

Abstract

This paper entitled “An Analysis of The Concept of Dystopia in Collins’ *Hunger Games*”. This paper is mainly aimed to analyze how is the narrative structure in the novel and how it describes the concept of dystopia in the novel. The writer limits the research focus on to the narrative structure which composes and builds the storyline in *Hunger Games* to find put the concept of dystopia. The writer uses qualitative and descriptive method in analyzing the data. With those methods, the descriptions of the structures and theme representations are collected through dialogues and narrations. The writer uses the structure narrative based on Fludernik’s theory which consist of plot, narrator:person, time, presentational mode, and point of view, and focalization. The writer uses the theory of utopia/dystopia by Miriam Eliav-Feldon. As the result, this research shows that narrative structure is usable to show the concept of dystopia in the novel. Plot show how it builds the story of the novel by events, conflicts, and climax. This novel uses first person and homodiegetic point of view since the narrator is also the main character. There are four elements of dystopia in the novel which are always side by side with the elements of utopia. They are the elements of health; education, law and order; welfare and equality. From the analysis of the narrative structure, it presents that the concept of dystopia occurs in the district and the Hunger Games as the main character narrates her experience.

Keyword: narrative structure, utopia, dystopia, *Hunger Games*