: 49)."

Mateo commented on how society easily accepted the presence of Death Cast without debating the moral aspects of the system. Social conformity is seen in the powerlessness to challenge the system, which show that prepare prefer to go along with the existing norms rather than seeking change. This situation results in a dystopian state where people no longer have control over their lives.

How The Literary Elemets in Adam Silvera's They *Both Die at the End* Reflect Dystopian Literature

In Adam Silvera's *They Both Die at the End* depicts a dystopian society where technological advances make it possible to predict and inform the day one's death. In this novel, a company called Death Cast provides information to people about the death of their death. The analysis of the characteristics of dystopian in Adam Silvera's *They Both Die at the End* can be done with intrinsic approach

through the study of elements such as theme, plot, character, and setting that shape the dystopian world in the narrative.

a.   Theme

The theme in *They Both Die at the End* that reflect dystopian society is Technological Control and Life Uncertainty. In a Dystopian Society In *They Both Die at the End*, a dystopian society is depicted through a technological system called Death Cast. This system manages information. Related to a person's death by providing notification the day before the individual die. This situation results in a dystopian society lives in a state of fear and reliance on technology. It shows that the control and restriction of information and independence can impact the way people live in their lives.

> "*Death Cast has everyone living on edge. Every time someone gets a call, it's like a clock starts ticking louder and louder* (Silvera, 2017: 18).*"*

This dialog shows how the Death Cast system creates a constant of fear in society. Everyone feels anxiety because they are aware that the call of the Death Cast will mark the end of their lives. This shows a typical feature of dystopian society, where technology serves as a means of control that influences the feelings and behavior of individuals.

> "*knowing I'm going to die today does not make it easier to live. It's like Death Cast has already taken my choices away* (Silvera, 2017: 29).*"*

This conversation illustrates how Death Cast technology takes away individuals' freedom in determining their fate. Mateo feels that his awareness of his mortality has reduced the freedom and hope in his life. This are key characteristic of a dystopian society, where technological control takes away personal freedom and creates a feeling of helpless.

b.   Plot

In Adam Silvera's *They Both Die at the End*, the plot reflects a dystopian society shown through a technological system called Death Cast, which can predict and inform a person that they will die in the next 24 hours. This plot illustrates the influence of technology in organizing people's lives, generating fear, and shaping the way they live their lives, as reflected in the dialog,

> "*Doesn't matter. Even if you don't die, Death Cast has already robbed you of your life by making you think you will* (Silvera, 2017: 34).*"*

This shows that Death Cast technology not only organizes people's lives, but also creates a deep sense of fear and anxiety. This statement confirms the plot of how the character try to deal with the uncertainty brought about by the system, while criticizing society's dependence on technology that determines the direction of their lives.

c.   Character

In Adam Silvera's *They Both Die at the End*, the dystopian characteristic is seen through the depiction of characters living in a society ruled by technology, especially through the Death Cast system that informs people of their impending death. The characters Mateo Torrez and Rufus Emeterio portray elements of a dystopian society through their experiences with the Death Cast system. This system causes uncertainty, anxiety, and intense social surveillance of personal

lives, showing how technology can affect people's lives.

Mateo is an introverted and cautious young man. After getting a call from Death Cast, he has to face the fact that his death is imminent, which pushes him to leave his comfort zone and truly enjoy his life in one last day.

"*I always wanted to be brave, to live without fear. But now that I know it's my End Day, I'm terrified of wasting it* (Silvera, 2017: 23)"

This dialog illustrates Mateo's inner conflict between his desire to live life to the fullest and a deep sense of fear, which is further exacerbated by his awareness of his impending death. This reflects the characteristics of a dystopia where people live under the influence of a system that determines their fate, giving rise to fear and uncertainty.

Rufus is a more daring and spontaneous teenager than Mateo. After receiving news from Death Cast, he decides to spend his last day on adventure, while facing dark memories from his past.

"*We can't change the fact that we're dying. But we can choose how to live today. Let's make it count* (Silvera, 2017:15)."

Rufus shows a resistance to the determinism imposed by Death Cast. He underscores the significance of personal decisions in the face of a restrictive system, a recurring theme in dystopian, where characters struggle to maintain their independence and meaning in the face of external control.

d.   Setting

In Adam Silvera's *They Both Die at the End*, setting plays an important role in creating dystopia. The story is set in New York city that has undergone a major transformation due to development of advanced technology, especially the Death Cast system that is able to predict one's death. This setting creates a world where people are aware of the time limit of their lives determined by technology.

In *They Both Die at the End*, New York city is depicted as a city that has adjusted to existence of the Death Cast. Public facilities, business, and social interactions have been adjusted to take into account the fact that everyone is aware of their time of death. For example, there is an app called "Last Friend" that allows people to find friends to append their last moments with, reflecting how technology has become an important part of everyday life.

"*I download the Last Friend app, and it matches me with you* (Silvera, 2017: 61)."

This conversation illustrates how technology has become an essential element in people's lives, providing an effective solution to the emotional and social needs arising from the realization of impending death.

E.   CONCLUSION

Based on the analysis that has been presented in the previous chapter, it can be concluded in accordance with the problem statement contained in this thesis. There are two point of conclusion that can be obtained. The first conclusion explain the characteristics of dystopian society reflected in Adam Silvera's *They Both Die at the End*, such as information and independence are controlled and restricted, people live in constant fear, Most people follow a leader or idol figure mindlessly, they are aware that they are constantly being watched, propaganda is common,

people are dehumanized, only the group matters, and conformity is valued above nearly everything else. The second conclusion discusses the literary elements in Adam Silvera's *They Both Die at the End* reflect dystopian literature.

In the analysis of Adam Silvera's *They Both Die at the End* novel, five characteristics of a dystopian society are evident, such as information and independence are controlled and restricted, people live in constant fear, there is understanding that one is always being watched, prevalence of propaganda, and a leader or idol figure is followed blindly by most of the people, the individual is dehumanized, only the collective matters, and conformity is valued above almost everything else. These dystopian characteristics form a society organized by a large technological system Death Cast, which is each Deckers does not get a chance to feel freedom or fully control their own lives.

There are literary elements in Adam Silvera's *They Both Die at the End* reflect dystopian literature include the theme used is technological control and life uncertainty in a dystopian society. The plot used is a story about dependence on death cast technology. The main charaters in Adam Silvera's *They Both Die at the End* are Mateo and Rufus. The setting of the place used in New York City.

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