

ABSTRACT

This research will examines how the Ready Player One (2018) directed by Steven Spielberg employs the setting to create and support the formula of the adventure, as suggested by Joyce G. Saricks (2009) and John G. Cawelti (1976). The study will help consider how virtual reality worlds like the OASIS act not just as simple backdrops and more so, how they determine the tone of the narrative, its pacing, characterization, symbolic value, and audience stimulation. With the qualitative descriptive approach, the researcher examines a sample of the scenes using the theories about adventure characteristics of Saricks and the narrative formula of Cawelti and complemented by mise-en-scene theory of Petrie & Boggs (2018) and the structure of cinematic language of Ed Sikov (2011). According to the findings, settings in the film Ready Player One fulfill various purposes and they identify and define identities of the characters, establish a realistic feeling to the story, increase the emotional impact, and reverberate as the visual spectacles that add to the pace and tone. Finally, OASIS can be considered not only as the image of escapism but also a representation of bigger sociocultural problems, such as corporate greediness, nostalgia, and morality of domination of digital environments. This is the explanation of the spatial design and the cinematic technique that helps in supporting genre conventions and the overall resonance of themes in modern adventure films.

Keywords: *adventure; settings; virtual reality; mise-en-scène; Ready Player One*

