

TABLE OF CONTENT

APPROVAL PAGE	i
LEGALIZATION PAGE	ii
DECLARATION OF OWNERSHIP	iii
PREFACE	iv
ACKNOWLEDGEMENTS	v
ABSTRACT	vii
ABSTRAK	viii
CHAPTER I	1
INTRODUCTION	1
1.1 Research Background	1
1.2 Research Questions	9
1.3 Research Objective	9
1.4 Research Significances	10
1.5 Definition of Key Terms	10
CHAPTER II	15
THEORETICAL FRAMEWORKS	15
2.1 Literature	15
2.1.1 Literature as Social Product	15
2.1.2 Novel as Social Product	17
2.1.3 The Commercialization of Literature	18
2.2 Representation of Modern Slavery in Relation with Popular Literature	19
2.2.1 The Role of Popular Literature in Social Critique	21
2.3 Modern Slavery	22
2.3.1 Marxist Theory	22
2.3.2 Types of Modern Slavery	27
2.3.3 Definition and Characteristics of Modern Slavery	35
2.3.4 Economic and Social Drivers	36
2.3.5 Causes of Modern Slavery	38
2.3.6 Impact of Modern Slavery	43
2.3.7 Legal and Policy Frameworks	50
2.4 Synopsis <i>Ready Player One</i> Novel by Ernest Cline	52

CHAPTER III	56
RESEARCH METHOD	56
3.1 Research Design	56
3.2 Source of Data	58
3.3 Technique of Collecting Data	58
3.4 Technique of Analyzing Data	58
3.5 Organization of Writing	58
CHAPTER IV	60
DATA ANALYSIS	60
4.1 Types of Modern Slavery	60
4.1.1 Debt Bondage	60
4.1.2 Forced Labor	63
4.1.3 Commodification of Labor	65
4.1.4 Systemic Inequality and Class Disparity	66
4.2 Causes of Modern Slavery	68
4.2.1 Economic Exploitation and Debt Bondage	69
4.2.2 Commodification of Labor	70
4.2.3 Systemic Inequality and Class Disparity	72
4.2.4 Deproletarianization	73
4.2.5 State Complicity and Weak Legal Protection	75
4.3 Impacts of Modern Slavery	77
4.3.1 Alienation and Control	78
4.3.2 Exploitation	79
4.3.3 Commodification of Labor	81
4.3.4 Resistance and Agency	83
4.3.5 Class Consciousness and Social Solidarity	85
4.3.6 Economic Inequality and Debt	87
CHAPTER V	92
CONCLUSION AND SUGGESTION	92
5.1 Conclusions	92
5.2 Suggestions	94
BIBLIOGRAPHY	96