Literary Studies

Challenging Modernism through Hyperreality in *Mosquitoes* Play Script

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ABSTRACT

The purpose of this research is to challenge the modernism view and principles by revealing the negative issues and impacts of technology as portrayed in Mosquitoes (2017) play script written by Lucy Kirkwood. The research uses a qualitative method in showing and elaborating the findings. To challenge the modernism view, the research undertaken uses postmodernism lens with Jean Baudrillard's theory of simulation, simulacra, and hyperreality in analyzing situation and forms of those concepts which are hidden in the text. This research discovers that the advancement of technology makes the characters very dependent on technology itself, especially on computers, mobile phones, and the internet. However, this technological dependence is not accompanied by significant benefits as modernists assert, but rather tends to produce detrimental effects for the characters. The detrimental effect of using technology is that the characters are trapped in a world of hyperreality manifested in the form of fake news and cybercrimes, causing some serious problems that must be dealt with by them since the boundaries between real and fake have collapsed. This cause-effect regarding technology and hyperreality emphasizes a paradox that technology which is supposed to be controlled by humans yet control humans themselves because technology takes a role in shaping the way humans think and behave. In essence, the findings of this research reinforce that the positive view of modernism on advancement in human civilization is not fully materialized.

I. INTRODUCTION

The existence of technology ensured that it has become a vital role in human's everyday life, as the main purpose of creating technology itself, namely as a tool to solve various problems faced by humans and as a new way of carrying out human activities (Ngafifi, 2014). Along with the increasing complexity of human life from time to time, technology has made significant progress, offering facilities to improve living standards so that technology and humans are now inseparable entities. This great belief in the benefits generated by technology is a manifestation of the view of modernism which emphasizes that reason is the single power and truth that can lead to happiness in life (Ali as cited in Hanif, 2011). Because science and technology are the result of human thought,

both are considered the main achievements of modernism because technology can produce something better, faster, and more efficiently (Jonassen, 2013) and also be able to create progress, health, and material wealth (Schot, 2003) in human civilization.

However, it is undeniable that the reality emerged when technology began to experience massive development during the industrial revolution era in which the principle of modernism was so fertile, presented various social pathologies. At that time, the cities became over-crowding, workers had difficulty finding housing, poor hygiene conditions, increasing diseases due to pollution, and rampant poverty (Mohajan, 2019). Social pathology is still present today in the contemporary era where science and technology have evolved. The technological

revolution, which is now more focused on the development and use of information technology, cannot be separated from negative effects. For example, the existence of the internet threatens human life through the spread of fake news. Fake news may change real-world events because people are persuaded to consume the biased stories which disturb the authenticity of the news ecosystem (Shu et al., 2020) trapping people into unwanted circumstances.

Furthermore, belief in the circulating fake news creates a post-truth phenomenon, where feelings play an important role to decide what is right for them than the facts as the result of compulsion by the practitioners (Mcintyre, 2018). Post-truth is a dangerous phenomenon because it can cause people to become sick, both physically and mentally (Dossey as cited in Zaluchu, 2020) due to the acceptance of systematic lies made by fake experts who are caught in the illusion of social media (Arifin & Fuad, 2020).

Other than fake news, the technology advancement also paves the way for cybercrimes. Dashora (2011) noted that cybercrime is a crime committed through the internet network using computers as a tool or targeted victim, which is a violation of the law counterbalanced with state sanctions. Apart from hacking, the most visible and frequent cybercrime nowadays is virtual violence since many people spend more time on social media platforms. Some of the virtual violence includes bullying, threatening, spreading personal information, sending violent texts, pictures, and videos (Tripathi, 2017), and even sexual-pornographic content which can be done by people of various ages and circles.

Since these technological issues have become a critical phenomenon that disturbs society in the contemporary era, it is not surprising that these issues often appear in literary works as an effort to represent social conditions. One of those literary works is Mosquitoes (2017), a play script by Lucy Kirkwood, which has been staged in National Theatre in England. This play script explores the dependence on technology also the challenges of using technology itself in a contemporary era. This play script pictures the life of a western family that must face many problems dealing with their jobs, education, relationship, and so on. As the time of the story is set in 2006 until 2008, when electronic goods and the internet have developed quite rapidly, the daily life of this family and the

people around them cannot be separated from the use of technology, other supporting devices, and mass media, which affect the way they behave and perceive something.

All of the issues and situations, in which their beliefs and perceptions influenced by what they see on technology reflect Jean Baudrillard's concept in reproduction of the factual event, which are simulation, simulacra, and hyperreality. These three things constitute a series of threats, generated by information technology, to contemporary society in relation to reality and its copies (Antony & Tramboo, 2020). Hyperreality is a fusion between reality and imagination in which lies are turned into believed truths, creating a utopian image in the human mind as Mulkay argued that discourse of science and technology is a rhetoric of hope which is dominant in human culture (as cited in Hetland, 2013).

Although play script has been one of the objects of literary research for a long time and many have done it, however, until this research is being progressed, there is no any research which uses Mosquitoes play script as the unit of the research. Nevertheless, the writer finds other research which apply the same theory, concept, and context from various resources then studies them and makes comparisons to gain more perspectives and understandings.

First, Wiyatmi et al.'s research entitles Cyberspace and Hyperreality in the Novel of Kerumunan Akhir by Okky Madasari presenting the formation of virtual reality as the result of the existence of cyberspace. In their research, Wiyatmi et al. (2019) point out that social media is not only a space for interaction but also plays a role in shaping the identity of the characters who live between the overlapping real and virtual worlds. Second, the research of Akbar et al. (2020) under the title Postmodernity in Elif Shafak's "The Forty Rules of Love". This research reveals the characteristics and the dark side of postmodernity in the novel, such as depictions of pop culture, double standards, hypocrisy, and social stupidity which are social and cultural issues that are currently happening.

Another previous research is an article under the title Falling for Fake News: Investigating the Consumption of News via Social Media of Flintham et al. (2018). This article explores how Facebook as one of the social media shows a gradual decline in user trust in new traditional sources due to fake news spreading on Facebook. They conclude that

social media users are aware that they are exposed to fake news. The survey also revealed that each participant rated news differently in providing an assessment of the truth of the news presented on social media. The last previous research is an article conducted by Umanailo et al. with the title Cybercrime Case as Impact Development of Communication Technology That Troubling. They argue that the emergence and development of the internet is a major factor in the existence of cybercrime, which is a problem in society because it is contrary to law. Umanailo et al. (2019) also assert that even though cyber community life follows the pattern of real social life, it is intangible that cannot be seen directly, but still can be recognized as a relative of life.

Since the object of analysis chosen has not been used before, therefore, this research aims to challenge the modernism view or principles by using Baudrillard's concepts of simulation, simulacra, and hyperreality under the umbrella of postmodernism. Proving that the modernism paradigm is a fallacy will be achieved by investigating how technology dependence is depicted in the story and then uncovers how hyperreality as the effect of the technology use is described in the story. It is notable to be studied because this research will show that everything that progresses does not always produce goodness as emphasized in the paradigm of modernism. That way, people, especially urban communities who are always in contact with technology, are not complacent with progress, can realize and control themselves so they do not get trapped in a mortal utopian world.

II. METHOD

This research is conducted by applying the qualitative method that employs a play script written by Lucy Kirkwood, Mosquitoes. Qualitative research aims to gain an in-depth understanding of the opinions, perspectives, and attitudes of individual participants that describe and interpret certain categories (Nassaji, 2015). The analysis is executed by marking several character's dialogues and attitudes then arguing how the dependency on technology as well as hyperreality are portrayed in the text with the assist of Baudrillard's theory of hyperreality. Beside positioning the corpus as the primary data, the writer also uses secondary data from books, articles, reports, and essays to support the analysis.

III. RESULTS AND DISCUSSION

In postmodern societies, technology plays an important role to support and construct human life. Technology influences the culture and lifestyle of a society generating a great consumption on technology that can make the society itself become dependent on the devices they regularly use. In the story, the characters use various technology devices in their daily life, one of which is mobile phone. This can be seen through Alice who is doing a trial run for the experiment namely Large Hadron Collider. While she is excited to witness the first beam of the machine, she calls her son who is not by her side at the time (Kirkwood 2017). The use of mobile phones as she does is actually not only to communicate but also to fulfill psychological needs. Alice calls her son, Luke, hoping to get recognition that her hard work has paid off with a beam appearing on the machine so Luke can feel proud of his mother. This is in line with the statement of Mudjiono that through social communication, humans can fulfill their emotional needs and improve mental health (2012). This is emphasizing that development of communication tools is bridging individuals with other individuals to obtain each of the expected needs more easily. Therefore, as a matter of fact, people are dependent to mobile phone.

Along with the development of the times, mobile phones are also experiencing developments. Nowadays mobile phones are multimodal devices that allow users to communicate by speaking, engaging with text, or accessing online information (Ling & Baron, 2013). Moreover, at present time, mobile phones are coupled with a variety of advanced features, such as a camera, which gives humans the convenience of just one grip. The camera embedded in the mobile phone reinforces the reason why the mobile phone is one of the media that can lead humans into simulation and hyperreality. The reason is, the camera is able to take pictures that are copies of reality, the first stage of the four simulation stages, namely the sacramental order. The use of a camera on a mobile phone occurs when Natalie and Luke take pictures of each other's private body parts (Kirkwood 2017). Taking pictures using a mobile phone camera can produce a simulation of the real world. The image captured by the camera is not something original because according to Baudrillard simulation is not something, not an originality, but only a

replica of a replica (as cited in Lotringer, 2016) which threatens the difference between true and false, between real and imaginary (Baudrillard, 1994). The image captured by the camera will take humans to the next simulation stage which further emphasizes that authenticity slowly fades if the original undergoes few changes and is able to change one's interpretation of the image so that the person is trapped in hyperreality.

Besides being able to make calls and take pictures, indeed, mobile phones are supported by the text messaging feature. This function of mobile phone is portrayed by Luke's character who has sent a message to Natalie, his high school friend (Kirkwood 2017). If examined further, sending messages through messaging applications also contains various simulations that can lead users to hyperreality. For example, people use emoticons instead of facial expressions because they cannot show it directly in interacting via text messaging. Emoticons used as a substitute for human expressions and feelings indicate that there is a collision between signs and facts. In line with Baudrillard's idea that reality has merged into one with the sign, the image of reproduction models is no longer possible to find a real reference, making a distinction between representation and reality, image and reality, sign and idea, and between the fictitious and the real, then there is only a jumble of everything (as cited in Astuti, 2017).

Mobile phones also become a tool to help humans deal with unpleasant emotions or situations. This function of mobile phones is reflected in the character of Henri who is with Jenny, waiting for Alice's arrival. When there is a pause between the two of them, Henri checked his mobile phone which is then followed again by Jenny's voice to break the silence (Kirkwood 2017). Almost the same thing happened to Natalie's character. When she is talking to Luke and there is a conversation that makes her awkward, Natalie repeatedly checks her mobile phone even though there are no calls or messages (Kirkwood 2017). The way they rely on mobile phone to cope with uncomfortable situation and feeling, mobile phones seem to have infiltrated in human's psychology and shaped the way humans behave. This precisely reflects what is happening in current society that people constantly reach for their mobile phones when they face something unpleasant or irksome, for instance when having a conversation with strangers. Dependence on

mobile phones like this is analogous to a security blanket used by children to survive when facing an intimidating environment (Panova and Lleras cited in Hunter, Hooker, Rohleder, & Pressman, 2018). Further, mobile phones become symbolic media that can improve feelings of social support to cope with stress that people face, so that they can get benefits from mobile phones as stress buffers if the mobile phones are in their reach even though are not being used (Hunter et al., 2018).

The high intensity of using mobile phones, indeed, resulting a strong bond between people and the tool they use it. It happens to Jenny who tries to avoid all media producing information, yet the mobile phone is an exceptional for her, "… I will keep my phone I think, I wouldn't like to be without my phone (Kirkwood, 2017, p. 175)." Jenny's decision to keep her mobile phone when she wants to self-isolate shows that the device has been absorbed into her so that it can affect how her life should run. This is in line with what McLuhan and Fiore assert that, "All media work us over completely. They are so pervasive in their   personal,   political, economic, aesthetic, psychological, moral, ethical, and   social consequences that they leave no part of us untouched, unaffected, unaltered. The medium is the message (McLuhan & Fiore, 1967, p. 26)." Hence, what happened to Henri and Natalie, who like to check their mobile phones and Jenny, who cannot live without it are examples of technology usage that affects human's psychology. All the symptoms regarding mobile phones that appear in the story clearly shows the dependency on mobile phones in human everyday lives nowadays.

Other than the use of mobile phones as one of the characteristics of contemporary life, the use of computers or laptops also plays a significant role in shaping postmodern culture. Similar to mobile phones, computers or laptops become an inseparable part of humans in carrying out their daily activities, both for children, teenagers, and adults. This is well portrayed in Alice who works as a scientist. In carrying out the project of making the Large Hadron Collider machine, she and the team use laptops that are supported by a software in order to design the system that will help the machine to function properly (Kirkwood 2017). By combining laptop as the device with a sophisticated software, human can make something extraordinary that cannot be done manually. Simon said the same thing that the computer has its own uniqueness in

its capacity to transform and execute information automatically without human intervention (cited in Kumar, 2005). Moreover, technology appears as a fundamental component driving and shaping postmodern culture itself, given the unanticipated convergence of the natural and human sciences (Grant, 2011). The making of the Large Hadron Collider machine in this play script, which seeks to study how the universe was created, shows how society focuses on knowledge, information, and future-oriented research. In order to develop science and information, of course, various evolutions of the latest technology are needed to get the required results. Hence, without a doubt, humans will put their hopes on technology in general and computers in particular becoming the hallmarks of postmodern society.

While humans keep making advanced technology, at the same time they also construct the simulations of themselves in the guise of computers and machines by shifting the physical intelligence to artificial intelligence. Just like what Alice and her team do, who are actually brilliant scientists making the Large Hadron Collider machine with the help of systems and programs that they create themselves as an effort to bring forward science. It is as Turkle says that the simulation successfully translates the concrete material of science, engineering, and design into attractive virtual objects that engage the human body and mind that will open up new possibilities for research and continuous learning (Turkle cited in Boiral, 2012).

Indeed, the use of technology, computer particularly, gives benefits for human civilization. However, it cannot be denied that dependence on technology and the emerging of computerized society also provides numerous challenges that reshape the way people interact and socialize. Technology which has become a close companion to humans lives often distracts people from their activities, works, and surroundings. Moreover, people frequently use it as an escape to run away from direct social interactions. This unfavorable impact of using technology happens to Luke while he has serious talk with his mother suddenly attempts to end the conversation by looking back at his laptop and wearing headphones (Kirkwood 2017). This signifies that laptop is more important rather than the presence of human in reality who tries to accomplish social interaction. This is in accordance with Salz who expresses his desolation towards the effects of current technological era that technology makes people increasingly isolated, difficult to focus, and vulnerable to being deceived by fake news (as cited in Anderson & Rainie, 2018). Seeing how Luke turned his attention to the laptop implicitly indicates that the signs, symbols, codes, and images contained in his laptop managed to trap Luke into the simulacra where the simulation mechanism works in it. The laptop screen becomes a new reality that made Luke immersed in the models and images that become his companions.

Over and above that, the dependence on technology is increasing significantly due to the existence of new media. New media is digital media, which are forms of media content that mix and merge data, sound, text, and pictures that stored in digital formats and progressively transmitted over networks (Flew & Smith, 2008). Correspondingly, new media can also be acknowledged as a convergence between digital communication technology that is computerized and connected to the network (Efendi, Astuti, & Rahayu, 2017). One proof of the existence of new media in the 21st century is the internet. Nowadays, internet does not only function to communicate and gain information, but also gives connection for society to numerous entertainment platforms. This function is certainly very useful since entertainment is one of the essential things in human life to relieve fatigue and boredom from exposure to daily activities as well as a medium for channeling hobbies. Therefore, entertainment platforms are favored by various groups. In this contemporary era that puts forward the function of new media, there is myriad of entertainment platforms that can be chosen by people. One of the most well-known entertainment platforms for global society is YouTube. YouTube is a platform that combines media production and distribution with social networking features (Chau cited in Rosida & Azwar, 2021) allowing users to reply, comment, and share the videos to other users.

The use of YouTube as a medium to entertain is portrayed by Natalie. In the story, she is described as a teenage girl who likes to spend her time by watching YouTube.

> Natalie : I spend like five hours a night on youtube, that's really bad, isn't it? Does Stefan have a girlfriend?
>
> Luke : I don't know.
>
> Natalie : Him and Heloise are just friends right? Have you seen the video with the man crying and going 'Leave her alone! Leave Britney Alone!'?
>
> Luke : No

Natalie   : Omg you need to youtube it immediately
[...] (Kirkwood, 2017, p. 23).

By watching YouTube for five hours every night indicates that she accesses the platform in her leisure time when she is no longer busy with school activities. In addition, Natalie who asks and advises Luke about the videos she watched implicitly denotes that she is aware of the spreading information and trend, not wanting to be out of date so that she consumes a lot of videos scattered on YouTube. What Natalie does asserts that her free time is a way to construct her personal identity, that is, she wants to be seen as an up-to-date teenager among her friends that she knows a lot of viral things in cyberspace. This is in line with Malick's statement that people continue to explore various options and alternatives to form identities, communities, and expressive resources in the leisure realm, where they question, debate, and reproduce power and society (2017). Specifically, the type of leisure that Natalie does is a digital leisure which indicates that she has entered the postmodern era, because broadly speaking, postmodern leisure is related to commodification, commercialization, and mediatization (Bramham & Spink, 2016) which is the result of globalization. Globalization itself is certainly related to postmodernity, a state where consumption, technology, and digitalization go hand in hand.

The use of new media in everyday life has become a culture that will survive in the long term in human civilization considering the development and evolution of technology that occurs continuously. Technology, which has now become an extension of the human hand even mind, is difficult to eliminate and will continue to be a primary need for human consumption. This dependence then makes people confuse about what is good and what is bad to do, as shown by Jenny and Natalie, who like to gain information and entertainment on the internet excessively even though they realize it is a bad one,

Alice : Jenny, we've talked about this.

Jenny: No, I know.

Alice : Googling is

Jenny: Bad, / I know, but just (Kirkwood, 2017, p. 12)

Natalie: I spend like five hours a night on youtube, that's really bad, isn't it?

(Kirkwood, 2017, p. 23)

 The fact that they favor the internet even though for them surfing on it is a bad thing implicitly denotes that they will be confined in the hyperreality net.

Once they are successfully stuck in hyperreality world, they will find it difficult to distinguish what is true according to facts and what is a lie.

Fake News

Fake news is false information that mimics the form of news media content but does not go through a process and lacks editorial norms to ensure the accuracy and credibility of the information (Lazer et al., 2018). The emergence of fake news is intertwined with the existence and constant use of media technologies because fake news is produced, spread, and consumed through them. Fake news is certainly a threat in this contemporary era considering the spread of false information or news that is so fast and easy to reach by many people through their media devices. Once the fake news is accepted and swallowed by the public, it can cause imbalances and chaos both in a broad scope and in an individual sphere.

This global phenomenon is pictured by Jenny, who entrusts the information about health to the internet, In the story, Jenny who is pregnant thinks that doing ultrasound is unsafe for baby because, based on the article she finds on the internet, ultrasound will cause various abnormality such as dyslexia, epilepsy, mental retardation, an increased incidence in left-handedness in boys, and she believes that the ultrasound can reduce fetal weight, which all are the result of the study that has been done on rats (12). As someone who is described as well-educated, Alice tries to convince her sister that ultrasound is safe and many women does it every day, but it does not change Jenny's mind one bit (Kirkwood 2017). From this, it is seen that technology can spread invalid study that is easily consumed by vulnerable people and pseudoscience has been implemented in people's lives. In contrast to Jenny's explication, doing ultrasound during pregnancy is safe as study done by Whitworth et al. that long-term follow-up of children exposed to ultrasound scans in the womb showed no adverse effects on children's physical and cognitive development (17). Despite considering ultrasound is something dangerous, Jenny considers that babies raised through the In Vitro Fertilization (IVF) process are more likely to experience down syndrome and even death (Kirkwood 2017). Yet the success rate of IVF has increased over the last decade (Wade, MacLachlan, & Kovacs, 2015). In addition, Jenny also presumes that MMR vaccine for babies is dangerous (Kirkwood 2017), meanwhile

according to Hamborsky et al. the vaccine has an effectiveness of 97% in preventing measles and rubella and according to Robin the effectiveness of the vaccine for mumps is about 88% (as cited in DeStefano & Shimabukuro, 2019). Jenny's belief in the narrative that the MMR vaccine is dangerous in the end brings a misfortune, that her daughter dead due to a fever accompanied by the appearance of red spots (Kirkwood 2017).

If dissected more deeply, the way Jenny cannot distinguish the real and fake one denotes that Jenny has entered hyperreality state. Even though hyperreality commonly tend to be related to pictures and visuals, fake news also can be included as hyperreality because it obscures the border between fiction and non-fiction (Berkowitz & Schwartz, 2016). For Jenny's case, the line between pseudoscience and science itself has collapsed so that everything gets mixed up, making it difficult for her to find the true meaning. The false text that Jenny reads on the internet is the last stage of simulation process where there is no longer relation to basic reality because the information that Jenny reads is contrary to the actual facts as the studies mentioned before. Consequently, hyperreality influences her in knowledge of the world or in action because she constructs her ideal meaning subjectively.

The misunderstanding that happened to Jenny is the result of the existence of technology, new media particularly. She builds invalid thoughts not because she lacks of information but because the excessive information that she gets on the internet. This abundant of information indeed creates a long distance between signified and signifier so that people find it difficult to get the real meaning of what appears in front of them as what Baudrillard asserts that the traditional linguistic relationship between sign and meaning has been severed due to the birth of a media world that exists in parallel with reality (as cited in Morris, 2020) like what represented by fake news itself. Therefore, people now live in a simulacra world, where the world has more information and less meaning (Baudrillard, 1994).

In such condition, the existence of models, images, and codes of hyperreality metamorphoses into controlling human actions and thoughts which then leads humans who are already immersed in hyperreality into a post-truth condition (Santoso, Harjono, & Rustamaji, 2019). Post-truth is where feelings play an important role to decide what is right for people rather than the facts as the result of compulsion by the practitioners (Mcintyre, 2018). Post-truth condition as a critical phenomenon in the postmodern era is reflected by Jenny in the story. Even though doing ultrasound is safe and recommended by doctor as an expert, Jenny still ignores it and does not care of the fact.

> Alice : It doesn't matter whether you believe it, it's a fact.
>
> Jenny: Says who?
>
> Alice : The doctor, and he's an expert, / so
>
> Jenny: She
>
> Alice : She's an expert / so
>
> Jenny: Yeah well I think actually what I feel, as a mother, might be stronger than a a a a a just a… fact don't you?
>
> (Kirkwood, 2017, p. 14).

What Jenny thinks is the result of chaotic codes, signs, symbols, and meanings that she gets from mass media, especially the internet where she reads article regarding the ultrasound matter. This is shown that the internet becomes a vessel in building reality without clear references so that it can bring up an illusion and fantasy that look authentic. This fake authenticity then shapes Jenny's emotion to believe what she reads without doing any fact-checking and she directly disregards the actual facts as explained by Alice.

This can happen because when brain is continuously exposed to incorrect or possibly misleading expressions, it gives up and stops reviewing everything and accepts things as they are (Konnikova cited in Yalcinkaya, Donmez, Aydin, & Kayali, 2018). In essence, repeating of misleading information does not make it is true, but it makes people think it is true (Jacobs cited in Yalcinkaya et al., 2018).

From the explanation of the Jenny's cases above, it can be concluded that technology and media play a major role in creating hyperreality, one of which is in the form of fake news. Hyperreality can arise because the mass media which is essentially the result of reality reconstruction routinely perform simulations that determine public awareness and opinions as Baudrillard states "the media carry meaning and counter meaning, they manipulate in all directions at once, nothing can control this process, they are the vehicle for the simulation internal to the system and the simulation that destroys the system (1994, p. 84)." Fake news as a form of hyperreality offers news that seems real but does not match the

real reality. Furthermore, when fake news content is consumed and becomes people's assumptions, it is a sign that they continue to play simulations that lead public opinion continuously until people adopt the news, which will bring them to a post-truth where feeling trumps facts and evidences. This hyperreality condition will take individuals further away from their identity and real life and lead to the suppression of their minds.

Cybercrime

The first cybercrime appearing in the story that shows symptoms of hyperreality is cybersex, which leads to revenge porn and cyberbullying. Cybersex is real-time communication with another person via an internet-connected device in which one or both of the users share sexual activities, behaviors, fantasies, or desires that may lead to sexual pleasure or intimacy (Shaughnessy, Byers, & Thornton, 2011). In the story, the type of cybersex that appears is sexting which is the activity of sending and receiving images, videos, or texts that lead to the sexual realm (Delevi & Weisskirch, 2013). This sexting activity is carried out by Luke and Natalie by sending private photos of their respective body parts for consumption by the opposite sex (Kirkwood 2017). Sexual activity that they do essentially is not the real having sex, but just a mere simulation of having sex. It is said like that because the photo captured through mobile phone camera is the first stage of simulation, that is sacramental order, which is a copy of reality. The photo or image captured by camera is no longer a representation of the real one, it is no longer a documentation of cultural practice as understood in modernity, but it becomes a practice that is trapped in the continuous simulation loop (Reardon, 2012). This photo that has been wrapped by simulation then take humans to hyperreality in which they perceive that photo or image as a real entity. Objects cannot be distinguished from one another, even from the models which are the sources of the objects (Hidayat, 2012, p. 78). When the image and sign have been perceived as something real, then the simulation of having sex occur as if what has been done by Luke.

> *Natalie takes her bra off under her top, puts her phone under it and takes a picture of her breasts. She sends him the picture. Pause.*
>
> *[…]*
>
> *Pause. The phone is on now. It dings. He looks at it. Breathes (Kirkwood, 2017, p. 117).*

Luke's sexual activity is described in the word 'breathes' written after Luke saw a photo of Natalie's breasts. The word indicates that there is a cycle of human sexual response experienced by the body when it becomes aroused and engages in sexual activity. This is as explained by Rowland and Gutierrez that the first phase of the human sexual response, namely excitement, refers to the initial physiological sexual arousal which is characterized by an increase in heart rate, respiration, and blood pressure (Rowland & Gutierrez, 2017).

Afterwards, the sexting carried out by the two forms a new chapter in which cybercrime is increasingly visible with the emergence of revenge porn case. Revenge porn is the dissemination of sexual content in the form of photos or videos by posting them online without the consent of person who owns the content, which generally occurs as a revenge regarding romantic matters (Humbach, 2014). Revenge porn in the story happens after Natalie and Luke send each private photos to one another followed by Natalie spreading the photo of Luke's genital with the help of internet access to certain platform (Kirkwood 2017). The action carried out by Natalie is clearly a crime in which she tricks Luke into willing to do cybersex, in fact it is just her trick to get revenge. Moreover, this action will have negative impacts on the victim, one of which is the occurrence of cyberbullying as experienced by Luke.

> *Luke's phone pings again. Again. Again. Again. He looks at it. Ping.*
>
> *Drops it like it is toxic. Hyperventilating. Ping.*
>
> *Natalie ignores him, puts on her trousers. Ping.*
>
> *[…]*
>
> *Pingpingpingpingpingpingpingping, LUKE's body buckles, he crumples to the floor, folding his arms round his head.*
>
> *[…]*
>
> *She laughs. The pinging continues.*
>
> *[…]*
>
> *She surveys him, as his phone pings almost continuously now*
>
> *(Kirkwood, 2017, p. 118-   19).*

Cyberbullying is a bullying undertaken through electronic medium such as mobile phone and internet (Olweus, 2012). The cyberbullying experienced by Luke can be ascertained by a lot of 'ping' words emerged. 'Ping' can be known as to make a short, high ringing sound ("Ping", def. V. 1). Those continuous ping is an effect after dissemination of Luke's genital photo on

the internet. Many people react to that photo that is directly linked to Luke himself as he receives many messages. Those messages can be indicated as bullying since Luke feels disturbed, intimidated, even breathing at an abnormal rate while looking at the messages.

This cyberbullying act can be categorized into hyperreality condition because the victim feels the same impact, even more real than the direct bullying. The formation of hyperreality in cyberbullying is strengthened by the possibility of emergence new identity which has no any referent created by the bullies. In addition, people who do cyberbullying without hiding their real identities are also a form of simulation because the traits they display through the mass media may be contrary to their true nature or personality. These two possibilities of shaping brand new identity in cyberspace makes the essence of identity itself no longer exists, it is a mere pseudo identity having no meaning. The structure of cyberspace opens a wide space for everyone to create concept of self and identity artificially so that identity games become a common phenomenon in it which includes the formation of new identities, fake identities, and multiple identities (Piliang, 2012).

In the story, the hacking crimes are carried out by Luke, one of which is he hacked the parent portal of his high school so that he gets suspension (Kirkwood 2017). Parent portal commonly aims to help parents of the students to check their children's data, attendances, grades, assignments and express their concern and questions by logging in to the system. Since the system is intended for the parents, indeed only parents who are allowed to get into it by inputting the username and password that has been made before. However, Luke, who is a student, can access it, which means he disguise himself as a parent.

From the changes or games of identity made by Luke, it shows that hacking is able to modify human existence and form. This modification is a simulation mechanism that is built through the process of object reproduction with the help of binary model digital technology that can be read by a computer as though hacking which requires a coding process to falsify the identity of the hacker or cracker which is then confirmed by the computer. Simulation in the world of computer engineering is a technique for representing reality with a model that can be manipulated in a digital

computer where the properties of reality objects by a computer are transferred into a framework for certain purposes (Winkler qtd. in Demartoto, 2009, p. 15). This also underlines that the humans have been shaped by and absorbed into objects in which there is a rhythm of changing forms, styles, and images (Anwarudin, 2014, p. 456) becoming a simulacrum. Thus, there has been a fusion between reality and fiction, between signs and references, as well as models and images in a pseudo territory that is formed from bits (binary digits) of information that makes everything feel and look so authentic as the reality itself.

IV. CONCLUSIONS

Based on the findings and discussions towards Mosquitoes play script in the previous chapter, it can be concluded that Mosquitoes succeeded in challenging the views and principles of modernism. This research shows that everything that is progressive and sophisticated does not always lead to goodness and can improve people's lives. The utopian landscape depicted by modernism fades out because developments also present various problems such as the advanced technologies, which are predicted to have a significant positive impact on various aspects of human life as if echoed by modernists, in fact also contribute to the chaos of personal and social life.

The characters' tendency to depend their lives on technology makes them gradually lose their selves values. They are supposed to be able to control themselves upon the sophisticated artificial objects as well as to be able to emphasize themselves as creatures that can socialize and think. However, the existence of technology with all conveniences offered encourages the characters to be neglectful of their values and the reality that surrounds them. In other words, technology supports the process of dehumanization.

The detrimental effect of technology advancement and use are shown through the simulation, simulacra, and hyperreality. In this research, those conditions appear in the form of fake news and cybercrimes. Fake news is a threat appearing in human life, which causes numerous catastrophes and chaos. The spread of fake news, which is difficult to stop due to the flexibility of accessing the internet, makes the characters difficult to ensure the truth because the accurate information has been covered by a flood of unverified information.

This matter assuredly becomes a danger for either oneself or the surrounding environment, especially if the fake news relates to science and knowledge. It can lead to one's death as shown by Jenny who loses her daughter due to her belief to fake news. Furthermore, Mosquitoes also shows that technological advances open a huge gap for criminals to carry out various devious actions by using gadgets and internet, which is known as cybercrime. Both fake news and cybercrime certainly contain a game of signs and symbols that take humans away from the real reality.

By realizing the detrimental effects of such technology, as discussed previously, then humans should not be complacent with the promises offered by increasingly sophisticated and massive technological developments, humans must be able to anticipate the worst possibility that will occur by being able to control themselves more so they are not trapped in the pseudo-world presented by technology. Humans must be vigilant and critical of what is displayed and conveyed on the internet in order to prevent bad things that might happen. Lastly, humans should not forget their values and identity as social beings that need to live and interact in the real world, which is right before the eyes, not behind the screen.

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