Which philosophical ideas are most evident in Fantasy and Sci-Fi Narratives in television and film and why?

Introduction

In this essay I will be discussing various philosophical ideas that are used within Fantasy and Science Fiction television shows and films. During my research, I realised how extensively philosophy can be used in these shows and what impact it has on the narrative and the world that the show is built on. Many show writers have used philosophy in a multitude of different ways. I aim to find out which of these ways are commonly used and also why they are used.What I will cover in this essay will be split into 3 constituent parts of a fantasy or science fiction, writing, worldbuilding and characters. On what will not be covered, I will not be talking about dramas. Though they do, like any other fiction, use philosophy, they are based on what is very real and the purpose of this essay is to find out how philosophy (and religious culture and philosophy) can be used in areas that are not real, areas that are totally made up. I would also like to lay out my definitions for Fantasy and science fiction. For me, Fantasy would be what is not and cannot be real. There are a range of different types of fantasy. For example, I will be covering shows like Game of Thrones and The Witcher, which are both dark fantasies set in a grim setting in a completely made-up land that is built from scratch, but I will also be talking about the Umbrella Academy and The Good Place, which are both set to an extent on the Earth we know, but also contain things that wouldn't be found normally on Earth, like magic. In terms of science fiction, I will be going over, of course, fiction where the main premise is science. These will mainly include superhero movies and shows such as DC Titans. These are all series in which some characters must make certain decisions, some characters have a certain psychology and where huge social issues are presented and this is why I picked them to explore. Additionally, as a part of philosophy, I will also be looking at key societal issues and how they are presented within fantasy and science fiction. This topic is relevant because storytelling is a huge part of our lives, in the past and undoubtedly so in the future. The stories we tell have so many morals and teachings, and for good reason, without them, there is no point in telling stories. Stories are evolving as well; we do not only read them on paper anymore, but we also see them on screens. Screens are a new way to communicate our teachings through stories which is what makes them one of the key parts of this essay. Philosophy is very prevalent in fantasy and science fiction and I want to know why so many award-winning shows use so much of it. Thus, this research can be used to aid the writing of a science fiction or fantasy story, it can help it develop more and become deeper. It may also help them see which philosophical ideas are more prevalent and which are harder to use therefore also showing them which ones would be more interesting to use.

Worldbuilding

The first part of a fantasy or science fiction I will be talking about is philosophy in worldbuilding. Philosophy in worldbuilding often covers topics such as key societal issues. One of which would be racism. In the Witcher Netflix series(Appendix 1), racism is seen as discrimination between humans and non-humans. In fact, in season 2 of the Umbrella Academy(Appendix 2), we go back to the 1960s and we do see the first Black Lives Matter protests. The same is shown in The Dragon Prince in which there is racism and prejudice between humans and elves. But all in all, the idea of racism in all of these shows stems down from history, which is a key part of a fantasy, it must have a history.

Creating histories for your world may help determine the impact it has on the rest of the world which does help give more depth and immersion in the world (Waterman).

So what is the philosophy of history and how is it shown within Fantasy? Well according to a Stanford Encyclopedia, historians do have obligations of truthfulness, but in the real world, history is often one sided and it is the historians who must make sure it does not stay that way. In many shows we see that history is seen from multiple different perspectives. The philosophy of history can be shown in the Witcher, when Geralt and Jaskier find some of the last remaining elves. They think that the Elves were fought by Cintra in a fair manner and then they retreated to their "golden palaces at the edge of the world". When Geralt talks to Filavandrel, one of the leaders of the elves, we see that this was far from the case. It turns out that there was no noble battle. The Kingdom of Cintra, the kingdom that fought the elves, massacred nearly everyone, and showed no mercy to man or child. The true history was hidden from everyone to make it seem like Cintra was a great kingdom. Similarly, in the final season of Avatar the Last Airbender(Appendix 3), the main protagonist Aang finds himself in a Fire Nation school. The Fire Nation had brought on a war that had lasted for a century and in the process, had committed a genocide. They killed thousands of airbenders in the search for the Avatar. Ironically the only one they did not kill was the Avatar, who is also the only person who knows exactly what happened on those days 100 years ago. The teacher in the school claims that the Fire Nation defeated the Air Nation army in battle. However Aang knows that there isn't a formal airbender army. The Fire Nation fabricated this fact to appear stronger.

Philosophy of magic

We also need to look at how philosophy and religious culture can influence the creation of a world. A fantasy which has its world hugely influenced by philosophy would be Avatar the Last Airbender and its sequel, The Legend of Korra. Their cultures stem from the bending philosophies. Bending is a type of martial art involving the bending of each element: water, fire, earth, and air. Each one has its own corresponding nation: the Water Tribes, Fire Nation, Earth Kingdom, and Air Nomads. In these nations, the bending disciplines show how the people of those nations act. These elements are the four main elements according to Aristotle.

Airbending requires you to be free. These people live high in the mountains to be connected with the air around them. They live non-violent, pacifist lifestyles as Airbending is about evasion and causing as little harm as possible. Thus, Airbending is drawn heavily from Buddhist and Taoist philosophies, and the artform is derived from Bagua. Waterbending is all about control. One real life martial art that is all about control is Tai Chi. Movements in waterbending stem from Tai Chi because of its ideas to do with control. Earthbending requires you to be hard and strong. It is derived from the ideas of Hung Gar, and is about knowing your surroundings at all times. The people of the Earth Nation are very strong, and ideas about knowing your environment are taken to the next level by politics, in which parts of the Earth Kingdom have a Totalitarian government. This is about knowing each and every thing about every one of your people.

Fire, in many fantasies, is prevalent in the thinking of the locals. It symbolises rebirth, as seen in Game of Thrones, where people use fire magic to rise from the dead again. It also symbolises rage, as seen in the final episode of season one of The Witcher, when Yennefer of Vengerberg transforms all of her rage into fire. Avatar actually uses both ideologies. In the beginning, fire is used as a symbol of rage, which is why Zuko, one of the main anti-heroes, loses his ability to control fire when he finally finds his purpose. Later on Avatar shows that fire not just symbolises rage but also spirituality. It is worth also noting the religious imagery of fire in Avatar. Three of fire's forms in Avatar are the Sun, lightning and fire itself, this can be compared to the Vedic ideology of the god of fire, Agni, who represents the sun in space, lightning in the sky and fire on earth (Britannica Encyclopedia, Agni)

The philosophy of magic in The Witcher also works in the elemental form however with some slight differences. The premise of the elements and how one might control them is nearly the same. There is water, earth, air and the most dangerous, fire. The Witcher also has druids, an example of which is called Mousesack. Druids practice pacifism and mainly use their powers to help others, as we see in episode 1 of The Witcher, Mousesack is not on the front lines of the battle, he is in fact helping from behind. The philosophy of magic in The Witcher goes even further, it is draining and difficult to sustain so it cannot be overused easily, this system follows the philosophy of a give and a take.

These are four main elements. Many fantasies use these as their basic elements in magic systems. Some shows have other magic systems. For example, The Dragon Prince(App.4) has moon magic, which carries the philosophy of illusions and only knowing what is on the outside. Contrast this with sun magic which is about revealing what is underneath. Another magic that some shows use is dark magic. It is often synonymous with taking life or magic out of one thing for your own gain, it is dark and grim, hence the name. Dark magic or more nefarious magic is used in shows like The Witcher and The Dragon Prince. According to Tomasz Baginski, one of the lead writers for The Witcher, magic in The Witcher is neither light or dark, it is what it is, magic. However, there are some banned practices and more nefarious ways of performing magic that could in a sense be seen as dark magic. These types of magic rely heavily on a give and take nature. Such kinds of magic are prevalent in many fantasies because they portray a dark side. In The Witcher, we can see that the empire of Nilfgaard is extremely free, and some types of banned magics are used regularly, even ones that result in the loss of many lives. The same can be said for dark magic in The Dragon Prince. As described in the show, dark magic rips the life and magic out of creatures for a human's need. This is the philosophy of dominion; humans use what is "lesser" to them for their own needs. In the world of The Dragon Prince, the humans did this to fulfil their needs, but they then started to use this power to start wars.

Writing

In this part I will be talking about philosophy being used to influence the narrative of a show. I will be discussing various allegories. An allegory is a story, play, poem, picture, or other work in which the characters and events symbolise a teaching morally, philosophically, or politically according to the Cambridge Dictionary. These include shows such as the Matrix or Wall-E. I will also be discussing how shows and films represent different philosophical ideas such as the meaning of life and justice.

In the Matrix, the main plot of the film is that robots have taken over the world and trapped everyone in a vat. They erased their recent memories, and they created a virtual life for them. Everyone thinks that this is their real life however it is merely a simulation. Our main protagonists have a mission. They are the only people that know that their lives are fake and so they must find out what is really going on. The story is referencing the thought experiment of "a brain in a vat". An experiment whereby you have been in an accident and doctors have managed to salvage your brain. They put it in a vat and then stimulate it to simulate that you are still alive, only this is not the same reality. It brings in the philosophical idea of "how do we know this is all real". Our main protagonists only know what is happening because of a man named Morpheus, who some might say is in a sense enlightened. The film also brings on one solution to the problem in the beginning. One of the protagonists, Neo, can either take one pill and be exposed to everything that is going on or he can take the other pill and forget that he has ever heard anything. This shows that one of the solutions to the problem is to not care and forget about it because it is not going to change anything. As one could guess, Neo took the pill to learn everything that is going on. A way philosophy is used here is one of Plato's teachings. He says that if you are free and you perceive reality, it is your duty to teach others who do not. This holds true with Neo, who decides to learn everything for the purpose of teaching others. It also in a way describes Kantian ethics of never lying. Kant also says that moral duty is more important than the illusions of ordinary people. The show also shows Utilitarianism, the philosophy that happiness for the

most is the best thing. It begs the question of whether one should expose the truth, or let others be in happiness. The Matrix is full of philosophy and a great example of how philosophy can be used in films and television because it provokes so much thought and a plethora of different ideas about our world.

My second example would be the Minority Report film. This film is based in a time where the law enforcement could use a machine to see crimes that will happen in the future so they can stop them before they happen. The main idea is that people are now being punished for crimes they never committed, so is this right? It sets the question of free will vs determinism and whether the future is pre-decided or whether we have control over it. It brings into question whether you can change your future, and if you are being punished before you have done the crime, how can you then change what you were going to do.

This idea of free will vs determinism is present in so many places in science fiction and fantasy. We of course see it being used in The Minority Report however we can also see it being used in The Witcher, The Dragon Prince and Game of Thrones. The idea of destiny and determinism are actually key points to driving the plot. So many people in the world of The Witcher believe in destiny. In fact, most witches are created because of destiny. Part of the plot is the Law of Surprise, if one man saves another and cannot be repaid, he can call on the Law of Surprise. It states that you will give to the man the first thing you see upon returning home. This could be a kitten, a block of cheese, or a child. If it is a child, they will then be brought to a fortress where witchers are trained and they will be a successor. In other words, something you have but you do not know you have yet. In the same sense, princess Cirilla is bound to Geralt, The Witcher, through destiny. Geralt does not believe in destiny and he does not like the idea because of what it has done to him, it took him away from his mother and put him through pain and agony, so he tries to outrun it, then ignores it but finally he accepts it. In Avatar, The Dragon Prince also plays with the idea of destiny. One of our main protagonists, Callum goes on a mental journey after dabbling in dark magic when he did not know how. In his mind, he sees a dark version of himself telling him that as a human, it is his destiny to use dark magic and to be a dark mage. However, he also sees his father, who tells him that he is free to make the choices that he wants to make. He does not have to be a dark mage. His father says that nothing is prewritten. Callum ends up following his father in the belief that he is free. In Game of Thrones, destiny is used as a driving point for one of the main protagonists, Danaerys Targaryen. Being the surviving member of her house with the capacity to take what was once her family's, in a sense she sees it as her destiny. This is also seen as the cycle of revenge, which is explored in Game of Thrones and The Dragon Prince greatly. The Dragon Prince explains it very well, and it also explains how one should break the cycle. The humans and elves had been fighting for centuries, battles had broken out and assassinations had taken place all in the name of revenge. If one important figure was killed, a figure of the opposition would also be killed. This cycle would carry on and as explained, it would take an incredibly strong person to break the cycle and make peace.

The Good Place is an incredible example of how philosophy is used in writing. The entire show is an allegory and a lesson on one of the basic principles of what good is and how you become good. The show is set in the afterlife and in the first episode, our main character, Eleanor Shellstrop, lands in The Good Place, a version of Heaven. In this place, people can have soulmates, people who would go perfectly together as a couple. In the first episode, Eleanor confesses right away to her soulmate, Chidi Anagonye, that she is in fact not supposed to be in the Good Place and that, as it turns out, she is supposed to be in the Bad Place, a version of Hell. The whole premise of the first season is all about Eleanor's journey into becoming a good person with the help of her soulmate, who happened to be a professor of moral philosophy. She learns how to be a good person through philosophy, but also the entire show has little bits of thought experiments and other philosophies in other places. Some of the ideas of moral philosophy include moral desert, the idea that you should not do good things because they get you a reward but rather you should do good things for the sake of them being good. It also

goes into the morality of the Brain in a Vat thought experiment that I covered earlier. One of the characters, who was earlier in her life a neurologist, thinks that the entire afterlife which she is in is just the spark of neurons that happens in the milliseconds before her death and so since she believes the entire thing is not real, she treats everyone very badly and does not take steps towards being good. Chidi does explain to her however that even if you do not believe them to be real, you should still treat them well because after all it is not hard.

Philosophy is very prevalent in the overall storyline of a show or film and generally the more thought-provoking shows ask philosophical questions.

Characters

This part will entail the philosophy of different characters and their philosophical views.

The first character arc I will explore is the character arc of Eleanor Shellstrop, who as mentioned before, is the main character in The Good Place. In her character arc it is of course very much influenced by modern philosophy. She used various ideas from philosophers to better herself, such as Immanuel Kant and T.M Scanlon and his book "To What We Owe Each Other". She starts off by learning about virtue ethics and Aristotle, and while quite apathetic about her situation, she eventually gains an interest in moral philosophy. But as well as her, all the characters undergo some development. Eleanor's soul mate, Chidi, was so bad at decision making that it resulted in his death on Earth. In his arc, he had to learn to let go of some of his philosophy as it was making his life indescribably hard because he could not even make simple decisions and, in the end, he ended up designing something that would save all lives on Earth. (Mello)

Aside from the Good Place, a show which very clearly uses modern philosophy, I also looked at the character arc of Zuko from Avatar The Last Airbender. Zuko's redemption arc was full of learning about the philosophy of balance and what is truly important to him is not capturing the Avatar for honour, but rather helping him restore balance to a corrupted world. The show is heavily influenced by Eastern philosophy, and one of the key ideas of Eastern philosophy is the idea of balance. For everything, there is a counter to keep things stable. Over time, Zuko learns about these ideas and eventually creates one of the most compelling character arcs in the show.

The next part I will talk about is the question of "why does Batman not kill the Joker?". This is a question to do with why heroes do not just kill their enemies. Here I will use Batman as a blanket statement for most superheroes. We can narrow down this question to "Is Batman utilitarian or deontologist?". Utilitarianism is where one would do an action based on the amount of happiness it brings to the most amount of people or its "utility". Deontology is a system where you should do actions based whether it is right or wrong based on some core rules. Yes, Batman would be saving a lot of lives however it is murder, superheroes are general deontologist and so they would stay away from having to kill anyone (Irwin and Johnson 164-165).

Batman in DC Titans is also explained to have taught Jason Todd, the second Robin, that he should be more Machiavellian. In one of his safehouses lies a picture of Machiavelli on the wall and this is when Dick Grayson, the first Robin, quotes one of the teachings of Machiavelli that Batman taught him: "If an injury must be done to a man, it should be so severe that his vengeance need not to be feared. Severities should be dealt out all at once, so that their suddenness may give less offence. Benefits ought to be handed out drop-by-drop so they may be relished more." This shows one of Batman's core philosophies. This can be shown in the way he treated Dick Grayson as a child. From what we can see, rewards were scarcely handed out probably because they were being handed out to him very slowly however when it comes to punishing his enemies in the show, Batman makes it as severe as possible.

Philosophy can be used in interesting ways to create a villain or hero as well. Two villains, Zaheer from season 3 of the Legend of Korra and the Joker from the DC Universe are both very interesting villains to look at because of their ideas on society. They are both anarchists. Anarchism is the belief that there should be no government, that true freedom is living without rules or authority. They believe that elimination of the state would result in a freer society. They are examples of how villains are not just "bad", they can be people who think in the interest of society. Other good villains would include Tywin Lannister from Game of Thrones who is more Machiavellian. He is more deceitful, and he does this to get what he wants, in other words "the ends justify the means" (Letizia).

Something I learned from my talk with author K.M Weiland is that a good villain is not completely the opposite of the hero but challenges the hero and their ideas. The hero in many stories is young and inexperienced, the villain should be able to challenge them not only physically but also from a moral standpoint. An example of this would be Zaheer from The Legend of Korra(App.3), who takes the idea of freedom to a new extreme. Freedom is something that the Avatar would believe in and so he challenges Korra's beliefs in what freedom really is.

Something that is more prevalent in older heroes than younger ones is consequentialism. This is the idea that actions should be done based on their consequences later. Young heroes, Spiderman for example, do not think about consequences and they might only think that they would try to be a hero. Captain America, an older hero for example, might think more as an older hero's past choices might have affected them and their decision making in the future.

Another part of superheroes is vigilantism. Common vigilantes would include Green Arrow, Batman, Robin, and Spiderman. The issue of the ethics of being a vigilante is explored in many of these shows. As a vigilante, you take the law into your own hands, even if what you are doing is right, it is against the law, so should one be a vigilante? In Spiderman, one of the characters called J Jonah Jameson owns a show and is against Spiderman completely. He believes that him acting outside the law is completely wrong. In DC Titans, Robin states that having the mask gives you a feeling that you can do whatever you want, and no one can stop you because they do not even know who you are. In Arrow, the Green Arrow, Oliver Queen, breaks the law numerous times to put a stop to crimes such as intercepting police radio (Beard). To make a show about a vigilante more interesting it could also have some opposition to vigilantism and go partially into such ethics.

In The Witcher, we get to see some of the interesting philosophies of Geralt. He, like many other heroes, follows a Deontologist philosophy. When asked to kill someone he has grown fond of because she had the power to kill everyone, he says no. He is asked to do what we call "the lesser evil". This is a utilitarian teaching where you would have to perform one evil act to save many others from happening. Geralt believes that there is no lesser or greater evil and that they are all the same, showing that he is not utilitarian (Wojtowicz). This is an example of how the philosophy and idea of evil is presented.

In conclusion, the philosophical ideas that are evident in these shows and films range widely. It really depends on what part of the show or film focuses on philosophy. For example, Avatar the Last Airbender uses philosophy mostly in its worldbuilding and The Good Place uses it mostly in its writing. It ranges from how it is used in magic systems to how it is used to influence characters. In Avatar we can see a lot about the philosophical ideas of balance because the show is very heavily influenced by philosophy however in The Witcher we can see it being used more to show societal issues such as racism. In good villains we can see the usage of anarchism and Machiavellianism. We can also see the usage of great thought experiments such as "a Brain in a Vat". We can also see ideas of the philosophy of history and great cover ups that happen during imperialism and colonization. There might be ideas of free will vs determinism. Some shows from the outset make it very clear that everything in the

show will be heavily influenced by philosophy however some shows and films use it more lightly and you would not realise until you took a closer look. But the second part of the question is why they use it. Philosophy is used because it makes a story more thought provoking. Take the Matrix for example, it is one of the most thought-provoking films of all time because of its philosophical questions. It also is used to add more depth to characters, the story, and the world overall. The incredibly huge amount of depth it gives makes the show or film so much more fascinating. The stories we tell often have morals, they teach us something and this is where philosophy comes into play. Films and shows are the news version of storytelling and so they would use philosophy to add depth and meaning. I feel like without philosophy being used anywhere, the story would not be complete, it would be bland and boring with no depth to anything. I would like to end this essay off by saying that should one write a story, the use of philosophy in said story should be paramount should you want the story to be more thought provoking and to have a lasting impact on the reader or watcher and this is what you really want as a writer, to create a lasting impact.

Appendix

Appendix	Explanation
1	The Witcher is set in a dark and grim fantasy world where the main character, known as Geralt of Rivia, is a Witcher. They are mutated artificially and sent out into the wild to hunt monsters that terrorize people and they earn money for it. The show contains a lot to do with the feuds between humans and non humans, destiny and dark magic.
2	The Umbrella Academy is set in our world. On one day, 42 women around the world gave birth, but this was interesting as none of these women had been pregnant when the day first began. All of these children were given special abilities unique to them, and seven of them were adopted by one man. Together they have to fight between themselves and to save the world.
3	Avatar the Last Airbender is set in a world where there are 4 elements and 4 nations that correspond to them: Fire, Earth, Water and Air. All of these nations lived in harmony until one day, when the Fire Nation decided to build an empire and started to take other parts of the world. As part of this they wiped out the Air Nomads because they harboured the only person that could stop their empire, the Avatar called Aang. The Avatar is someone who can bend all the elements, when others can only use one. The Avatar is the only one which they did not kill, and it is his job to stop the Fire Nation. The Legend of Korra is the sequel to Avatar, set 70 years in the future.
4	The Dragon Prince is set in the magical lands of Xadia that were split in two after the Humans discovered dark magic. The Elves and Humans have had a constant battle, until the Humans used unspeakable dark magic to slay the King of the Dragons who protected the border.

Philosophy	Definition
Utilitarianism	The idea that your actions should be made based on the most amount of happiness it brings to the most amount of people
Deontology	A contrast to utilitarianism - actions are based off of their core action e.g. killing anyone to save the lives of a million more would not be allowed
Allegory	A play, poem, story or any piece of art in which the characters represent a teaching morally, philosophically or politically.
Determinism	The philosophical idea that everything you do is predetermined and controlled by a force out of our control (can also be referred to as destiny)
Free will	The idea that we are in control of our entire lives and everything to do with it.
Anarchism	The belief that all governing organisations should be taken down for us to be truly free.
Vigilante	A volunteer whos job is to prevent, stop or punish crime who is outside of the law

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Report

Deciding on my project

The reason I chose this topic was because the 2020 Coronavirus Lockdown allowed me to watch a lot more movies and shows. I also started to become more interested in video games and computers, so I decided that I could also talk about video games and how they relate to computers and development of technology. I decided to go for the topic to do with philosophy in tv shows and films because I thought I might be able to write something more interesting and substantial about them. It was originally going to be about television shows in general but I decided that this was too broad. This led me to write only about philosophy and science fiction since these genres are built nearly completely from scratch.

Planning

I prefer to make my plans a little less in depth than most might because this helps me develop ideas at the moment. My plan had mostly topics to talk about since I knew that there would be so many, I would have to narrow it down. I split up my plan according to how I split up my research and my essay. I took notes in bullet point form and organised points to talk about under relevant listings. I took notes in a private notebook on OneNote. This is also where I noted down my bibliography, sources I could use, some of which I did not use in the end, and most importantly, my ideas. There would be so much to talk about I would have to pick and choose what to talk about and which ideas were used the most and it is these ideas I put in my final plan.

Sources and experts

I knew from the outset that the topic I would be working on would be a difficult one to find resources on. I had to therefore look at books, ask the philosophy department at school for different sources and try to contact as many experts as possible. Since fantasy and science fiction in television and film is incredibly new, finding sources would be hard. To be able to find adequate sources, I had to narrow down the topic to find exact papers that targeted the research that I wanted to focus on.

The main struggle was of course the lack of sources in the beginning before I had narrowed down my ideas. This meant of course contacting as many experts as I could. The problem was that there was no guarantee that they would respond, which all of them did except one. The one expert that did get back was K.M Weiland, a fantasy author who had previously written a book about creating characters, who gave me a lot of insight into how characters are crafted and how you should write and play them out, which gave me a few examples to talk about in my essay.

Because only one of the experts got back to me, I had less exact knowledge which led to me being more analytical with shows. This ensured the fact that I would still have topics to talk about since I could not get answers for any exact questions I had.

However, after I narrowed down my ideas, resources started to show. I managed to get some resources; I did not have many but for me it was just about enough. I narrowed it down even further after finishing off my plan and managed to find exact sources on things like the philosophy of history and philosophy in different characters. I also managed to find about 5 books which I could use, only 2 of which I could take out. I wanted to talk about the philosophy of Batman and The Hunger Games however I could not find these books in the library and ordering them would take some time. I therefore settled for 2 books. On Writing and Worldbuilding by Tim Hickson and Introducing Philosophy through Pop Culture by William Irwin and David Kyle Johnson.

My presentation

My presentation was prepared over a short amount of time and when I first practiced it in front of my friends, it was not very good. I decided to work on it more and create a better presentation. Over a few days I presented it to my family over and over again to learn it better. I was not going to be using any notes so I had to make sure I remembered all of my key points. I made huge progress practicing over and over again. After I had presented it, I was very proud of myself. I think that the presentation went really well and I gained a lot of positive feedback from friends, and there was also a very large audience. I think that this presentation allowed me to realise that I can give presentations and talk to large audiences about subjects I care about very well.

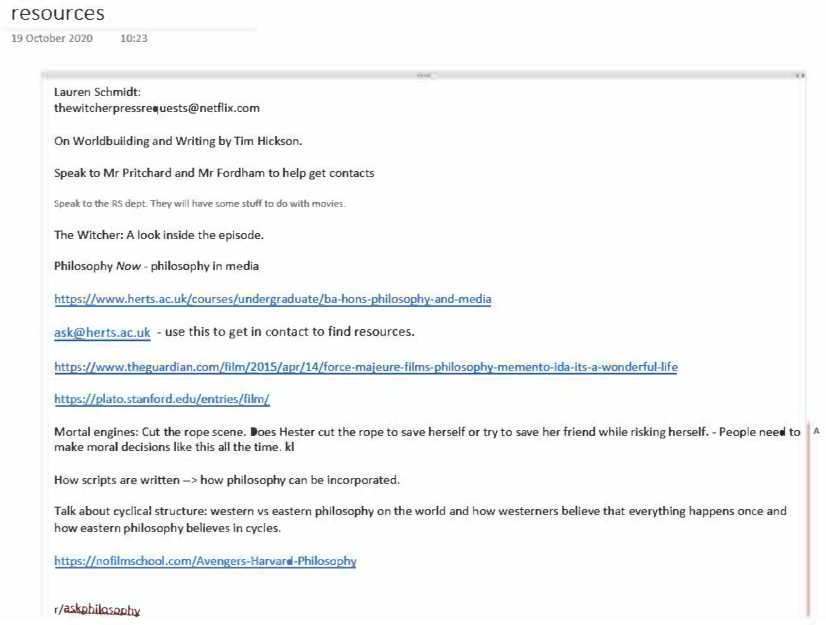
Learning outcomes

Overall, this was a very good learning opportunity for me. It taught me how to carry out research and take notes. It also allowed me to learn how to analyse and learn by watching shows. I not only learned alot about the topic, but also how to give presentations and set out my essays clearly. I managed to organise a timetable to do all of my research and write the essay which helped a lot, and this will be done in the future as it allows me to make the whole process much easier.

I think that the topic itself was quite hard to do, and I realised this from the start, however I knew that it could also end up as a very interesting piece. It took a lot of effort to write about the topic but in the end I think that one of the strengths was that the piece had very good potential to be strong and impactful.

Extra notes:

I made notes over the course of the time period before I started writing and researching. While not all of them were covered, they gave me an idea of what I should write about.


resources

19 October 2020 10:23

Lauren Schmidt:
thewitcherpressrequests@netflix.com

On Worldbuilding and Writing by Tim Hickson.

Speak to Mr Pritchard and Mr Fordham to help get contacts

Speak to the RS dept. They will have some stuff to do with movies.

The Witcher: A look inside the episode.

Philosophy *Now* - philosophy in media

https://www.herts.ac.uk/courses/undergraduate/ba-hons-philosophy-and-media

ask@herts.ac.uk - use this to get in contact to find resources.

https://www.theguardian.com/film/2015/apr/14/force-majeure-films-philosophy-memento-ida-its-a-wonderful-life

https://plato.stanford.edu/entries/film/

Mortal engines: Cut the rope scene. Does Hester cut the rope to save herself or try to save her friend while risking herself. - People need to make moral decisions like this all the time. kl

How scripts are written --> how philosophy can be incorporated.

Talk about cyclical structure: western vs eastern philosophy on the world and how westerners believe that everything happens once and how eastern philosophy believes in cycles.

https://nofilmschool.com/Avengers-Harvard-Philosophy

r/askphilosophy

The philosophy of revenge - witchers do not perform revenge whereas someone else might

The Literacy Consultancy

Narnia

Allegory

In *The Wizard of Oz*, the lion represents cowardice, while the scarecrow stands for the agrarian past, given his lack of a brain. The tin man represents the technological future, given he has no heart.

Wall-E is a moral-based allegory that teaches people to protect the Earth. The entire movie revolves around Wall-E and Eve, who are trying to save an abandoned Earth. In the end, the humans plant a green stem and water it, symbolizing their commitment to save the planet.

Zootopia is a film steeped in allegories pertaining to tolerance and equality. In fact, the society, as a whole, is made up of predators and prey. And when a little bunny, Judy Hoops, fulfills her lifelong dream to become a police officer, the chief of police expresses major concern in her ability to do her job, based on her slight figure.

The Matrix

The minority report film - predicting the future?

https://en.wikipedia.org/wiki/Themes_in_Minority_Report#:~:text=The%20main%20theme%20of%20Minority,will%20can%20alter%20the%20future.

https://archive.org/details/philosophyofneon0000unse

Cornea, Christine (2007). *Science Fiction Cinema: Between Fantasy and Reality*.

From <https://en.wikipedia.org/wiki/Themes_in_Minority_Report>

Karma

AG

https://youtu.be/m38Wp1mqCys

The umbrella academy- robots and feelings
The future
https://youtu.be/QkP4g9e86qA

Umbrella academy s1 ep5 preservation of the future and free will

Steve blackman: umbrella academy writer

AG

UA S1 E5- killing someone to save the world (the trolley problem?)

Umbrella academy s2 ep 2
Should Diego kill the person who is going to kill he president before he does it?

UA - tackling racial and sexual discrimination

Waking life - more influenced by philosophy - how can we know whether we are dreaming or not. (cogito ergo sum)

Wolverine coming back from the dead from 1 drop of blood, what makes you

AG

K.M Weiland

Superheroes: individualism vs collectivism. Working for your own morals or for the government.

A

Heroism and utilitarianism - straight up murder for the good of the people? Arrow
Maybe make reference to the polluted lake in the Fire Nation.

Hedonism and empires. The Fire Empire and utilitarianism.

Consequentialism and heroes. Chara yet development. Wanda did not think before killing innocent people by accident. Heroes need to act in the moment

AG

Existentialism and consequentialism. The Good Place and being immortal. Yennefer and doing what she wants

Heroes and determinism

The good place-moral role models S3 ep 7-8

The Witcher - destiny and determinism

https://www.philosophyetc.net/2004/05/destiny-determinism.html?m=1#:~:text=According%20to%20'destiny'%20notions%2C,choose%20or%20how%20we%20act.

The good place isn't a place, it's having enough time with the people you love.

Fate: destroying aster Dell for burned ones. Classic trolley problem

Fate ep6: Andreas' orders or morals?

Godzilla kotm: controlling the laws of nature

Dc Titans: Machiavellianism s1 ep 6: blowing up the facility. Batman's teachings

https://www.kmweiland.com/resources/interviews-and-features/ AG

Titans and the self, kory losing her memory A

Titans: vigilante justice AG

Batman killing the innocent

Titans: art of war by sun tzu

Nilfgaard's attacks at sodden and authoritarianism

Authoritarianism within empires

Raven and parents. Rules or being free

Concept of the self: beast boy and Conner being controlled

Game of thrones: don dar'an's ability to come back to life with fire and how dying is what makes us human

https://joannamoncrieff.com/2019/07/04/what-can-game-of-thrones-teach-us-about-moral-philosophy/

Dragon Prince: starts with moral decision making: tayla not killing the scout has led to the rest of the elves being hunted

The dragon prince: the cycle of revenge

Viren is machiavellian

Ellis and the baby wolf, should she out the wolf down or take it back to the forest where it might suffer

1984 and strict authoritarianism

https://www.michaeldantedimartino.com/resources/

The dragon prince - the philosophy of justice AG

Tdp: should harrow share with Duren even though it could result in their own deaths
The magma monster, using it to save thousands. Killing one to save thousands
The dragon prince and the witcher: the philosophy of dark magic

Tje dragon prince s2 ep8: what is destiny?

The witcher and human greed: taking lands

The dragon prince and humans being considered as lesser, these were the origins of dark magic

The witcher, dark magic used by nilfgaard because they are "free" AG

Sol Regem

Viren's tyrant and machiavellianism

The philosophy of rebellion: tayla and the hunger games

Religous imagery of viren parting the lava at the breach

Chosen ones and destiny. A

https://www.jsmorin.com/2014/04/worldbuilding-philosophy/#:~:text=Worldbuilding%20is%20the%20art%20of,reader%20can%20accept%20as%20real. A

Viren's tyranny

Thor Ragnarok and the cover up of history