

PocketPwaa: The very generalized study guide for WSC!

Key info:

This study guide is for a last minute wrap up, not an in-depth guide for someone who has time to read. For those which are really in a rush, read only the definitions at the bottom of a subject.

[] - If something is in square brackets, it means the info may not be relevant.

() - If something is in circle brackets, it means that the information may be key.

{ } - If something is in curly brackets, you need to get a doctor. I never use these.

A - If something is Bolded, they are usually titles.

A - If something is Bolded and underlined, that means it's a key title.

A - If something is Underlined, you need glasses. I don't use these either.

This whole thing was written by me, Ethan Wang! I've literally spent hours on this lmaoo

I still managed to forget things lol

PS: I found out that you can bypass the NY Times subscription thing by blocking cookies

2022 Curriculum WSC

Social Studies:

What makes something new?

"New" is determined by how long ago something was released, how it compares to the rest of the market and the consumer's perspective on the matter.

Who decides when something new becomes old?

Both the public and the manufacturers decide when something is new and something is old, based on different factors from both. Like for how long it was out and new models or products released.

Do products age in the same way people do? Do ideas?

Products usually do not last a human lifetime, and ideas age in a different way people do. Ideas become old when they are replaced by newer ones.

When you were younger, did you have any hobbies or interests that you no longer have? Why did you grow out of them?

[Almost] Everybody has had something they used to be interested in and eventually lost interest in. Personally, they were Pokemon cards, fidget spinners, etc.

Did you ever become interested in something only to hear your parents say “It’s just a phase?” Was it just a phase?

Parents may tell you something is a phase, and they may be correct? Sometimes activities pursue for a lifetime and other times they die off very quickly

How many times do you have to listen to a song you like before you get tired? How about for rereading a good book, or watching a movie?

People tend to relisten to songs around 20 times, but some people can relisten to a song many more times. Movies and books, however, can be watched/read multiple more times before it gets boring. This is due to the new information being perceived.

Can you think of something you used to say a lot that you don’t anymore?

Things eventually grow out of age and fashion, and that applies to words as well. Personally, I used to say words like “Epic” and “Loser”.

Have you ever started doing something because everyone else started doing it?

Most people probably have succumbed to the bandwagon effect where you do everything that everyone else is doing. Personally, that hasn't happened for me, and I'm usually the one who starts making everyone else do something.

Do your parents listen to the same music you do?

People tend to choose their "flavor" of music when they are younger and stick with it throughout their life. This can be different throughout

How often do you buy new clothes? How about a new phone?

When it comes to buying new items, it really depends on what item you are buying. For clothes, I usually grow out of them so I buy them 3-4 times a year. Phones, on the other hand, usually last a while so I use them until they break.

Some people are drawn to new experiences—whether that means skydiving, visiting Krasnodar, or joining an academic competition with overstuffed outlines and understuffed alpacas. Consider recent research into the [benefits \(and sources\) of novelty-seeking behavior](#). Discuss with your team: is our world today so full of novelties that it can be difficult for novelty-seekers to ever feel at peace—or is this a uniquely privileged time in human history that novelty-seekers should treasure?

Heads up: Don't click the link, it's NY Times lmao

Novelty seekers(Neophiliacs) are privileged because of the experiences they can have in the present and they also feel at peace knowing they cannot do everything in the world. They tend to move around a lot to do as much as possible

When a person buys and starts to wear a new shirt, she might then start shopping for a matching scarf and a nice motorcycle to go with it. The [Diderot Effect](#) refers to this common pattern of behavior, in which one new purchase leads to a series of related purchases—or even into an obsessive interest in diving into something new, such as sneakers or smoothies. Discuss with your team: if you were a business, could you take advantage of this effect? In the long run, does it help people, or is it something that should be discouraged?

The Diderot effect is when somebody buys one thing and keeps buying other products related to that. It is very important to utilize it as a business as using it may increase profits, however, it can negatively influence the consumer to buy products they won't use. Examples are the "People also bought" and "Frequently bought together" element which many online retail websites use.

Suppose you noticed all the other scholars at your round drinking [unsweetened Japanese green tea](#), so you bought some too. Your choice might be explained by the [bandwagon effect](#)—the theory that we are driven to do what we see others doing. Discuss with your team: does the bandwagon effect help create social harmony—or should people try to resist it?

The Bandwagon effect is when someone does something so everyone does. It is useful in some circumstances and not in others. The awareness of its existence is what's crucial, though. We shouldn't really go against it unless it's posing a dangerous or threatening idea.

In a 2014 [working paper](#), Dr. Erkan Goren hypothesized that groups of people with a gene linked to novelty-seeking would tend to move around more—making them less likely to settle down and form strong states. His hypothesis is controversial, as research in "biogeography" is only a step away from sweeping generalizations about race and culture. Discuss with your team: if certain populations were more inclined to go looking for new things, would businesses want to market products differently (or to market different products) to them? And, if a gene controls some aspect of novelty-seeking behavior, should we find ways to reduce that gene's impact—or to increase it?

In 2014, Dr. Erkan Goren hypothesized that groups of people with a gene would move around more, making them less likely to settle down. He states that there is a gene which causes Novelty-seekers. However, this isn't necessarily a bad thing like he states it may be, and knowing that your community are Neophiliacs is what's important. We should reduce it nor should we increase it, if it does exist.

When people first join a new community, for a while they are happy to learn all its special lingo—but research has shown that eventually [they stop adopting](#)

new words, and the community evolves past them. Someone who first joined the World Scholar's Cup in 2013 might have happily learned the word "pwaa" but might be reluctant to start using the term "lollipop"—which entered the lexicon in 2016—for not winning a debate. Because their study shows that people are open to new words for the first third of their time in a new community, the researchers imply that you could predict how long someone will stay in a community by measuring how soon they stop using new words. Discuss with your team: would it be helpful to know how long someone will be part of something—and, to keep them around, should groups make a special effort to keep them learning new words for longer?

A study does show that when you stop using words, it shows you are losing interest in the topic and it marks the 1/3rd period of your engagement. However, there isn't enough research to back it up just yet, so we don't know for sure.

In mid-2017, fidget spinners were suddenly everywhere; entire classrooms looked like they were trying to generate wind power. Then, just as suddenly, they disappeared, and the world went on to talk about other things. Similar spikes in popularity occurred with Pokémon Go in 2016, the Dress Debate in 2014, "Gangnam Style" dancing in 2013... the list goes on. Discuss with your team: are people aware when they are part of a fad, or do they only realize it afterwards? What causes fads to fade? Consider this list of **fads from the 2010s and count how many of them you were part of, from flossing to the ice bucket challenge, as well as how many you weren't aware existed.**

A fad is a very popular trend for a short period of time, and knowing when one is happening is difficult. I remember liking fidget spinners, Pokemon Go, (Kandemas?) but definitely do not pursue such activities now.

How do you do, fellow kids? At a summer 2016 campaign rally, Hillary Clinton beseeched younger voters to "Pokémon Go to the polls". Discuss with your team: why did so many people consider her call to action "cringey**"—and did their reaction suggest that the Pokémon Go fad was past its peak? At what point does referencing a fad become cringey—or is it less about when it is used and more about who uses it? Is it cringey of us to reference memes in this outline?**

Referencing a meme isn't cringe if done to the right audience in the right context, clearly the opposite of Hillary Clinton's "Pokemon Go to the Polls". Hillary not only referenced the Fad in the wrong way, they also did it at the wrong time and to the wrong audience! Thus, when people who actually played Pokemon Go heard the reference, they thought it was "Cringe" because it didn't reference the game in an interesting way at all.

The word on the street is that memes, like fads, are spreading and fading more quickly than in the past—in fact, an informal study in 2018 put the average lifespan of a meme at 4.017 months. Discuss with your team: if this trend is real, what do you think could be the causes of reduced meme longevity? Are there ways to keep memes alive for longer, and if so, should we pursue them?

Memes usually last for 4 months and if they are migrated across different places with new ideas, they will survive longer. Also adding new interpretations to the meme and increasing the creative input will also increase a meme's lifespan.

"If this trend is real..."—take a moment to consider the differences between a trend, a fad, and a meme. What causes each of them to come to an end—and does something new always replace them?

Trends, Memes, and Fads tend to seem similar but have many different factors accounting for one another. Trends are things of interest at a time, fads are shorter lived more popular trends, and memes are icons and tangible assets of internet culture which require a creative input.

"Impossibly long hair has become the look for 2019," claims [one of a hundred websites](#) that show the evolution of (mostly Western) hair styles over the years. Has it? Work with your team to research what causes hair styles to come and go. Were they more stable in the past, and are there regions of the world where they change less often? Do such lists—and the history that underpins them—inevitably demonstrate cultural bias?

In history, hairstyles in Europe were depicted by royals. If the King wore a wig (King Louis XIII of France), it would suddenly become much more popular. However, The

Middle East and parts of Asia probably didn't have as much change because hair held incredible religious importance. There will be cultural bias through the topic of trends and hair anyways, but we should just try and remove the historical bias the internet has.

Much like hairstyles (and [fingernail styles](#)), fashion trends and fads come and go—and sometimes people are [glad to see them gone](#). Explore [theories](#) on why fashion trends tend to repeat over time. Discuss with your team: to what degree can the designers of clothing decide what people will want to buy? Is fashion a [first-world problem](#)—and is the term “first-world problem” itself a fad?

The 20 year rule states that everything will become popular again in 20 years, the 50 year rule by James Laver states the same with 50 years, and the Hemline theory by George Taylor states that during times of economic prosperity, women tend to wear shorter skirts.

Fashion has arguably become more democratic in the age of social media. Where many people used to look toward the upper class for styling cues—the concept of haute couture—now so-called fashion [bloggers and influencers](#) have a much more direct connection to millions of followers. Discuss with your team: have platforms like Pinterest and Instagram made it harder or easier to be fashionable?

The idea of fashion has changed a lot over the past years. Before, when a monarch or royal died, wearing black became fashionable. However, now that it is easier to express thoughts, it has both become easier and harder to be fashionable. If you want to follow a very specific style of clothes, it's very easy. However, if you want to follow luxury brands it would be more difficult due to its price and limited supply.

Consider the difference between the original release and the retro release of a [sneaker model](#). Should retro releases of a mass-produced product be considered equivalent to the original product—and how might designers, collectors, and consumers answer this question differently?

Retro releases are just re-releases of the same product, just with small changes. However, these products should NOT be considered equivalent to the original product because they often use different materials and don't have the rarity of the original. However, businesses are good at manipulating consumers to think that it is equivalent to the original product, thus getting consumers to purchase them out of FOMO.

Entire brands can phase in and out of popularity. Consider [Champion](#) and [Fila](#): after years out of the limelight, they're starting to make a comeback. What causes certain brands to come in and out of fashion? Is there a reason that their comeback is happening now instead of ten years ago or ten years in the future? Usually, brands are back into fashion because of nostalgia and the 20 year rule. Many of these companies are also planning comebacks by partnering with other major companies and celebrities. The company relies on the nostalgia of its popularity to rise again as well as catch new customers as well.

Popular in the 1990s and often referred to as "dad shoes", sneakers that are chunky and outsized have recently seen a [resurgence in popularity](#) as part of the "ugly fashion" trend. [This article](#) suggests that one appeal of ugly fashion is that it offers consumers a break from keeping up with what "fashionable" is. Is ugly fashion a long-term antidote to an unsustainable problem in the fashion industry, or is it just another fad or trend?

Ugly fashion is like an escape from trends and what would be fashionable. It doesn't have to be dumpster ugly, just unusual to the common public. However, it's ironic how ugly fashion is more of a trend itself than a long term escape from fashion. Because fashion continues to move forward, ugly fashion will not solve the problem forever.

"Out with the old" may sound good to those who do keep up with fashion, until you realize that the old is taking up a lot of space in landfills. Unsold clothing, which lives in a strange space between old and new, is sometimes even [burned](#). On average, Americans throw away about 30 kg of their wardrobe per year. For a sense of what has made it possible for people to own more clothes and wear

them less, read this eloquent [prologue](#) to the 2012 book *Overdressed: the Shockingly High Cost of Cheap Fashion*. In the almost decade since its publication, has online shopping changed how much clothing people buy, or how frequently? What are the “fast fashion” stores most popular in your community? Do you agree with the author’s claim that “fashion is obsolescence”?

Online shopping comes in many forms, like Amazon and Aliexpress. Platforms like this include many clothing items and are easy to access. Other websites are from stores with major success in real stores but also have a less common website. Fashion is also a fast moving thing. One month something is great, another month it’s terrible. This causes many clothes to be thrown away. Thus, the fashion industry definitely has loads of obsolescence, while brands may disagree.

More than ever, companies are trying to design sustainable clothing so that people don’t have to replace items as often. However, a recent study at the London College of Fashion suggests people don’t hold onto the clothes that last the longest—they hold onto those that mean the most to them. Online shopping on those that mean the most to them. Discuss with your team: should companies invest in making more durable clothing, if consumers are likely to move on to new outfits anyway? Is the path toward more sustainable fashion encouraging people to have fewer clothes in their closet—perhaps in the form of so-called capsule wardrobes? Or should the focus be on more sustainable manufacturing practices?

“Capsule Wardrobes” are collections of clothes, jewelry, shoes, etc (Around 30) which are reused as clothes for daily life. As well as that, there are also companies which make less CO2 and use products which have a smaller impact on the environment. Obviously both of these are important for reducing the obsolescence of clothes, but with an ever growing threat of climate change, convincing others to buy clothes from companies which don’t make a huge impact should be prioritized.

Is [rental clothing](#) a way for people to experience novelty without overspending—or over-consuming? Discuss with your team: do you agree with its arguments for why fewer men than women rent clothing, or are there better

explanations? How different is renting clothing from leasing a new phone for two years or borrowing a bicycle from a rideshare service for the afternoon?

Rental clothing companies allow people to wear clothes they like once or twice without actually buying them. An interesting quirk about this, though, is that men almost never rent clothes, unless it's for a tuxedo. Men(Generally) tend to care less about what is fashionable than women. The difference between renting clothes and leasing a bike or a phone is because of different purposes. While you rent a phone for a single important purpose, renting clothes is more "I want to be cool" than "I need this".

"Out of sight" and "out of style" are often coupled with "out of mind", but the past trends that influenced the clothing of today are indelibly woven into the fabrics in your closet; [this clip](#) from The Devil Wears Prada offers an interesting insight into the impact of those hidden histories. Is it worth understanding the trends behind an item of clothing before you buy it, or is it better to just shop more efficiently based on aesthetics alone? What were the trends that led to the clothes you are wearing right now?

This question can vary throughout many different people. I usually just wear a t-shirt made of synthetic or cotton and synthetic shorts. Both of which don't really have a history behind, except for being convenient for protection against the sun. I never wear any certain brand, instead cycling through random brands. As you can tell, I don't have any taste in fashion but do believe that you should research trends before buying.

In Livermore, California, there is a light bulb that has been on for over a century (except for ten panicky hours in 2013). This so-called Centennial Bulb even has its own [website](#). Someday, they will write songs about it. But they will also ask a question: if a lightbulb from 1901 could still be shining in 2020, why weren't all 20th century light bulbs built to last in the same way? Were lightbulb manufacturers conspiring to sell lightbulbs designed to burn out sooner? In fact, [they were](#). Working with your team, investigate the Phoebus Cartel and the idea of planned obsolescence: products made to break down on purpose, to require people to buy new ones. Discuss with your team: do manufacturers have the

right to make products that will allow them to sell more products later? After all, if every bulb could light up forever, the potential market for new light bulbs would shrink dramatically. Is it possible that consumers **prefer to buy products that don't last as long**, if that means they cost less and can provide instant gratification more often?

First of all, planned obsolescence is when a product is designed not to last a certain amount of time. The idea supposedly came from the Phoebus cartel, a group of lightbulb companies. They set the limit of their light bulbs to 1000 hours. Nowadays, a lightbulb can last 25,000 hours but the Livermore Light Bulb has been running for over 1,000,000 hours. Other companies include planned obsolescence in their product, like phones which last 2.7 years(Absurdly short time). Currently, people prefer to buy a lot of cheap phones rather than an expensive one, so planned obsolescence doesn't have a certain solution.

Every January, the world gathers in Las Vegas for the Consumer Electronics Show (CES)—to see how the latest technologies that we don't know we need will bring happiness to our lives. There are wall-sized LEDs and robots that make tea, and over in the corner someone probably has a foldable time machine. But while these experimental products earn a lot of the media coverage, there is also another time-honored tradition at CES: companies like Dell, Samsung, and LG show up with annual upgrades to their laptop lineup. No matter how minor those upgrades might be, they market them fiercely; any company that offered no new version would be left behind. The hope: not just to attract new buyers, but to persuade owners of existing laptops to buy new ones (2020). Discuss with your team: should companies be required to give consumers the chance to upgrade to the latest version of their products at minimal cost from year to year? If so, what should happen to the older but still functional products?

On one hand, cheap upgrades are good because companies without a significant revenue would have to make a huge leap from one model of tech to another in order to earn from their customers without this implemented. On another hand, a choice to upgrade phones would improve customer satisfaction but would cause a great loss of revenue. Personally, I think that companies should recycle older phones. Instead of throwing away older phones, companies could recycle parts to

make newer phones. Ultimately, it's up to the companies at CES(Las Vegas) to decide.

Apple has made an artform of [advertising small upgrades as revolutionary](#); each iPhone model was more or less the same for two years, with the iPhone 4S a mildly souped-up iPhone 4, the iPhone 5S a mildly souped-up iPhone 5... the pattern has broken lately, but only somewhat. For many Apple fans, always having the newest model took on great importance, even if the changes from year to year were not vast. Other companies followed Apple's lead (as they did in so many ways): OnePlus entered the same sort of cycle, just twice as often, and Samsung went at the same pace but never bothered with letters. Discuss with your team: should companies be required to publicize how little their products are changing from year to year?

If this were to happen, it would definitely force companies to innovate a lot more, and consumers would be more informed about what to buy. However, if they do so, it could lose lots of revenue, as people wouldn't buy phones as often if they believed that their older phone wasn't obsolete.

Long before computers and phones, it was [General Motors that first introduced annual model updates for](#) its cars in the 1920s. Even in the midst of the Great Depression, the idea was to excite consumers about buying a new car before their existing car broke down—and it worked. The approach soon spread to all car manufacturers and endures to this day. People take for granted that cars should have an updated design every so often or they risk looking old. “Age doesn't automatically translate into awfulness,” notes [one reviewer of the 2020 Nissan Rogue](#). That this needs to be said speaks to how much society has internalized planned obsolescence in the automobile industry. Discuss with your team: what other industries depend on a similar approach to maintain sales—and should manufacturers be required to keep their products looking the same unless there are major functional upgrades?

Alfred Sloan, the CEO of GM, decided to release new cars with slight improvements every year. Because of this, by the 1960s, General Motors dominated the vehicle market. After an energy crisis hit in the 1970s though,

Asian cars(Toyota, etc.) broke into the market and copied the idea, eventually leading to GMs bankruptcy. This doesn't mean that older cars aren't good, just that the market is used to planned obsolescence so much that they look down on older cars. Finally, the value of a product doesn't only come from its features; a very disgusting car which is otherwise perfect may be valued less than a "Regular" car.

You are probably reading this outline on a phone you can't open, at least not easily—even just to change the battery would require professional assistance. Many products, from [toaster ovens](#) to tractors, are now designed in a way such that [their buyers can't repair them](#). Sometimes even professionals struggle. Discuss with your team: do manufacturers have a responsibility to create products that everyday people can fix—or is it worth sacrificing that kind of accessibility for thinner and more elegant designs?

(What's ironic is that I'm on a computer I've fixed before lol)

The first article talks about how devices are no longer repair friendly(Design Anorexia), and if it was it would reduce 55 million tons of e-waste. There were also mentions of startups, like Repair cafes and "Fairphone". The other article talks about right-to-repair, and analyzes the increasing difficulty to repair tractors because of specific tools needed. To counter this, states and firms are suggesting including the tools needed to repair, although it would disadvantage repair shops and the manufacturers themselves. Bills for consumers' right to repair were also suggested but didn't pass. Personally, I believe that everything should be repairable and focusing on aesthetics is an unreasonable thing to do.

Apple has been found using software limiting the [performance of its phones](#) to prevent sporadic shutdowns as batteries weaken over time. Critics see this as Apple nudging users to purchase new batteries or even new phones; in France, Apple has been sued for the practice, as it (allegedly) violates [the country's law against planned obsolescence](#). Discuss with your team: would a company be justified in reducing the performance of your device to make it last longer—or should this kind of behavior be against the law?

This mentions how Apple throttled battery performance to make old products last longer, and how people were enraged, so Apple made batteries cheaper as well as a setting to turn this off. France is also moving towards a cleaner society and French politicians are trying to push the EU and France to regulate Planned obsolescence; although France had already set laws, they were rarely enforced. I personally think this should be ok, but to an extent. Giving the customer control over the throttling and such.

France has also been looking to force companies to publish how long their products will last—a [product durability index](#). The idea would be for consumers to have a reason to pick longer-lasting products—and thus generate less waste for the world and fewer expenses for themselves down the line. Discuss with your team: do you think this law would work as planned? Should products in other industries—such as clothing, cars, and pillows—also be required to advertise their expected durability?

First of all, France uses a system from 1 to 10 to denote durability. Personally, I think this may work if the studies done on the product are actually revealed, because there's not much information on how the product has been tested. It could also impact companies if people just got obsessed with durability, like they do now with aesthetics. This could lead to a huge economic downturn, so France should be careful.

In some cases, new products really are better than old ones. Phones might have larger screens and better cameras; cars might drive more safely or have more efficient engines. Discuss with your team: is it possible that what critics describe as planned obsolescence is just consumers preferring actual technological improvements? Is planned obsolescence more of an issue in less dynamic industries, such as refrigerators and toaster ovens, where technologies are not changing very much, but manufacturers still need to sell more products?

Now we're getting to debate topics. I can't give information everyone will agree with, but I have some points. On one side, planned obsolescence could be good to keep consumers with the "Trend", as well as making a product more affordable. On the other hand, it produces lots of e-waste and is terrible for the environment,

using manipulation as its sole driver. There are so many other factors I cannot explain well, but [This Article](#) makes it a little easier to understand.

“Next time we’ll qualify less scholars.” A grammatical traditionalist would be irate at the use of the word “less” instead of “fewer”; their head might literally explode. Except it wouldn’t really explode: literally is a word which has lost its literal meaning and now mainly offers emphasis. The same traditionalist would be upset at the mention of “their” head—the phrasing should be “his or her”—but today many woke people favor “they” as a gender-neutral pronoun. As for “fewer” versus “less”—fewer should apply to quantities and less to amounts, but the terms are now used so interchangeably that fewer and less people care about it every year. And the word “woke” no longer means “someone made me stop sleeping”—at least, not literally.

Old words change. New words emerge. A thousand years ago, the English word “meat” referred not just to things like beef but also to fruits and vegetables; today, it only means food that used to be part of an animal (though with a few exceptions—one can still eat the meat of a coconut). If someone named Jim had led a failed revolt in 17th century London, we might be debating whether the term “you jims” is sexist—but, instead, the ringleader was a jim named [Guy](#), and now we use the term “guys” to refer to people in general, or sometimes to [Billie Eilish](#).

I think this is a reference to Guy Fawkes or something. “Guys” is a word which changed over time, first meaning “Creepy People”, then meaning “Men”, and now is used as a gender neutral pronoun. Generally, in some workplaces, “Guy” may be offensive because it can mean many things and is “Informal”

If enough people in a community start misusing (or repurposing) a word in the same way, eventually the dictionary catches up: the word develops a new accepted meaning. The same goes if enough people choose to consistently ignore a grammatical rule—such as the proscription against split infinitives. It’s okay now to boldly go where no guy has gone before. In these cases, language is said to be experiencing semantic change; its critics tend to call it [semantic drift](#).

Discuss with your team: does semantic drift do more to keep language fresh or to weaken our ability to communicate?

Semantic drift/change is essentially how a language shifts over time. Many people follow a set of rules for a language, but every linguist knows that there isn't a solid rulebase for any language. Thus, grammar is strange in a way that it can be wrong if many people start adapting it. For that I believe that semantic drift is just the trend of languages and people adapt to it.

Consider the following words and phrases that have evolved over time. What do they mean today? What did they mean before? Discuss with your team: what words do you think are in the process of changing in our world today?

- **Nonplussed**

- Nonplussed means being bewildered/astonished in such a way you can't think about what to say. It came from the older word "nonplus", meaning nothing could be said.

- **Disinterested**

- Often confused with Uninterested, this means with no interest in the matter. Uninterested is simply a synonym for bored.

- **Aggravated**

- To annoy(Informal)/worsen a situation. It comes from the Latin word(Now obsolete) to add weight.

- **Extra**

- Someone/something which goes beyond expectations.

- **Could care less**

- Usually mistaken with "Couldn't care less", but literally means that you do have a little care in some topic.

- **Basic**

- This word shifted from an older [but still used] meaning of "Elementary, surface level", but is now used to represent "Typical". Can also be an insult.

- **Bald-faced**

- It used to be literal [in the 16th century], like having no beard, but now it means rudely apparent, easy to read

- **Irregardless**

- An uncommon synonym for regardless. Both words mean the same thing but the negative prefix makes it weird. Means “Without attention to the situation”

- **Plethora**

- Used to mean “Excess bodily fluids” in the 1500s, changed to “Too much” in the 1700s, and is now used as “Abundant”

- **Awful**

- Sort of counter-intuitive, meaning terrible. It used to mean “something respected”. The prefix “Ful” should mean abundant, but in this case it’s the opposite.

- **Incredible**

- The prefix “In” means not and “Credible” means trustworthy. However, that’s not what incredible means, although it meant “untrustworthy” in the 1400s. Currently means “Extra-ordinary”

- **Fortuitous**

- Often confused with “Fortunate”. This means a happy coincidence, while “Fortunate” implies that it was given or blessed by luck.

- **Super**

- This prefix means “Above” or “Beyond”, and originated in Latin. The Latin word meant “very much”. This can be confusing in circumstances, though.

Words can also drift in different directions in different communities. In Singapore, students study “math” and the word “students” is composed of eight alphabets—in the United States, students wish “math” were a WSC subject and the word “alphabet” is composed of eight letters. As you investigate the following terms as they relate to semantic change, consider the social and cultural forces at play, and how they might vary from place to place.

- **Etymology**

- Meaning the origin language of a word. Almost always Latin.

- **Metaphor**

- Comparing two objects in a unique way that would otherwise not likely be related. A simile is a type of metaphor with the words “Like” or “As”
- **Synecdoche**
 - Like abbreviations, when a part is used to represent the whole. Like how the “Windows” in “I use Windows on my computer” actually means “The Microsoft Windows Operating System”
- **Metonymy**
 - Something related used to represent a concept. Like how Dubai is used to refer to the UAE sometimes.
- **Generalization and specialization**
 - Generalizations are broad statements which can be abstract. Specialization is more like specification, meaning a narrower lens on something.
- **Analogy**
 - A comparison used to describe a concept. Very similar to a metaphor, virtually interchangeable.
- **Hyperbole**
 - An extreme exaggeration.
- **Word Reappropriation**
 - When words are used for different meanings over time. Like how “Baekjeong” used to be an insult for butchers to mean BBQ places.
- **Amelioration**
 - When a word went from a worse meaning to a better one. How Noble used to mean “Rich in a bad way” to meaning “Rich in a good way”
- **Pejoration**
 - Opposite of Amelioration, much more common. How Awful went from respected to terrible.

People might double-take nowadays when they hear someone pronounce “ask” as “aks”, but **this was commonplace** for hundreds of years. Investigate the **Great Vowel Shift** of the English language and consider: have there been any similar changes in other languages you know?

The Great Vowel Shift began in the late 14 - 16th century and was the transition between middle ages English and Modern English. It essentially changed long vowels to be pronounced from the back of the mouth to the front. They developed monophthongs(Sea to Si) and diphthongs(Hoose to House). You can thank them that you live in a Home, not a Ham. Another example of a phonetic change was the High German consonant shift from the 3rd to 5th centuries, where the sounds b, d, and g would become unvoiced, and also changed consonants so that they wouldn't vibrate your throat.

You're using your phone when someone messages you that New Zealand just won the Quidditch World Cup! How to respond? On a laptop keyboard, you might bang out an excited keysmash: [asdfafasffsa](#). But that would be much harder to do on a smartphone, where you'd have to tap out different letters with your thumbs—and then backspace to prevent them from being auto-corrected into something like “avocado”. This [interview](#) with linguist Gretchen McCulloch covers some of the ways in which how we use language might be evolving. Explore with your team: how have new methods of communication (such as Morse Code and touchscreens) changed the words or terms we use?

Before touch screens were used for phones, it was very difficult to type quickly with the tiny keyboards(Only 1-9) on blackberry phones, so people made abbreviations for common terms which are still used today. Examples are 2day, l8r, brb, ttyl, lol, and btw. Morse code also created some abbreviations like msg, pls, 88, and 73. Personally, I rmv many unneeded letters in word 2 make typing quikr.

Old people have always [criticized the habits](#) of the younger generation, including how they behave and how they speak (and the youth have always said “OK” in return). This second Gretchen McCulloch [podcast](#) offers an interesting look at how certain trends that some people see as harmful to the English language are actually just, like, language doin' its natural thang.

The article criticized the older generation and how they're quick to judge the youth out of a fear of being replaced, sending them into the future telling them the best moments have already passed. They tend to act superior as a fear of

being replaced by a generation that's "Better" than them. The article ends on a more optimistic note, though, that everyone should judge someone by their character and personality, not their age. The podcast talks about similar things, how latin speakers made "Spelling mistakes" and how they adapted into modern day languages.

Legend has it a man in 1700s Dublin was once challenged to invent a new word that would enter into the public lexicon in less than two days. He decided to write that new word—"QUIZ"—on every door in the town overnight. Research has suggested that this story may be [apocryphal](#), but it does warrant investigating [the sources of new words](#). (Shakespeare is credited as having added 1,700 new words to the English language without writing them on doors.) Are there any words (or [shibboleths](#)) that are local to your friend groups or communities, and how they came to be? Who makes new words official?

This is a famous story and you may have heard of it before. In 1791 Richard Daly bet his friends that he could make a nonsense word and spread its popularity throughout the town. He did this by getting people to write this word on doors, boards, everything and it naturally got the attention of people. The word "Quiz" was then incorporated in the dictionary, even though it had a different meaning back then(Nerd). This story may be completely false, but it's a funny thing to think about.

When it comes to creating words, there are 13 main ways of forming them.

- **Derivation**
 - To add a prefix/suffix(Beauty -> Beautiful)
- **Back Formation**
 - To remove a prefix/suffix(Easy -> Ease)
- **Compounding**
 - To add two words together to make a longer word(Lap + top = Laptop)
- **Repurposing**
 - To give one word another/new meaning(Speaker(Person) -> Speaker(Audio))

- **Conversion**
 - Converting the type of word(Giant, noun -> Giant, Adjective)
- **Eponyms**
 - Words named after places/person(Thomas Crapper -> Crap)
- **Abbreviations**
 - Shortening a word to an extent(Caravan -> Van)
- **Loanwords**
 - Borrowing words from another language(Banana, from Arabic word "Finger")
- **Onomatopoeia**
 - A word that imitates a sound(Crash)
- **Reduplication**
 - A near repetition of two words(Tik Tok)
- **Nonce Words**
 - Arbitrary words with no relationship to any other words(Quark)
- **Error**
 - A misspelling of a word which creates a new one(Scramble -> Scrabble)
- **Portmanteaus**
 - Like compounding, but with fragments of two words(Fog + Smoke = Smog)

This may seem complicated, but the words themselves basically explain the meaning. Loanwords aren't even used much anymore. When it comes to accepting new words in the dictionary, I think the dictionary just looks at common words used in a year that haven't been added and just adds them.

Learn about **the backlash** when the Associated Press announced a small rule change involving hyphens and chocolate chip cookies. Meanwhile, **Kazakhstan is switching** from the Cyrillic to the Latin alphabet, much as Turkey did from the Arabic alphabet in the 1920s. Textbooks will need to be changed, signage replaced, and passports reissued. Discuss with your team: do you think you

would be able to adjust to a new alphabet in your country? Can you imagine your government making any other changes to the language?

When the Associated Press announced they wouldn't use hyphens anymore, there was a lot of backlash. Just because of a single line. It's ridiculous, and I personally believe that hyphens don't matter either, although some may disagree.

Kazakhstan's decision to switch to the Latin alphabet is also an interesting manner, as they've already changed their alphabet many times throughout history. They went from Arabic to Latin to Cyrillic and now back to Latin again. The reason they want to do this is to reduce Russian speakers in the country as an attempt to get away from their communist Russian past. There are also definitely advantages, like how 90% of the world uses latin. Personally, I believe that it would be very difficult to adapt a new language or alphabet to my country because a lot of legal documents and stuff would have to be managed.

Given how hard it is to predict how language will change in the future, it can be a tall order to write messages today that will still make sense thousands of years from now. This is the problem [nuclear semioticians](#) face as they try to communicate the danger of nuclear waste to people in the far future. What approach do you think they should take—or should we assume that, thanks to the Internet, today's languages will endure intact into the future?

A problem is that the nuclear waste that is being created has nowhere to store except for burying underground. People have suggested that to keep the nuclear waste untouched, they put signs of every language as a warning for the area. However, in a few centuries/millennium, our language could be completely different and we may not be able to read the warnings or depict the signs. We could either just dissuade people from going to wastelands, or somehow overcome the language barrier.

One informal study by a Spotify employee supposedly found that people stop listening to new music [at age 33](#). The [original blog post](#) doesn't draw that broad a conclusion, but it does offer interesting insights—for instance, men on Spotify seem to give up on new music sooner. Discuss with your team: what makes some individuals and groups more open to new music later in life? Do you think

“tastee freeze” in music would happen to a person around the same time as tastee freeze in fashion and hairstyle? And in what ways (if any) would the population listening to music on Spotify not be representative of all music listeners?

This study seems ridiculous, because there are many reasons and justifications for someone to keep listening to music in their life. Taste freeze is something different, though. Taste freeze is when you keep listening to music, but the same genre over and over again. This can also happen with fashion and others. For some people, it tends to happen at age 25 while for others, it never happens. You can clearly see, though, if someone’s fashion is up to date but that’s not the case for music. Spotify’s study may have incomplete data because generally younger people use spotify [which doesn’t mean you can’t listen to music if it’s not spotify].

Out with the old, in with the older. Sports teams sometimes wear (and sell) [throwback uniforms](#); airlines paint some of their planes with retired [livery](#). Would you be as excited to see something old back in action as you would be to see something new? Does the same kind of reasoning explain the hipster appeal of certain old technologies—such as record players?

Every Millennial, Gen z, etc. seems to have an obsession with nostalgia, like old music and shows. It seems that even if someone wasn’t there for the release of an older product, they would still engage in it like if they had engaged in it. The excitement comes from being able to experience something in the gist of being old, giving a feeling of nostalgia and having an experience as close to the original as possible.

Planes use special and retired livery for a couple of reasons. These could range from sponsorships to history to everything. Some companies show their older ones because of milestones, like the Airbus A320neo which had a livery marketing the less CO2 and also having one to signal the first person to fly one. Another(The most important with this topic) is heritage, to relive the old. British Airways did this once by celebrating their 100th birthday with their old design. A less common

reason is because of sponsorships and partnerships, like for sports teams or franchises.

Throwback jerseys. Like retro releases, these are the older jerseys a sports team uses again (Although I don't believe they're sold). They mainly do this because they want to celebrate their past, and where they've come now. Every once in a while, a team wants to try something new like wearing new and different clothes. And this is one example of it.

Is it possible for a fad not to die out but instead become an enduring part of culture? Or is such a fad not a fad in the first place?

I believe that fads never die out at all, just lose their spot in mainstream ideas. People still make doge memes and still play Pokemon go, it's just that it's not as common as before when everyone had a shared interest in it. Some fads seem to disappear completely, but there are probably still a couple people still pursuing it. I think the Pokemon franchise was sort of a fad itself, because I don't see it being talked about everyday like it used to.

How often should a hotel [renovate](#)? How about schools?

Depends on the circumstance. Hotels ideally should renovate as little as possible to save money and time but they tend to renovate much more often to try and find something which will attract customers. In my opinion, hotels should only really be renovated when it absolutely has to or if it poses major benefits to the consumers. Same would be said for schools.

How long does it take before something old needs to be out-ed? Instagram stories expire after 24 hours and Snapchat messages are a single tap away from being lost forever (unless, in either case, you use a save function that was added long after the initial feature was implemented in the app). How do we socialize differently in a world that is renewing more and more quickly? Is this kind of social transience something we should try to avoid or embrace?

Technology these days has made it so much easier to communicate with everyone. However, a downside is that you can't read emotional cues and you

may not be talking to the true self of someone when online. Something important is that this is not necessarily bad, it can just get repetitive if conversations are boring and not filled with enough information.

The final scene of *Mad Men* is a testament to the seductive power of television advertising. Are there other products and services being marketed today in a similar way? Does it make you believe Coke can renew the world?

I don't know much about tv but this is about referencing ads and products within shows and other media. In the final scene of this series, Don, a main character in this show, is meditating in the lotus position, which then cuts to an ad about Coke and how it's implying refreshness and renewing the world. This happens in many cases, indirectly referencing a product, like the dunkin doughnuts cups the judges have in America's got talent. It makes a company seem successful even if they aren't and usually don't have too large an impact. The Coca-Cola ad is good but doesn't get a good point across [although it's very old]

Are World Scholar's Cup themes an example of forced obsolescence? Should they be used for more than one year?

Yes. Certainly. I really dislike this personally because it forces us to "waste" all of our time memorizing a certain thing and then never care about it again. Ugh... The countless sleepless nights and hours of working for a giant trophy... However, it does pose some benefits, as it lets us learn new things every year as well as let new scholars join in on the fun.

EXTENSION:

Some phone companies have begun taking a stand against planned obsolescence, creating products that buck the trend and are internationally long-lasting and/or user-repairable. Take a look at the *Fairphone 4*, a Dutch phone that lasts over a decade, and look into why they make such a claim. Are issues of planned obsolescence something that consumers should care more about, and is this phone's design the best way to address those issues? Should

the public boycott technologies (not just phones!) that takes planned obsolescence too far?

Essentially, the Fairphone 4 was created for the intent to create a sense of a right-to-repair. It's incredibly long lasting(10 years!) and is very easily repairable. Speaking of planned obsolescence, it's not necessarily a bad thing. It keeps the media refreshed and convinces customers to purchase products which are innovative. Why would we want to impede progress on anything because we're boycotting products which use this? Planned obsolescence allows humanity to move on from one thing to another and keep improving for the future.

Note: Also I think like 97% of companies use this so good luck trying to find one that doesn't

A faltering company (or [political candidate](#)) may try to renew its image by rebranding or otherwise changing its public image—such as when [Burberry](#) made its fashion lines go from appearing laid-back to lavish—or when [Mark Zuckerberg](#) tried to take the metaverse mainstream. How can a company tell when to change course, and are there times it would make more sense to shut down instead?

Sometimes, the renewal of a company image is successful, and other times, it is not. In Burberry's case, Angela Ahrents shifted the company from a more gang-like style to a modern beauty style company to avoid bankruptcy. The market for their original products was down the drain, so they shifted and became quite popular, resulting in a 17% margin of 260m profit in 2017!

Other times, this can be terrible for a company. Facebook/Meta, for example. This is completely my opinion and you can disagree with me. Essentially, the rebrand was supposed to signalize a shift between the real world and virtual reality. Because the Facebook executives(Which know little about the metaverse at all) decided this was an innovative product and could be very successful in the future. This similar thought was put into place when they bought Whatsapp and Instagram. I just personally believe you shouldn't force yourself into a market, instead smoothly transition.

Overall, there are a couple of factors which come into play when deciding about rebranding. First of all, the company has to do extensive research on the topic they're moving to. They then have to get more colloquial knowledge of it, more casual stuff. After they know the market, they have to be innovative. With such big competition these days, it's hard to get recognized at all if you follow the trend exactly, the status quo. Finally, it comes down to the popularity of the company before.

Consider the following examples of companies that have undergone rebranding processes—some wildly successful, some less so. If you were running a company, what lessons would you learn about brand identity from each of these cases?

[LEGO](#) | [IHOb](#) | [Gap](#) | [Old Spice](#) | [Airbnb](#)

LEGO: This product didn't exactly rebrand itself, it just changed its strategies. The company started off as a toy company which had trouble in the European markets because of wars and very few customers. After years of tinkering, Christiansen finally fashioned the lego brick and his son took over the hugely successful company. It was branded as having limitless possibilities to create and tinker with as opposed to other, more static toys. They did fall in the 1990s because of cheaper ripoffs. They also didn't have success with their more complicated lego pieces, and were at the verge of bankruptcy in 2003 with almost 800m in debt! They then decided to track back to the basics. The company sold most of their legoland parks and also cut off the brick building. With a more modern audience these days, they started to launch innovative programs like EV3 and regained their past success. Their main ways of rebranding were becoming customer driven, opening up to different markets, and being diverse.

IHOb: When you think of IHOp, you think breakfast. Pancakes. However, there was recently a very strange change in the company changing their name to international house of burgers? This definitely doesn't suit them and is a big blunder, because IHOp is known as a breakfast place, not a burger place! The

brand was famous for its breakfast, and when you think of burgers, you don't think of it. Rebranding is not simply changing and having customers stick with it, it's more of evolving into the thing. IHOp has done the opposite, and was already shamed.

Gap: Another failure, you may have heard of this. Back in 2010, Gap almost committed suicide by a very unnecessary and oversimplified redesign which costed them millions. Back in the 1980-2000s, Gap was flourishing, a very popular store and brand overall. Today, it's a shadow of its former self. In 2010, Gap decided to do a very unnecessary rebrand after the 40% stock crash in 2008. This was very unnecessary and it was at Christmas, the worst possible time! Reboots are usually to go in a new direction, but Gap didn't even have any! There was immense backlash, and it was revoked in 6 days. The backlash was estimated to cause 100m in damages!

Old Spice: This rebrand worked out. Opened in 1938, this used to be branded as a fancy brand for an older audience, like the ex-military. The thing about it was that not many younger people bought it because it had a reputation for being the "Old Person Smell". They then had a failed "Prove it"(2008) rebrand attempt so they shifted almost everything to a "Swagger" campaign, changing everything except for their name. This was so successful because of a reputation they had built up from their genius marketing about manliness. Their revenue quadrupled in that year in response!

Airbnb: Chesky designed Airbnb's logo back in 2007 and started their business Air Bed&breakfast, which was later shortened to Airbnb. They made a logo which was then changed by a team in 2013(?) to a blue aesthetic logo. This stuck around until Chesky wanted to change this to better represent their business. Instead of a boring plain logo, they wanted it to more reflect home and adventure, designing a heart for comfort and making it a pin drop for location. This was a minor gesture for the rebrand, but it impacted the idea of the brand of being a "Home" instead of a hotel. Chesky also references Gap, saying that their rebrand had no meaning.

Note: The Airbnb article is very old and confusing, so I tried my best .-.

When Snapchat changed its user layout in 2018, **people hated on it** with a fervor they would never have had if that had been its design from the get-go—so much so, in fact, that Snapchat **reversed many of those changes**. From **Twitter's font update** to Discord's logo change, people tend to react to sudden changes with outrage and disdain, regardless of how those designs may aim to improve user satisfaction or test well with focus groups. Can it ever be worth it to keep an imperfect design if it's what users have grown attached to? When changing its image, to what extent should a company prioritize changing what its consumers see directly versus changing its underlying structure?

This is something that I learned in the Special Area curriculum before the extension got released. What's happening these days is that designs are changing to be simpler. I think it has to do with the idea of aesthetic=everything, something that I disagree with. An example, although not direct, was new coke. New coke was a different, better Coca cola than before but people hated it because the original had been ingrained in America's culture, despite its imperfections.

Lit and Media:

What was your favorite book growing up? Was it part of a series?

I'm still growing, so this is sort of subjective. I liked Harry Potter when I first heard of it, and other than that, some random books I had laying at home. Most of them were part of a series.

What is the best sequel you can remember? The worst?

I don't watch many movies and tv shows, so it's difficult to decide. I think that the sequels and the episodes of **Meta Runner** are quite good, though. For bad sequels, I can't say anything.

Should different authors be allowed to write book sequels?

Personally, I think that they definitely should, as adding creative adaptations to an unfinished story can branch out the ideas and audience a lot. Some authors even wish for others to finish their stories and when they don't, many other people create adaptations.

Should different directors be allowed to direct movie sequels?

Again, I don't watch movies, for it's hard for me to make a judgment on it. I think that they should be allowed to create interpretations of the canonical timeline, but that the original director [or someone with the exact same personality] must be present in order for a mainline story to happen. Because movies are very intricate with detail, it's hard for a different director to make it in the same style.

What movie or television show would you reboot, if you could?

Lmao I don't even know any movies or tv shows that were ended

Are there any new stories, or only new ways of telling old ones?

This is a very interesting question. In my opinion, there are always new creative stories and everything. Star wars movies definitely don't have the same plot as Peppa pig episodes, so there are always new stories to tell. The whole "All the books in the world came from 7 original books" is as phony as the value of an NFT, because there are always new ideas.

If you could write a sequel to any story that doesn't have one yet, what story would you pick?

Two points. First of all, I am abysmal at writing and won't ever be able to write a good novel, let alone a short story. Second of all, I can't really think of a good book without a sequel at the moment. Idk

What role should fans have in the shaping of new stories by existing authors and franchises?

The whole point of stories is that they're the author's creative input and ideas. I think that fans can suggest ideas, but authors shouldn't use them in most cases

because that could ruin the whole “Feeling” the author provides of the storyline and plots.

What seemingly “dead” character from a work of fiction would you like to see brought back to life?

I don’t really know what this means tbh, having Voldemort come back alive from the Harry Potter series would be cool [not that I support Voldemort or anything, just that it would add more plot and stories to the series]

For what series would you like to see one more novel published, season made, or film produced?

Harry Potter. It’s such an engaging series of books and the style is very immersive.

If you could spend a day in the world of any novel, television series, or film, what world would you select?

I don’t really know at all, I don’t really want to go through the troubles of any new world or anything.

Interlude 0: Time and Turning

New Year - Bei Dao

This poem represents the Chinese New Year, as the author is also Chinese. This poem describes the thought-provoking ideas of passing time as well as New Year as a whole.

The first stanza is a description of a child carrying flowers, listening to the brief pause that is the New Year. It then moves onto the lion which is a traditional dance. In the final stanza, we see the somewhat morbid “Closing death’s door” statement, which is supposed to represent competition and how someone has survived another year.

Praise Song for the Day - Elizabeth Alexander

This poem is somewhat famous, as this poem was specifically written for Obama's inauguration.

The Poem begins by describing many issues "We" are and about showing differences and about making the "Group" seem foreign to us. They talk about how the group doesn't interact enough but does what needs to be done and communicates through music.

However, in the 19th stanza, there's a huge change in the mood. The poem references the slavery and work that has been done by this group, and now it is apparent that this poem is supposed to reference the group of people which were slaves, mainly Black Americans. Elizabeth is celebrating a new America, one which supported racial equality, as a memorial of the first African American president, Barack Obama. Overall, this poem is trying to show the significance that Obama may make to the world and the new age of America.

Burning the Old Year - Naomi Shihab Nye

This poem shows how much of what we use and how it is fragile, temporary, and irrelevant. It shows Naomi's thoughts within the poem.

The first two stanzas talk about how everything is flammable and can be forgotten. This includes notes from friends, letters, lists of food, and half completed poems. After which, those items are set ablaze, and how they think it's reliving, opening space for new experiences and items. They stated that they start at the lowest numbers, probably meaning they start with less memories.

Finally, they say that the things they didn't do are the things they remember. However, I disagree because I will remember the experiences I had with WSC ofc. This poem essentially means renewing the new year means burning everything old.

Urban Renewal - Yusef Komunyakaa

With this poem, Yusef is making a comment on the process of destroying buildings and creating new ones. In the poem, he convinces us this is a horrible thing, one that destroys the heart and soul of the old building and how it can cause harm to the ecosystem. The overall tone, combined with sections which make statements about sledgehammers, wrecking balls, everything melting, and sparrows dying. Overall, it questions the fairness of destroying the building, or keeping it.

In every genre, sequels dance between different masters. They must be more of the same; they must be new and fresh. They suffer from the burden of elevated expectations: there usually wouldn't be a sequel if a work hadn't succeeded enough to demand one, and that means the sequel needs to succeed too. Be sure to look up the following terms to help set the stage (and screen) for the guiding questions below:

sequel | prequel | midquel | sidequel | reboot | trilogy | paraquel | franchise | retcon

- **Sequel:** A work continuing the course of a story E.G. Toy Story 2
- **Prequel:** A work preceding/before a story E.G. The hobbit
- **Midquel:** A work in the middle of two works, a prequel to one and a sequel to another work. E.G. Rogue One
- **Sidequel:** A work which shows events happening at the same time an already existing work happens E.G. the Agents of SHIELD TV series
- **Reboot:** A tv series which stopped producing but was revived E.G. Ghostbusters
- **Trilogy:** A group of three related works in sequential order E.G. The lord of the Rings
- **Paraquel:** A work at the exact same time as another story, but in a different perspective E.G. Ms. Midas
- **Franchise:** A series of works which all have the same characters, have the same universe, and the same canon. E.G. Marvel
- **Retcon:** A new piece of information changing the plotline allowing for a dramatic plot shift

Poetry is not a genre in which we normally think about sequels. No one expected Robert Frost to write “Part 2: The Road I Took”. But there are exceptions of different kinds.

Homer’s *Odyssey* is often seen as a sequel to the *Iliad*—and Virgil’s *Aeneid* as a kind of Roman counterpart to them both. Work with your team to decide the best way to describe their relationship. Would it affect your analysis to know for certain whether Homer actually wrote both the *Iliad* and the *Odyssey*?

The connections between the *Iliad* and the *Odyssey* are easy to understand, because the *Odyssey* is considered a sequel to the *Iliad*. However, the *Aeneid* is where it’s confusing. Supposedly, the first two books of the *Aeneid* are at the same time as the *Iliad*, while the other books 3 - 12 are either at between the *Iliad* and the *Odyssey* or at the same time as the *Odyssey*. I don’t think that whether or not Homer wrote both the *Iliad* and *Odyssey* matters, because we know that Virgil wrote the *Aeneid*. (I made a graph to make it easier to see. The sizing is terrible though)

I/O means either between I and O or O itself

I	I	I/O	I/O	I/O	I/O	I/O	I/O	I/O	I/O	I/O	O
A1	A2	A3	A4	A5	A6	A7	A8	A9	A10	A11	A12

Though not strictly poetry, some of Shakespeare’s most famous history plays are direct sequels to one another. Consider the following monologues from his “*Henriad*”, which show the evolution of a misbehaving prince into a grand English king, and discuss with your team: are there other series you can think of where a character demonstrates this kind of growth from one installment to the next?

Henry IV, Part I - [To Imitate the Sun](#)

Prince Henry begins as a very obnoxious person, believing that he is as beautiful as the sun, and is kind to let the clouds [meaning other men] cover him until he

reveals his true beauty. He thinks he will make a change and will become a truly great king. Essentially, due to how dramatic his transformation to the king will be, it will be truly perceived as great.

Henry IV, Part II - Ascension of King Henry V

This monologue now depicts Prince Henry became King after his father died. He is not a perfect person at any stretch, stating he didn't even feel sad for his father's death, but everyone else looked sorrowful so he copied them. He insists he will bring joy instead, showing his behavior hasn't changed much yet

Henry V - Crispin's Day Speech

Now this shows a true change in person. In this monologue, Henry is giving an encouraging speech to soldiers before they head into battle, calling them "Noblest English" and reminding them they have heroes in their ancestral blood. Now, instead of treating these people like peasants who are lower than him, Henry is treating them like brave soldiers, showing that he has indeed changed drastically from the first monologue to this one.

Henry V | Once More Unto the Breach

Literally the exact same thing as Crispin's day speech. Referring to the soldiers as the predecessor of battle legends, encouraging them with other sorts.

Note: Works and book series definitely do some sort of character development like this as well, like Artemis Fowl and more

Poets have written sequels—or paraquels—to famous stories of the past, sometimes taking new perspectives. In Mrs Midas, Carol Anne Duffy imagines the plight of King Midas's wife. What would it be like to have a husband who turned everything to gold? The modern Greek poet Nikos Kazantzakis wrote an entire epic sequel to the Odyssey, and others have written shorter pieces: consider Kim Lasky's "The Bed that is a Tree " and Lord Tennyson's "Ulysses".

Mrs Midas - Carol Anne Duffy

This is a paraquel to Mr. Midas, in the perspective of King Midas' wife. This is about how they feel about their husband's curse. She hides the can and the

phone(?!) so he can't reach them as well as containing him in his own room. Mrs. Midas still loves King Midas, but it's a tragedy how they have to stay separated.

The Odyssey: A Modern Sequel - Nikos Kazantzakis

This is, of course, a sequel to The Odyssey. It tells the further story of Odysseus after he is tired of his normal family life so he sets out to explore again. He saves Helen of Troy, and also meets other important figures like Buddha, Jesus, and Don Quixote. He keeps traveling south, to Africa, until he gets to Antarctica and gets crushed by an iceberg. This is all, of course, Fanon, as it is just the Author's own little twist of the storyline.

The Bed That Is A Tree - Kim Lasky

This is a sidequel, I believe, to the Odyssey? It is about the story of Penelope, Odysseus' wife, who believes that Odysseus is dead and will never see them again. The bed symbolized a forever connection of love as a wedding gift. This poem seems very sad, although Penelope doesn't know that Odysseus isn't even dead

Ulysses - Lord Tennyson

This was confusing, but I think the general idea was that Odysseus(Also named Ulysses) wants to continue his adventures, not just stay at home with his aging wife, and explain his desires as he goes off on a journey. I think this is supposed to be a sequel.

Some poets' works are collected into books later, but there are also those who write and publish them in collections of their own design. Consider the Instagram poet Rupi Kaur, whom many would argue is **renewing the entire genre of poetry** for our generation. (Others would contend that she is writing, at best, unoriginal "**pop poetry**".) Kaur's first poem collection, Milk and Honey, was a publishing sensation—a global bestseller. In interviews, she noted that **she struggled** with writing her second book, The Sun and Her Flowers. Check out her poems "**Pace Yourself**" and "**The Year is Done**" for a sense of her work, then discuss with your team: is Instagram a good thing for poetry? What would you advise Kaur, and any author, struggling to write a sequel to a collection of poems? You may want to research the concept of "second book syndrome". What I've tended to notice about Rupi Kaur's work is that they're usually very brief and vague about a situation. I like the poem "The Year is Done" because of

the controversial tone of the poem as well as the brief wording. The problem with poems like this is that these poems have to fit a phone screen, so they can be hundreds of lines long. It is difficult to convey a meaningful message with such a small space.

Writer's block is terrible, and can occur at any time. I'm lucky it hasn't happened in any of my WSC competitions yet but when it happens, it's hard to overcome. I would just say "Think of a dumb idea and write about it" to help with writers block, because when I get a difficult prompt, I write surprisingly better than when I don't. Of course, this can relate to second book syndrome, the idea that the sequel of a book is never as good as the first. This is incredibly difficult for Rupi Kaur, who was once a NY bestselling author and now needs to keep their poems up with it instead of deleting everything you write.

Poetry - Marianne Moore

This is technically 1 poem, but it was revised a ridiculous amount of times. These revisions often ended up rewriting the entire poem altogether! The first variation is about how we write poems on things we know because the things we don't aren't interesting, the second iteration just expands on the detail. The third one, however, is only three lines long, and is about finding the right ideas and palace for poetry. This shows that even when a poem is made, the poet doesn't stop thinking about it.

An Essay on Criticism (Parts 1 & 2) - Alexander Pope

Essentially this poem is a guidebook for criticism. Part 1 talks about what good critics do, and criticizing the lack of taste others have. He also states the importance of writing like the Ancients(Ancient Greece) and you should usually follow the rules of writing.

Part 2 is more about criticizing critics(How Ironic), their bad habits, and praising unnecessary things in poetry like they often do. Some things not to be praised include small parts of great writing, a fancy style of writing, or making a certain plot or portion too long. In general, this piece provides tips for critics as well as the average writer.

Fledgling - Kevin Phan

This poem gives advice to a younger person within life itself, going from a literal approach to a more figurative one. It starts off quite literally, giving quotes like “Rinse burns with vinegar” and “While clutching a wire, wear work gloves and hope”. Within the second half of this poem, it will begin to address you personally, showing that this kid will struggle in life, and will have a “Sad Pilgrim Heart”. Essentially this poem gives rules in the eyes of the universe/god, and we have to follow them until we get old and mature enough to break them.

In the Library - Charles Simic

This poem describes the magic of the library and the input of creativity for everything. It begins with the narrator opening a book about angels and finding that it is at least 50 years old. He then discovers everything about these angels, and how there were many in the past. The poem ends as the librarian, Ms Jones, walks around and listens to the books on the shelves. This is a metaphor of when stories were read out loud, they were plentiful, but now, you must search for them in the books, and if you listen carefully, you can hear them whispering back to you.

Echeverría - Enrique Perez Lopez

This is one of the funnier stories. It was originally written in Tzotzil and then Spanish. This is about a person who goes from being on a farm in the village to a construction worker in Villahermosa, a Mexican city. When he is there, he wears “Normal” clothes, like a blazer, nice shoes, etc. Everyone laughs at him, though, calling him “Echeverria”, the president of Mexico at the time (Lmao he died on July 8th this year). He didn’t take it as an insult, though, and kept returning with the same clothes. He then went to buy more clothes, got westernized music, and declared himself president. Everyone in the town calls him Echeverria the next few days, and he goes through this for the rest of his life. He then returned to the city, became a drunkard, and made many promises he never kept, truly like Echeverria himself. This shows the power of names, and how they can change you.

Released in 1980, Pac-Man quickly became the world's most popular video game, especially in the United States. Enter the sequel, Ms. Pac-Man. Learn more about its [origins](#) as a harder-to-master clone of Pac-Man, then discuss with your team: would it still have succeeded by its original name, Crazy Otto? Was Atari right to accuse the creators of intellectual property theft, and was coming to an arrangement with them ultimately the right move for the Pac-Man franchise? For context, consider this actual sequel from the original game makers--[Pac-Man 2](#)—which came out a decade later. Was it too different from the original to find great success, or was it the right product for its time? Discuss with your team: how would you redesign Pac-Man for the year 2020?

Ms. Pac man is a very interesting case. It isn't actually created by Namco, the company which created the original, but by a group of MIT students who dropped out to start their own company, General Computer Corporation(GCC), which isn't exactly a very popular name despite their success. Despite the original Pac-Man being more known, Ms. Pac-Man was actually a larger success and GCC was thriving in the 70s!

The story begins with Steve Golson and Doug Macrae running a pinball arcade across parts of MIT around the campus and gaining profit from them. Eventually, this became more successful, so they decided to move into arcade games. What they did was they created an "Enhancement Kit" to make Missile Attack more difficult, thus making more money. They named this "Super Missile Attack" and made 633k selling copies! After this, they made Enhancement Kits for Pac-Man, renaming it "Crazy Otto" and making many differences so they couldn't be sued [as well as making Pac-Man much more difficult].

After that, GCC was sued for creating Super Missile attack, because there wasn't a modding community back then, and GCC was just copying a game and making it harder. Eventually, they settled by giving a member of GCC a job and having the game be produced less. After that, the company consulted Midway, the company which published Pac-man. However, the president of Midway ended up checking out the game himself and asked that it be a sequel of the original Pac-Man! It turned out to be a much larger success, being the #1 arcade game sold in the US

to date! The game would've been successful with the name "Crazy otto", but not near the extent it actually was.

Note: You would expect the sequel to be called Pac-Man 2, but it wasn't because that was already a game! It just so happened to feel different than the original and had mixed reviews and you couldn't control the character.

In terms of redesigning it, I don't have a clue because I don't play many video games at all. What I would say though is that it could be a sort of battle royale, like SSBU(Super Smash Bros Ultimate) style with multiplayer and whatnot [although I think Agar.io already took this idea lol]

Pac-Man inspired a [Saturday morning TV series](#)—the first time a TV series was ever [based on a game](#). In one episode the ghosts steal a space shuttle. Discuss with your team: should successful products and ideas be extended into as many forms of media as possible? What other video games do you think would make successful television series—or movies?

The Pac Man tv series, named Pac Man, depicts the everyday life of Pac-Man, their wife Pepper, their baby [Pac-Baby], their dog [Chomp Chomp], and their cat [Sour Puss]. Together, they lived in the wonderful world of Pac-Land. Everything is fine until the ghosts show up. These minions of the evil Mezmaron are trying to control the food pellets that Pac-Man eats so they control Pac-land itself! The plotline is what you would expect from a kids show, including trying to gain control with an Olympics, stealing rockets, etc.

The problem with this TV show is that because many companies thought it would be very successful, they paid for many ads on it. That made the seasons of the show bombarded with ads, which could lose the attention span of children very quickly. This TV show ran for 2 seasons before it closed.

Whether it comes to expressing ideas of media through all means, it really depends on the success of the certain idea and other factors. I've seen old recordings of the "Super Mario Super Show", and I can gracefully tell you it was a

disaster. It depends on the audience you are trying to convey. If done properly, it could be a major success! I think that the upcoming “Super Mario Movie” could be a hit if conducted properly.

The 1980s also saw the rise of the first immersive simulations and role-playing games—one of the most influential was the [fourth installment of the Ultima saga](#). Explore the role of its creator, Richard Garriott and the idea of authorship in video games. Are individuals such as Garriott and Civilization [Sid Meier](#) best described as writers, artists, producers, or something else entirely?

Ultima was one of the first open world RPG games, and the series revolutionized the genre of RPG overall. Richard Garriot would often receive letters from people telling him how his game could be even better. However, when he looked at how people played the game, he was shocked. People were making immoral decisions in the game like stealing from a blind merchant. In Ultima 4, Richard wanted this to change. Instead of conquering anything, he made the player make a character and complete virtues, like compassion and bravery. All of this would change the NPC’s actions toward the player. With the final challenge of the game, The Stygian Abyss, the character has to locate the Codex of wisdom, designed to make the player think about their decisions.

Authors in video games vs other genres are very different. This is because many people don’t think video games require an Author, but many of them do. These people are involved in the game so much that they seem to fit every role of a game. Individuals like Sid Meier, can’t really be classified anywhere as an artist, producer, or anything. The closest I could think of would be a director, although that’s not completely right.

Consider the following additional games from the 1980s. Which ones had sequels, and in which cases were those sequels successful? Were any of them also turned into TV shows—or movies?

Centipede | Mario Bros | Donkey Kong | Simcity | Tetris

Centipede:

Centipede is a 1981 Atari game, similar to many other games back then. Very limited options for gameplay and graphics. In the game, you were a gnome defending their mushroom forest with their magic from centipedes, spiders, scorpions, etc. Every time a creature got hit, they would leave a mushroom and split into many. It's sort of like space invaders as the enemy would slowly go down. If they ever hit the gnome, he would lose a life. The game goes on until the gnome dies. This game was one of the more popular arcade games, and had a sequel named millipede. It was essentially the same except for the character being an elf which shot the creatures using magic arrows(Wow what a drastic difference). It also added new enemys, bombs, and bonus levels. Although this wasn't as popular as the original, it shows how to do a sequel in the right way.

Note: There was another sequel of Centipede which wasn't successful, called Centipede: infestation. It was a 2011 game about post-apocalyptic worlds where you fight bugs in a run-and-gun style as well as planting new plants. It was released on the Wii and 3DS, but almost no one played it.

Although Centipede doesn't have any other media, not any movies or shows, it is referenced in the 2015 movie "Pixels", where aliens in the form of an older retro game attacked the earth, with Centipede being one of many.

Mario Bros:

One of the most iconic titles in the world. If you were born in the US or Japan, you would know about the Mario bros series [consisting of over 200 games!].

However, Super Mario's journey didn't actually start off as Mario, but as the protagonist of Donkey Kong, Jumpman. Essentially Jumpan had to rescue Pauline from Donkey Kong by pumping over barrels and things.

Eventually, Mario received his own game, but not what you would expect. Instead of the iconic scrolling platformer, it was a one screen game where you would kill turtles and enemies to move stages. I'm sure you've seen it, but it's kind of lame. The first actual "Mario Game", however, was Super Mario Bros for the NES. This was the first of the multitude of games, having key features like moving through

levels, jumping on enemies, powerups, etc. [Super Mario Bros also happened to be the video game to popularize platformer games, like Hollow Knight, Ori and the blind forest, etc.]

Since then, there have been so many sequels to the Mario franchise and everything. Like Mario Kart, Golf, Baseball?, Super mario world, Super mario Galaxy, Super Mario 64, etc... However, what's more interesting is the actual sequel to the game, Super Mario Bros 2. This game introduces so many more mechanics which made it seem more of a cousin to the original SMB than a brother to it. It seemed much different and was deemed too difficult to be the sequel. Thus, they picked an easier but much different game with weird mechanics to be repolished and reskinned as SMB2. The original game later became Yume Koro: Doki Doki Panic. After the very strange sequel, SMB3 was released and Mario went on to be a very successful franchise.

Mario bros also had different forms of media including manga/comics which were good and had okay content. Then came the very strange "Super Mario Super Show" and the even weirder Movie. The show wasn't great as the transitions through the animated sections and everything, and it was at best mediocre. The movie was even more of a trainwreck, instead of being like the actual mario games. It seems like someone played a game for 15 seconds and then thought they could make a movie from it. I think the reason that Mario doesn't have any other great media is because Mario is such a gaming Icon and it is very difficult to transfer to different media without any problems.

Konkey Dong:

Donkey Kong, one of the OG game villains but someone who's become a hero over a period of time and their own series. The first game in the series was, of course, Donkey Kong. As already mentioned in the Super Mario franchise above, he was a villain trapping a princess where Mario "Jumpman" Mario(Mario Mario is literally his name) had to save them. In the game, Donkey Kong is defeated enough times before he is eventually killed in the game. Donkey Kong went on to be one of the

most successful arcade games ever, making 280 million dollars as just the arcade game!

Of course, there had to be a sequel. Instead of following traditional sequel styles though, this time it was the reverse! Mario was the villain, trapping Donkey Kong in a cage, and Donkey Kong Jr had to save his father. Over the next years, Donkey Kong was included in many games like Mario Kart until they got their own place as a protagonist in the game “Donkey Kong Country” where Donkey Kong and their cousin, Diddy Kong had to rescue their bananas from the evil King. K. Rool [The green fat lizard I think]. This game was a huge success, putting donkey kong as one of the mainstream Nintendo mascots.

Donkey Kong has been featured in other media a little, even having their own TV show with 40 episodes! It was created by a Canadian/French animation company and had a strange plot that I can’t explain. DK was also the final boss of the already mentioned “Pixels” Movie.

Simcity:

A very different style to the normal games in the 80s, Simcity was a game designed by Will Wright. It was inspired by urban planning and he wanted to create a simulation game about it. He began development in 1985, creating Simcity. It is a sandbox game where you run a city and must keep it happy and running well. It involves creating three areas and balancing the ecosystem of the city. You can also do a variety of things like control the environmental situation, taxes, etc. It’s like a tycoon to upkeep a city. It also just so happens that the city is in a very strange place, as there are commonly disasters like flooding, fires, or Monster Attacks! The fear of the game was that it didn’t have a straight plot and people could just keep playing. In 1998, Broderbund published the game thinking it would fail. However, the exact opposite happened, and it sold in the millions! This started the idea of making open world games and marked the beginning of Maxis(Will Wright’s company).

Since then, there have been many sequels like the Sims, Simcity 2000, etc. The direct sequel was SimEarth, letting you control the development of an entire planet, with the very difficult challenge being to raise a civilization. However, the most popular game in the series was the Sims, The Sims 4 selling 10 million copies! There aren't any other media of this game, as Will Wright has focused on creating the series. There was a collectible card game about this that flopped after some time, though.

Tetris:

Tetris. A game so simple, yet so difficult. Tetris is a puzzle where you have tetrominoes (Blocks of 4 squares) and you have to fit them within an area. It was first created in 1984 by Alexey Pajitnow, an AI researcher within Soviet-Era Moscow. He wished to use his current hardware to test it and run this game. Despite many struggles to get the game going, eventually, it was released worldwide in 1986, with the IBM computer version. However, it flopped because not many people had an IBM computer. Instead, it was first successful in the 1989 Nintendo version. It is still to date the most sold game on the Gameboy and is one of the top ever sold games.

There were many sequels to the same, selling 175 millions copies across 70 different platforms. The first sequel is quite unknown, named welltress. It was the idea of converting tetris into a 3d area, and it flopped because it defeated the main purpose of tetris to be simple. After that failure, there were many more games released which succeeded, like Tetris 99, an online multiplayer battle.

For other forms of media, I don't think there is anything other than maybe the obscure comics which are found once in a while. It is sometimes referenced in movies, but other than that, no. I did hear somewhere that there was a Tetris movie coming up soon.

Even podcasts have sequels now, and they struggle with the same challenges as sequels in any medium. Consider the once-groundbreaking podcast Serial—the first podcast to reach an audience of millions. Like a Netflix show designed for

binge viewing, it offered a serialized storyline meant to hook listeners from one episode to the next. In its second season, listeners stopped taking the bait. Read [this review](#), and discuss with your team: do you agree that high expectations were ultimately to blame? Is the best way for sequels to meet high expectations to continue doing what worked the first time, or to try something new?

Essentially the problem with Serial was that it changed its content. The original Serial included a very obscure crime that not many people know about (1999 murder of Hae Min Lee). That made people listen to it, because they hadn't heard about it and it was enticing to explore (80 millions downloads). However, the second season flopped because of a topic change. This time, the producers chose the desertion of US soldier Bowe Bergdahl, which was already covered by many news and media outlets. The other thing is that the next season didn't have as many cliffhangers, one of the main reasons people listened to it anyways. Because of these, the Podcast flopped.

I think that high expectations were to blame to an extent, but not fully. After the success of the first one, I think the developers decided to go with a safer case in case they made mistakes. That and the original success brought the podcast down.

Podcasts were not the first audio works with serialized storylines—radio dramas once did something similar every week. Premiering in the 1920s, they soon ranged from works by the era's most acclaimed authors to published soap operas to the adventures of superheroes you would still recognize today. You can find one example [here](#). While radio dramas faded in popularity after the rise of television, they didn't disappear entirely: in 1981, one radio station made a [successful investment in the rights to Star Wars](#). Explore the history of radio dramas and discuss with your team: could they (or their podcast-equivalent) become popular again? Are there stories that are better suited for this medium than they would be for TV or the written word?

A radio drama is like a show with closed eyes. You can hear and pierce all the characters, their tones, and everything. Just no screen. Because of this, these dreams depend on sound effects and dialogue. They first began in the 1920s but weren't popularized until 1930, where the UK released over 400 a year! There was an interesting case with Orsons/H.G.Wells' 'War of the worlds' ' which made people actually think that there was a martian invasion or Earth. At that point,

people realized that they would have to adapt audio and not just push existing plays into audio. With it came soap operas(overly dramatic everyday life) and other media. However, this came crashing down in the 1950s when TV was popularized. We have seen some growth now, with audiobooks and audio dramas coming out now.

An interesting thing which happened with Star Wars occurred with this radio drama thing. George Lucas, the original creator of this idea, sold the radio rights in 1981 for a mere \$1! Afterwards, NPR went on to do all the radio versions of the movies in the original trilogies after the films were a great success. Because the radio drama format was dying out, and has been out of trend for 30 years, Lucas sold it for \$1 after graduating from USC. Toscan from USC has thought of doing star wars as a way to renew the radio drama thing, but was afraid to because of competing with such a large audience and field. However, after the rights were given, they started and hired the original movie's stars like Mark Hamill and Anthony Daniels. The drama turned out to have to be split in 13 30 minute episodes, with more backstory and detail than the original.

Novels were once commonly released in serial form too—not book by book, but chapter by chapter. Consider the first three chapters of Charles Dickens's A Tale of Two Cities, and discuss with your team: does each chapter end with a serial-style cliffhanger—and would novels published in this way, one chapter per week, be popular today?

I have to say that Charles Dickens is incredible at creating cliffhangers, something I both love and hate. The first chapter poses some random questions as well as being an introduction, making us want to read the next one. Then the second chapter ends with wondering about Jerry and the message, then the third chapter makes us wonder why he's been buried alive for 18 years. I would think that if chapters were released one at a time, there would be many pros and cons. It would be easier to read because you have time to process the information and don't process it all at once like most books. Many fanfictions [which I like reading] do this sort of process. However, it is easy to forget about these chapters being released and we could lose the attention for it.

Charles Dickens died before releasing the back half of his final novel: “The Mystery of Edwin Drood”. Many people have tried to finish it in his absence, including [at least one ghost](#). In the years since, the process of completing a series after an author’s death has become more formal—as when [Guy Gavriel Kay](#) helped complete The Silmarillion for the Tolkien estate, and [Brandon Sanderson](#) the final books of Robert Jordan’s Wheel of Time. Pay special attention to Kay’s realization about mistakes in the writing process, then discuss with your team: if someone other than the original author finished your favorite book series, would you view it as an authentic ending? Why do people seem more accepting of different movies in the same series having different screenwriters and directors, than they do of different novels in the same series having different writers?

Note: After Dicken’s death, the publisher could still hear Dicken explaining the rest of the story and what had to be done.

There are many variables of when different authors complete books, just like how different directors are sometimes chosen for movies. Sometimes, the author leaves a note on how they want to complete the story and someone else does it perfectly or even better. However, there have been many failures with completing a story. For example, Guy Gavriel Kay, who finished “The Silmarillion”. He talked about how chapters can be terrible in a good story and about how sometimes there are bumps but it gets there. Needless to say, the restoration of the end of the story wasn’t good.

The main reason people are ok with new directors than Authors is that directors don’t change too much about the plot, while new authors can completely change the writing style.

Sometimes, a television or movie series that goes on long enough will need to replace the actor playing a character. There are two traditional approaches: in one, the change of actor is explained in the story itself. Consider [the Doctor](#), or [Dax](#). In another—as with James Bond or the Hulk in the Marvel Cinematic

Universe—a different actor assumes the role, but the storyline continues as if nothing has changed. Today, there is a third option: CGI can be used to **reanimate the dead**—as in the forthcoming James Dean film *Finding Jack*. Discuss with your team: is it better when stories acknowledge a recasting or when they ignore it? Is the use of CGI to recreate actors something that audiences will eventually embrace?

Option 1: Adaptation

Dax: Dax is a character in *Star Trek: Deep Space Nine*. They are a symbiote which bonds to a host, and when the host dies, they move to another host. That's how they were able to use Terry Farrel as [Jadiza] Dax for the first 6 seasons and replace them with Nicole deBoer to play them [Ezri Dax] for the rest.

The Doctor: The Main Character of *Dr. Who*. They come from a race of humanoids who are able to regenerate 12 times, living 13 lives. This information was actually retconned to keep the Doctor's lore correct and not immediately replace them. They decided for William Hartnell [who played The Doctor] to leave after their health was deteriorating to be replaced with Patrick Troughton.

Option 2: Ignorance

The Hulk: This case happened when James Bond didn't want to play the Hulk for the MCU anymore. They changed actors and ignored that anything even happened. Usually, this option is optimal for Movies and Shows.

Option 3: Computer Generated Imagery(CGI)

Grand Moff Tarkin: This was played by Peter Cushing, but when he left, the *Rogue One* director and team created a CGI model to replace him. This makes it very strange for other real actors.

James Dean: A long dead actor, going to be starring using CGI in another film. The CGI may be good or not, and a voice actor will be hired to voice him.

Those fans who wanted a new *Harry Potter* story finally got one in 2016—but perhaps not in the form they were expecting. ***Harry Potter and the Cursed Child*** premiered as a play in London. In an interview, series creator J.K. Rowling

explained that “when audiences see the play, they will agree that it is the only proper medium for the story”. Discuss with your team: when is a story best continued in a different medium—and what makes a story perfect for one medium or another?

Usually, the story will continue in the same mean as when it was stopped. It seems weird to make a movie to continue a book series that has been completed. I can't really find any more examples of this other than the Cursed Child [which before I started reading Harry Potter, I thought was actually part of the series]. I guess the meaning of telling the story is changed when the expertise of creating works is in a different place or it is absolutely required.

Note: WHY DID THEY DECIDE TO MAKE IT A PLAY I HAVEN'T EVEN SEEN A GOOD DEPICTION OF IT YET WHY COULDN'T THEY HAVE JUST MADE IT ANOTHER BOOK?!

Create the Future - Darryll Suliaman Amoako

This poem is directed towards companies and the risks that a business needs to take to thrive. It talks about how Instagram killed Kodak although being a much smaller company because of some tactics they used to gain audiences. The overall message of the poem is that the people who are willing to take risks in their ideas are the successful people.

The Poems of our Climate - Wallace Stevens

This poem is a very short 3 stanza poem which talks about humanity's obsession with perfection. The poem states that even if everything was completely perfect, people would still want more. It depicts a room with a clear bowl, pink and white carnations, and the light making the room have “Snowy Air”. It said that no matter how perfect our circumstances are, humans always want more [which is what drives humanity]. Honestly a perfect world would be very boring.

I Dreamed All Day - Rauf Pardi

With the locations being set in Bukhara, Uzbekistan, this poem depicts the narrator dreaming about different things like Dizzy Minarets, rose gardens, History itself, and a sky-blue flame. This depicts the ideas of how this city thrived in the

past with the silk road. This daydreaming could be an interpretation of the past and how we want the future of this place to be. This daydreaming could help us understand what we want in the future.

A Map to the Next World - Joy Harjo

This poem, written by what we presume to be part of a Native American tribe, describes the changes that have occurred to the society in the place he lived in. It describes the development of advanced technology, talking about what has been remembered and what else has been forgotten. Occurrences like the proliferations of supermarkets and malls have made people forget the heritage of the place, and what's left is an incomplete map of the past. In general, the writer warns us to preserve our culture before it's run over.

The Sliced-Crosswise Only-on-Tuesday World - Philip Jose Farmer

This is actually an engaging story to read. Essentially, there are seven societies, where the day you were born is the only day you ever get in the week [like someone born on Monday is only ever alive Monday]. Tom Pym, an actor and TV presenter on Tuesday, meets a stoned woman which is on the day Wednesday, meaning that they live on Wednesday. Tom soon communicates to them and falls in love with them. Tom finds out there is a process to transfer your day to another day so he transfers his to Wednesday. To his surprise, the woman he met also moved their day to Tuesday. Because this transferring process can only happen once in a lifetime, they are forever trapped away from each other. This story shows a lot of suspended animation where many people are frozen in place. It would be weird to live with 6 other statues in your house, but I guess that's what they've been used to.

Sanctuary - Allen Steele

This story is about searching for habitable planets for people to live on in the future. In this story, there are two flight crews trying to colonize Tau Ceti-e, an Earthlike planet which wasn't supposed to have intelligent life. However, upon the team Santos-Dumont and Lindbergh landing, they actually realize that there is already an intelligent tribe of intelligent life. After they land, they realize they

made a huge error. There was bacteria on the planet which consumed petrol-based products like plastic, so they were stranded on the planet. This made them realize that the civilization was much smarter than they expected and they would have to cooperate with them. [I liked this idea so much I made a story based off of a similar plot line heeheeheehaw]. The idea of this is too real, as we don't know much about exoplanets and it warns us of what could possibly go wrong. Thus we need to know everything about a planet before colonizing it.

In 2011, the prime minister of Poland gave President Obama a copy of The Witcher II, a popular video game based on fantasy novels by Andrzej Sapkowski. Netflix was soon producing its own Witcher series—one of many new shows designed to attract viewers still hungry for dragons and dark magic after Game of Thrones. In much the same way, Star Wars “inspired” The Last Starfighter and Battlestar Galactica, and after the success of Twilight book stores stock their shelves full of novels about vampires. Discuss with your team: should shows, books, and academic competitions that take advantage of other works’ popularity be criticized for lack of originality, or praised for finding new ways to satisfy audience demand? Are such “copycat” works ever better than the originals?

One could just look at the copycats and the books and say that the books are just riding off the success of the original. The same thing could be said about the books in the same genre of one another, although some books completely revolutionized their own genre! Like the Hunger Games, Star wars, etc... These sub-genres were copied in some circumstances but were so popular that they ended up normalizing the subgenre as an official part of something.

Being inspired off another work and their esque writing doesn't mean it's necessarily a copycat. I doubt anyone actually wants to be a copycat when writing the book, it just so happens that a lot of inspiration comes from the book. The book preceding the original just so happens to be in the same subgenre [also books can't really copyright genres]. The witcher may seem similar to Game of Thrones but they are definitely not the same. Yes, the plots may be inspired, but definitely not copied. There shouldn't be any shame for using the genre and ideas

of another work. We definitely can't undo the work that Star Wars has done for Sci-fi, and others. You could argue that they aren't original, but in that case, nothing is really original. [Except for those rip-off mobile games which exactly copy off an existing game. That's just a piece of sh!t.]

Novelizations of movies are generally seen as lowbrow entertainment—the authors hired to write them are rarely well-regarded. No one remembers the book version of [Back to the Future](#). But movies based on novels have the potential for greatness—from *Gone with the Wind* to *Jojo Rabbit*. Television series can achieve great popularity drawing from source material—from *Riverdale*, inspired by long-running Archie comics, to Tom Clancy's Jack Ryan, which utilizes characters from a series of popular novels but not exact plotlines. Discuss with your team: why is this relationship asymmetrical? What would it take to give novelizations the same level of prestige and cultural impact as film adaptations?

Basically, many people dislike reading more than watching movies. Reading seems boring to many people, which is why it's not as influential as movies and TV shows these days. Now, movies are the main way of actually telling stories, and authors make movies instead of writing.

For books to be made into films, we need literature to be as hyped as films. Sometimes this happens, like Harry Potter. This is because selling books and their ideas is much more difficult these days than TV and Movies. We just need a large enough fanbase for a story to adapt a film for it.

This also requires a society of people who like to read. Surprisingly, if you like movies, you're a regular person, but if you like books, you're a bookworm. It's strange how modern culture treats reading differently than shows.

Finally, we need a way for the writers to be reimbursed for their book as well as a big enough budget to adapt books into films. Directors themselves cost millions, and actors even more.

Note: There also needs to be a somewhat different plot because who would watch a movie identical to the book?

Because of all the factors when it comes to making a movie adaptation of a book, there usually aren't many of them.

Had the Harry Potter series continued in film form, it would have relied on the same actors; had there been an eighth novel, readers could have imagined Daniel Radcliffe and Emma Watson (or anyone they wanted) in their mind's eyes. Casting a play, however, meant finding new faces for these iconic roles. This would have been a challenge under any circumstances, but the choice of a black actress to play Hermione sparked controversy among those who believed she surely had to be white—and arguments about whether she could have been black in the books all along. Discuss with your team: when continuing a story, do its creators have a responsibility to keep characters—and plot elements—as consistent as possible from one installment to the next?

How significant the character is really depends on how important it is to the film. Here's when these ideas can sometimes get stereotypical/racist. If it's important for an Asian person to be the CEO of Alibaba in a film, it would cause huge backlash from the audience if they were white.

In the case of Harry Potter, it really doesn't matter at all whether or not Hermione is Black, White, Asian, etc... All that J.K.Rowling portrayed was that Hermione was "Muggle Born". Some would even say that having a non-white actor for them would better reflect their perceived view, as they are usually looked down upon for not being a "Pure Blood" [Yes, racist people still exist]. It was just the director of the movie's idea to make them white. I honestly don't get all of the backlash, because it doesn't play a role in the plotline at all.. Who would want to watch something they've already seen, instead of a new interpretation on an existing thing?

Rather than risk accusations that they are "retconning" diversity into an existing storyline, many reboots and sequels have started fresh with new characters. In 1994 the Next Karate kid was a girl; in 2010 he was African-American. Between 1984 and 2016 the Ghostbusters transitioned from all men to all women; in 2018 the latest sequel to Ocean's Eleven reduced its number of titular scoundrels by

3—and the number of men among them by 11. Even the new Star Wars trilogy featured a **consciously** (and **controversially**) diverse cast of heroes. Work with your team to explore how audiences have responded to reworkings of stories to accommodate new social sensibilities, and discuss with your team: is a dedicated fandom a barrier to progress, or an opportunity to expand awareness of important issues?

For organization's sake, I'm going to review these separately.

The Karate Kid: First of all, we have “The next karate kid”, the fourth film in the franchise [Lmao I thought that there was only 1 movie]. The main character was Julie Pierce, a teenage girl who has anger issues. The main reason that this film was disliked was because the third film closed the whole Karate Kid franchise well, and it would've made for a great trilogy if this 4th film hadn't been forced. It just seems very unnecessary. It was also bad because the main character, Daniel LaRusso, was the protagonist in everything except for just now.

The Karate Kid 2010 remake: This film was actually moderately successful in terms of reviews and comparisons. This film was set in modern day China, while swapping Karate with Kung Fu[I don't even know the difference]. The main character was now an African American, named Dre Parker. The criticism didn't come from the fact he was black, just because he was 12 which seemed too young. However, others praised the idea.

Ghostbusters: This is one of the most controversial remakes in the list. They replaced the all male cast with all females, and as soon as their trailer was released on YT, it quickly became one of the most disliked videos on the internet. The backlash came from the fact that it didn't seem like a true Ghostbusters film as well as the random decision to make everyone female.

Ocean's Eight: This did the same thing as Ghostbusters, replacing it's whole cast with females. However, this time it actually was ok and made sense, as it was in the same universe led by the sister of Danny Ocean, the main character in the original Trilogy, Debbie ocean. There were negative reviews because of gender

though, but it was actually considered a good film and a proper part of the Ocean universe.

Star Wars: This series had the most diverse cast ever, and it made sense because of all the planets and exploration. There weren't even many problems that I can mention about it. They put marginalized communities and women well into the plot and everything, the only thing I can mention was the Rose Tico. Rose had very limited screen time and is only in the film for two reasons. First to convey the message against animal abuse, and second to act like a rather bad love interest for Finn.

Each of these films had stumbling blocks with trying to include diversity with their cast and characters. Some people believe it went against the spirit of the original film, forcing new genders and race into the movies, while others are just blatantly racist.

Sometimes, existing works are rebooted to promote an even more specific moral or political vision of the world. Consider “[The New Gulliver](#)”, arguably the first-ever full-length animated film, in which a Soviet filmmaker reimagined the world of “Gulliver’s Travels” to advance a communist agenda. Discuss with your team: when is it acceptable to change old stories for ideological reasons? What old stories do you think your country would want to adapt for its own political ends today?

Ideally we shouldn’t adapt older books because they tend to have beliefs against our modern ideas and can be insulting. It should remain as a historical artifact because if exposed to the world today, it could cause massive riots and backlash. People literally riot over masks and vaccines. Some countries, like Iran, may cling onto the “older beliefs” that they have and adapt older stories, but other than that, I really don’t advise any countries to hold on to older stories and to innovate for the future.

The new gulliver was considered the first full length animated film made anywhere in the world. This tells the story of Petya, a young soviet pioneer who

falls asleep reading Swift's Gulliver's travels and awakens in a surreal lilliput (An Island in Swift's Gulliver where everyone is 6in tall). Afterwards, they find a proletarian which rises up and works with the help of Peyta. The main purpose of this adventure and experience was to promote a Communist agenda within.

“The New Gulliver” took a classic story from prose to animation. Even if it stays within the same medium, a reboot or sequel need not be the same format as the original. Director Judd Apatow’s hourlong coming-of-age drama Freaks and Geeks led to a sort-of-sequel—a 30-minute comedy about college life, titled Undeclared, which starred some of the same actors in vaguely similar roles. Going in the other direction, director Morgan Cooper released this [fictitious trailer](#) for an imaginary reboot of the 1990s comedy “Fresh Prince of Bel Air” as a darker 21st century drama. Discuss with your team: should we consider a mock trailer—a preview of something that doesn’t exist—a film on its own merits? Could mock trailers also be made for entirely new nonexistent series? Personally, I believe that people should definitely be allowed to make mock trailers. It allows for people to make short films which can be very high quality, practice cinematography, and other factors. I think that letting people have this practice can be helpful for them to eventually make a full film, or make the mock film into a real thing.

This sort of fiction about fiction seems to be growing in popularity. Consider [High School Musical: The Musical: The Series](#), which recently concluded its first season. Is it a sequel to the original film, a reboot, or something else entirely? Discuss with your team: what factors may be making this sort of self-aware storytelling more common? Certainly, the idea of fiction within fiction isn’t new. In Hamlet, Shakespeare had his characters perform a play—about what was happening in Hamlet. Is anything different today?

Let's not get confused. HSM: The musical: The series is not a recognized sequel of the original HSM series. A sequel would continue the Canon and be in the same universe. This is not, as it takes place in a place where Gabriella and Troy are movie characters and not even high school students.

HSM: The Musical: The series is a mocking documentary that follows a series of theater kids who are a part of their high school's rendition. It takes place in East High(Fictional school), where it was supposedly filmed. It's a teen drama about Nini, the Student who plays Gabi, Ricky(Nini's ex), who plays Troy. This show isn't even about the plot, but more like the lives of these students. There seems to be no "Disney style bullies" and everyone seems to get along.

In this society, everyone is very aware of the status quo, and the adverse effects of generalizing children into groups. More and more media are becoming more aware of how to fit characters into good situations while considering their race and gender. This gives filmmakers more advantages as they can add different twists when they suspect an audience may be bored. Breaking the fourth wall is a good way to do this as it's used less often and gains a lot of traction in the media. Now, the difference between Hamlet before any now is that before, it was a luxury. Now, it's a standard.

Most of Shakespeare's plays, including Hamlet, would have had to be censored to receive a PG rating in Singapore—as far back as Victorian-era England, prickly parents hesitated to read them aloud to their children. In the early 1800s, the British doctor Thomas Bowdler edited out all the "undesirable" content and published a new family-friendly collection. This season, we hoped to include the film [Steve Jobs](#) in our outlines, but many schools would have objected to its use of adult language (to which scholars are never otherwise exposed). Had there been a so-called "Bowdlerized" version, we could have linked to that instead. Discuss with your team: does Bowdlerization allow important works to find a broader audience—or is it an unacceptable desecration?

Bowdlerisation. A strange thing. It essentially removes language from works to make it kid friendly or for any other circumstance. Sometimes, they remove words for other reasons. I both like it and dislike it because it does give a wider range of audience, but by doing so, it removes the author's true purpose. I would say get permission before you do so.

When people revisit books from the past, they may discover not just language but also assumptions about society that are no longer acceptable. Sometimes, publishers release **new editions** that address these concerns—as seen here with **Doctor Doolittle** and **the Hardy Boys**, where new editions tried to mask lingering racism and other problems in the text. Discuss with your team: does this kind of editing offer new life for old works, or does it undermine their authors—and does it matter if the author was involved with the changes? Are there classics from your own country that you might consider updating? Should old films, too, be edited to reflect more progressive values?

Ah, I had this as a debate topic before. I argue that they shouldn't be changed. First of all, many movies could just be restricted from kids watching them so that they don't get inspired by the topics, and as well as that, these media must be kept. If these are erased, in the future, people are bound to make the same mistakes. We can learn from our mistakes and move on.

Such edits do happen. In the original release of Star Wars, Han Solo shoots and kills an alien bounty hunter at a bar. The alien (charmingly named Greedo) is saying ominous things but poses no immediate threat. For a later re-release, George Lucas, apparently troubled that Han Solo had come across as a cold-blooded killer, **edited the scene to have Greedo abruptly shoot first—turning Han's shooting him back into a moment of self-defense. He has continued to tinker with the sequence since. Discuss with your team: which version of this scene is more legitimate? How much (and for how long) should a storyteller be able to change his or her story after it has already been told? Is there a difference between correcting a mistake and making an improvement?**

Han Solo is considered a criminal in the Star Wars story but he's thought of as having a "Heart of gold". However, when we are first introduced to Han, he is having a conversation with Greedo, an alien. Events happen which ends up with Han shooting Greedo. However, after this was released, the director wanted to change it so Greedo shot first. This causes major backlash because it changes the storyline completely. Eventually, they settled on shooting at the same time. I still believe that the authentic clip of Han shooting first is better because it reflects the

first and untouched idea better, and as I said, I dislike changing older media to reflect better values.

Note: The change actually happened 20 years after it was released, making this idea even more ridiculous.

Sometimes a story is changed in the brief window between its completion and its release to the public. When audiences first saw the previews of Paramount's live-action film based on the popular 1990s video game Sonic the Hedgehog, they responded so negatively to Sonic's new, more realistic look that director Jeff Fowler literally went back to the drawing board. Changing him into something more cartoonish delayed the film a year and cost millions of dollars. Discuss with your team: when (if ever) is it appropriate for a studio to make changes to a film—or an author to a story—based on audience feedback?

Before films or any work is released to the public, there are usually test screenings with few people which see if a product is suitable for the eyes of many. Many errors are usually spotted within this process and fixed so that the film is better for the public. Sometimes, companies don't even need screen testing to ensure a film is terrible. After the release of the trailer, it was already apparent that it was going to fail. Even long term fans wouldn't watch! For this, this begs the question. Should producers change their art to match audience preferences?

I would say yes, although it isn't easy to decide. Usually, if something is released without change and it is terrible, there will be horrible financial consequences. Even though you spend millions more to redesign characters, you will gain a significant amount more than if you don't. I'd say if the change in design is big, do it. Otherwise, not really.

For example, Cats. [OH GOD I HATE THIS I HATE THIS I HATE THIS]. The 2019 adaptation of Andrew Lloyd Webber, in this case. The release had glaring animation errors, as there were uncanny appearances on their faces as well as terrible rotoscoping and everything. We can clearly see many problems with the film. The director only even finished the animations 36 hours before its premiere.

Universal Studios also announced there would be downloadable copies to theaters which never came.

Justice League also had major changes after Warner Brothers looked at how viewers reacted to Zach Snyder's Man of Steel and Batman Vs Superman. They took inspiration from the guy who directed the Avengers but it didn't work out.

In conclusion, studios have a right to change animations under consumer feedback and should do so.

That audience could even be an entire country. In the original 1984 Red Dawn, the Soviet Union invades the United States. For the remake 30 years later, the filmmakers switched out the defunct Soviets for new antagonists—the Chinese. China disapproved. To forestall a crisis, the producers altered the film using CGI so that the invaders appeared North Korean instead. Discuss with your team: are there any issues with storytellers changing their work to satisfy large global markets? Would you view the situation differently if the story had been filmed with North Korean antagonists in the first place? Would it be better to set stories in fantasy worlds to minimize potential offense to people in the real world?

I won't deny there isn't a huge problem of storytellers having to change stories to match different countries. However, the problem only truly comes in when you have to remove a whole plot point to suit it for a country. If you remove a whole part of the story, it can make it very difficult for a story to adapt to a new country.

The situation above would definitely be different if the story was filmed with North Korean antagonists instead, because it wouldn't feel like they were only changing because of the country. When making a story, the best way to avoid this is to minimize offense to a certain country or group of people in the first place instead of changing it multiple times.

All in all, minimizing offense is key. However, when not done, it can portray different views and can be offensive to whole countries.

Fact: Marvel also does this for China, replacing many different protagonists and assisting characters with Chinese counterparts

Different nations can end up with their own versions of the same films and television series. The Colombian telenovela Yo Soy Betty, La Fea inspired remakes around the world; Korea had its own designated survivor; director Marc Webb is now adapting the Japanese anime film Your Name into a live-action film set (controversially) in the United States. Discuss with your team: what other works would lend themselves to being remade in different countries? Is localization a worthwhile artistic pursuit, or should people be encouraged to watch original productions—even if it means using subtitles?

I think the purpose of this is to make the people in different countries understand thoughts that would otherwise be foreign and strange for them. Different cultures around the world would see bizarre things in a movie while another wouldn't see a problem. For that reason, I don't think that switching on subtitles would suffice for cultural differences. It is a problem of translation for the translators to try and work with.

“Yo Soy Betty La Fea’s” replicas: Yo soy betty la fea was a very popular series in the mid 2000s, especially in Colombia. This was remade multiple times and spread across the world like a phenomenon of stuff. The show itself was about an unlikely “Ugly duckling” who used her wits to turn a fashion company around while falling in love with the company’s heir. The RCN telenovela ran for a whole 169 episodes and at its peak held 72% of the market! Some examples of remakes were India’s Jassi Jassi Koi Nahin, Germany’s Verliebt in Berlin, Mexico’s La fea mas bella, America’s Ugly Betty, and many more.

Your Name based on “Your Name”: Your name is the biggest international anime film success of all time. After the success, Makoto Shinkai(The creator of the anime) is making a live-action remake. Since the project’s initial announcement in September, 2017, J.J.Abrams[Sound familiar?] has been attached as a producer, and the director is Marc Webb. In Marc’s 500 days of Summer, it shows that he

can tell a compelling romantic story while jumping back and forth. The differences will be apparent to fit the needs of consumers. The original is centered on a boy in Tokyo and a girl in the mountainside, while the Hollywood remake will be about a boy from Chicago and a Native American girl in a rural community.

“Designated Survivor: 60 days” based on “Designated Survivor”: The Korean company “Studio Dragon Corporation” made a remake of the very political thriller show “Designated survivor ft. Kiefer Sutherland” for CJ E&M’s TVN. In the film, Ji Jin Hee(Well known SK actor) plays the role of Park Mu Jin, the SK government's minister of the Environment. The plotline is something about Park being irritated by the role he’s been set in, and then making decisions to reduce air pollution as well as spreading misinformation and the wrong data. Because he lacks experience, he urges people to listen to the “Facts”. Afterwards, they want to strike North Korea after a belief of threat, but only 60 days before his end. The rest of the article obscures the end of the plotline.

Quarantine based on Spain’s Rec: Rex is a masterful horror film about a series of people trapped in a building with a disease which makes people violent. This film builds suspense really well, and overall is a good film. It’s actually scary and doesn’t use cheap jumpscars. However, the American remake(Named Quarantine) seems like the original was left out and became stale. The lighting and the camera was different, and that essentially got rid of the suspense element of the film. The people were supposed to act real, and they failed.

Oldboy 2013 based on the Korean Old Boy: This is a film that was actually put effort into. This film was more international than Rec, even hiring Samuel L. Jackson for it! The acting is good, but the idea is wrong. Because the original was hard to understand, much of the time, the remake misunderstood character motivations and actions. This made the delivery of the film less active, thus another flop. The original is very difficult to explain but let’s just say it was very... gross. The flop was simply because of communication errors.

The Grudge 2020 based on the Japanese film with the same name: This is perhaps the worst of the three. It's the original but with weird context and glaring errors. It takes place in America instead of Japan [not surprising], but it's terribly written, out of context, and very predictable and generic. The original was very unique in its auditory cues and everything and now the remake is just too generic.

If the remakes are terrible, then just watch the original with subtitles. If they're actually good though, definitely give them a try. Many American live actions are based on anime which usually flop because the ideas in anime are usually hard to understand.

My Apology - Abe Ape

This slam poem, by Abe Ape, a Sudanese refugee who sought refuge in Australia, is an apology to the Australian aboriginals. So much has happened to them over the years and nobody really cared, instead, focused on development. Abe talks about how presenters always acknowledge the Australian Aboriginals for their land but not actually what has happened to them. He also says that it's his fault because he was ignorant to the impacts they've had to face, and finally addresses how the aboriginals never get authentically celebrated. This apology seems to be a very genuine one.

for eons - Isobel O'Hara

What the fortuitous hemline is this? This poem is literally 5 words long. "I ignored reality for eons". The only thing I can even think about this is about the statement from Richard Dreyfuss, regarding claims of sexual assault of the #MeToo movement. This apology isn't even real and just suggests the writer ignored the problem for eons without solving it.

Finale - Pablo Neruda

This is a poem about the final moments of someone before death and the reactions towards it. The man narrating is inside a hospital, and is truly suffering. We can see through phrases like "Bleeding true blood" as a metaphor for sadness. However, this is actually unlike most poems about death, because it ends

positively. “It was beautiful while you lived”. We don’t know who this “You” is, but it shows that even when death is upon someone, we can still look back to our lives and everything wonderful that happened.

One Art - Elizabeth Bishop

This poem is about losing things. It mainly focuses on the phrase “The art of losing isn’t hard to master”, and it’s okay to lose door keys, move homes, to move cities and lose what was there. They say that although it may have been a disaster at the time, we never stopped moving and we can keep going.

Whereas (Excerpt) - Layli Long Soldier

This work, which seems like a mixture of a slam poem and a short story focuses on the insincere apologies and lack of information about the Native American tribes that live on the reservations. The narrator, like Layli herself, was given an insincere apology and was told that at least they apologized, neglecting the damage done to the tribes. They are also upset with people referring to all Native Americans as one group when they should all be recognized individually [like lumping all of Africa into one]. The repetition of this idea throughout the poem makes it impactful, as it feels like a continuous consideration in Soldier’s mind.

We Lived Happily During the War - Ilya Kaminsky

The poet asks forgiveness to America despite being born in Soviet Ukraine. He was then granted political asylum in America with his family. This poem depicts the lives of many in the US where they were protesting against the war(Vietnam). The war didn’t even affect these people, but yet they were still complaining about it. He hopes that the war-torn countries would forgive America for complaining about something that didn’t affect them. After all, America lived happily during the war. This poem is very influential, and it’s amazing.

It’s only a matter of time before Baby Yoda shows up amongst the roller coasters at Disney’s [Galaxy’s Edge](#), while those who prefer wizards to Skywalkers can pop by Hagrid’s hut at Universal Studios’ Wizarding World. Explore the emergence of immersive theme parks in which fans can interact with their favorite narratives.

How different is Galaxy's Edge from the motion simulator ride "Star Tours" in the 1980s? In what ways are these experiences similar to stories in more traditional media, and what challenges do they present to the idea of what is and isn't "canon"? What other stories would be well-suited to adaptation into immersive theme parks? Is there a reason these parks tend to favor fantasy and science fiction for their source material?

The new section of the park is Star Wars style, giving an immersive experience and making the guests in the park feel like part of the story itself. While there, fans can interact with those who live in the area and feel included. This does create a problem with the canon and the script of the play, which may contradict the already existing plot as well as having to include the consumers in the canon. The article just talks about the experience and has a lot of useless information.

Do writers have a responsibility to finish the stories they set out to tell—or is it up to them to decide whether they will ever publish a promised sequel or conclusion? When a series is canceled, do its producers owe fans some sort of closure on dangling story elements?

It is very difficult to finish a story. There are different reasons why a story will not be completed. Take George R. R. Martin's "A Song of Ice and Fire". The article suggests what may happen if he doesn't finish this before his death. What I would say overall is that writers do NOT have a responsibility to finish a story, but it is the public's expectation that they do.

Put on your creative hat. Which of the short stories and poems selected above would be best adapted into a film? Which one leaves you wanting a sequel?

Sanctuary and The Sliced-Crosswise Only-On Tuesday world. Sanctuary could make a sequel talking about how they cooperated/or didn't with the alien tribes. I would also like to see a short film for TSCOOT because it seems like a very interesting story.

No one knows for sure who wrote it, but this description of several major Western religions depends on audiences to understand the language of sequels. When did these terms and concepts become common enough that people could

use them in jokes for the broader public? Could you apply the same terminology to political regimes, military campaigns, and product launches?

There are three terms here. A Sequel is work preceding the original, a fanfiction is a story depicted in a fan's perspective, and Canon means on the OG plot/storyline. By 1805, "Sequel" was already used a lot, "Canon" was used throughout history, so the interesting part comes to "Fanfiction". It originated in 1939 and used to mean "Amateur sci-fi" but was later popularized in the 1960 with the Star Trek community.

The terms are applicable to any part of the world. There are many examples of this, but I'll leave you to think about them.

These days, reboots of film franchises (like those of comic books) are generally accepted as normal; they happen all the time, and thus you have a lot of actors walking around who have played Spiderman. Why do you think existing novels are rarely (if ever) rebooted by new authors?

Replicating someone's writing style is VERY DIFFICULT. If done by a professional, it could still end up like *Ecce Homo*. There also isn't much of a point of rewriting the whole series, because people could just read the OG story. Stories never expire like Films do, and that makes it difficult for reboots of older series to happen.

Are prequels less likely to succeed than sequels? If so, why do people keep writing and producing them? Consider this [criticism](#) of the recent Harry Potter prequels; is the takeaway that prequels should be written by someone new?

This can be interpreted in different ways. When people think about J.R.R.Tolkien's work, they think *LoTR* and *the hobbit*. With this, they defined a whole genre and other things. The main difference between Prequels and Sequels is that in sequels, you keep developing the characters, while in Prequels, you have to go backwards, making it harder. The article talks about how the *Crimes of Grindelwald* won't be as successful but will try to quench fan's thirst for more of the content. With this, it seems like all prequels are failing because of how they are thought of, and I believe this.

The problem of the recent Harry Potter movie was prominent. Rowling had lost what had attracted the attention of consumers in the first place and had lost a grip on her comical universe they had created. Instead of bringing it further and building backstory of characters, it was just an overwhelming lump of information which wasn't at all engaging. This was the same case for George Lucas and the next Star Wars movies, because instead of actually making a relevant topic, they added a lot of mockery and fluffed the storyline.

Is each World Scholar's Cup season a sequel to the previous one? If so, what challenges does that present for its producers and for its participants? Could you imagine one designed as a prequel—or a sidequel?

I don't really know yet because I just joined IMAO. I think every year is a sequel to the next, introducing newer topics. A good prequel could be a rewind and include a curriculum based on longer ago events and everything. A Sidequel, though. I think something good for that would be a math and other subject version of the WSC.

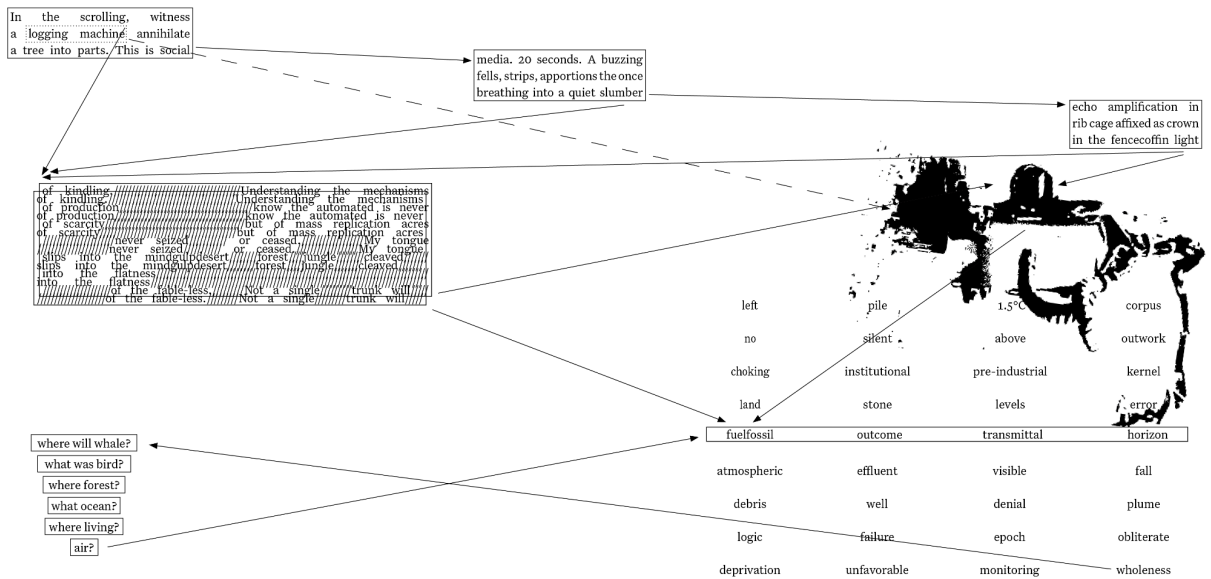
Extension:

As you read the following poetry selections, consider: how can poetry provide us with new perspectives about different forms of renewal?

Casa día más cerca del fin del mundo | Anthony Cody

The Swan | Charles Baudelaire

Cada día mas cerca del fin del mundo - Anthony Cody: I had a stroke trying to understand this. Take a look for yourself and try to understand. It's not even a poem.



Here's my attempt to try and understand what this is. Reading the little text there is, I think that it's something to do with the environment and renewal. The text describes how a tree is being chopped with a logging machine and how it's somehow connected to social media. The black spots are unintelligible, arousing more mystery.

The vocabulary list states words related to the environment. Some notable examples are 1.5c, meaning the temperature change over the past 100 years, wholeness, meaning complete, and fuelfossil, which I would assume refers to fossil fuels. There are also questions about whales, birds, forest, oceans and air. Finally, the text box with a lot of lines says something about scarcity and using resources as well as getting rid of the jungle.

Overall, this probably means the end of the natural life cycle and deforestation, where animals don't have a home anymore. The end of their world.

Every day closer to the end of the world.

The Swan - Charles Baudelaire: Finally, words again. The words are very difficult to understand, though. This poem overall is about Paris and its change and development.

The first stanza referred to someone called Andromache, talking about how the narrator misses them and how Paris is not just a town. Andromache symbolizes their grief for Hector(?) or someone, about how that person was sad and flooded with the Simois, a nearby river. This person was here when Paris was still undeveloped, and talks about how he could still “see” the old booths and everything

The second and third stanzas focus on a swan. Their representation of metamorphosis and change is apparent, as the narrator talks about the swan. Escaped from the cage, which could represent freedom, and bathing in the dust. I don’t really understand the representation being provided, so you can think of it.

The last stanza is very long, and just gives a description of the place and how it is reminiscent of the older Paris. They then list many metaphors which mean almost nothing in real world context but mean quite a bit in the poem. They reference things like the missing palm trees and how things are fading. Orphans like fading blossoms, and of people going missing.

This poem is hard to understand, sorry

As portrayed in the 2020 Netflix film Enola Holmes, Enola’s more famous brother Sherlock was so different from how Arthur Conan Doyle had originally written him that [Doyle’s estate sued Netflix](#) for giving him too “warm” a personality. Netflix and Doyle’s estate eventually came to an agreement, but the situation does call into question: do sequels and follow-ups produced without input from the original creator(s) of a work need to follow constraints regarding characterization? Should it be allowed to create a Batman movie where the Caped Crusader was outgoing and friendly?

There are so many examples of this happening in different RPG games, where others make fan-based interpretations of canon where characters are different. As long as they aren't canon and don't claim to be, different interpretations of a character should be okay. When it comes to much larger characters and franchises, the line becomes blurry between canon and fanon. If a movie is produced with a character, it could trigger copyright claims and even if not, it could be perceived as in the plotline. So in conclusion, yes for smaller games, nah for larger movies.

In Shakespeare's play *The Tempest*, the former duke Prospero arrives on an island and enslaves the local Caliban, who ends the play by promising to be good and being freed. In Aimé Césaire's adaptation *A Tempest*, Caliban refuses to bend and, in a statement about the enduring consequences of subjugation, ends the play still stuck on the island with Prospero. The late 1900s saw a trend of centuries-old works being made into postcolonial adaptations, such as Derek Walcott's "*Omeros*" and Jean Rhys' *Wide Sargasso Sea*. Explore how these works used their source material and discuss with your team: how did the choice to make an adaptation instead of a more original work impact these authors' messages? Are there some ideas that are better-suited to being communicated through adaptations?

Yes, messages of the original can definitely be interpreted with new adaptations. However, it wouldn't exactly be original, right? Sometimes adaptations are done in such a way that the producer tries and replicate most of the ideas, while others completely change the message. Sometimes messages can be better thought of in adaptations, like a theme executed badly and corrected.

In 2018, the creator of the hit video game *Undertale* announced that its follow-up game (which was specifically not a sequel) wouldn't be released as a standalone, but rather *a series of episodes*. Today, while the industry is not dominated by episodic video games, there still are many *games that release content through shorter chapters* to tell their stories. Does this form of release suit some types of games more than others, and what advantages does it have over a *steady stream of updates* or post-release downloadable content? Should

this episodic format be adopted by other forms of media releases, such as subject outlines?

Finally, I get to talk about something I know. Undertale, one of my favorite video games, was made by Toby fox and Temmie chang. After success and millions of downloads, Toby decided to do a serial game like some others, called Deltarune(Which just so happens to be an anagram of Undertale). Since then, he's released two free chapters in the game and plans to release the 3rd, 4th, and 5th under a paywall. He's currently developing it, but it will take a while to finish. I think that there are advantages and disadvantages to this type of release because of the main problems and quirk with regular serial novels. Media, on the other hand, are usually okay in this circumstance, although no one would want to watch a 12 movie series of Avengers Endgame.

Special Area:

When was the last time you made a mistake?

Mistakes are unavoidable and always happen throughout life. The last time I can think of is when I stayed up until two Yesterday and woke up at nine. I'm not sure if you can consider this a mistake, but I think so.

When was the last time you told someone you made a mistake?

I can't really remember, I think it had to do something with writing. I usually don't tell anyone my mistakes unless it's big enough.

How often do you reassure someone who made a mistake that it's okay? How often do you mean it?

Usually not often, because I usually don't comment or see people make mistakes. When I think back on it, I'm a terrible person because I normally laugh with people about mistakes either I make or anyone else. Sometimes I try to help my brother but he's always impulsive.

What is the difference between a mistake and a failure? How about between a mistake and an error?

A mistake is just a little mishap that can happen, usually an action which is judged as wrong. Failure, on the other hand, means a complete lack of success. You can make mistakes and succeed, but you can't fail and succeed, at least not in one go. With an error, the literal definition of "Error" is a mistake. The only difference is that Error is more formal and is sometimes used to define computer problems.

Is it possible for no one to be blamed for a mistake? Can two or more people all be to blame?

Both of these are possible, although the former is much rarer. The former occurs when something outside of our control happens. Unlike Avan's, I don't believe that just any object being blamed is no one, because people design objects. What I'm saying is that if an asteroid crashed into Earth, then that would be a mistake no one could avoid. The latter is much easier, and could possibly happen if two people are fighting and breaking stuff.

Is there such a thing as a "harmless" mistake—or is a harmless mistake not a mistake at all?

This really depends on the circumstances and consequences of the mistake. A harmless mistake depends on the scale. If you misspell one character in a word, it won't make a huge difference, but if you forget to turn your assignment in, that could.

Is there a difference between an "innocent" mistake and a harmless one? Can you ever fault someone for an innocent mistake?

An innocent mistake is different from a harmless one, as the definitions of both state. An innocent mistake means a mistake which doesn't make an impact itself on the grand scheme of things. No, I don't care about the butterfly effect. Of course someone can be faulted for an innocent mistake. It's like if someone took a pencil and forgot to give it back.

Do people make more mistakes as they grow older, or fewer?

Debate time! This really depends on who the person is, but generally, it's hard to decide.

On one hand, you gain more experience as you grow older, so you don't make the same mistakes. You know what can happen with something and can avoid it if you want.

On the other hand, as you age, your mental thinking capacity(frontal lobe) decreases and thinking becomes harder. Thus, it can be harder to think when something is going to happen and fall for the mistake.

Personally, I can't tell, and I would say on average that they make around the same amount of mistakes. They are definitely treated differently, though.

When do you need to apologize for a mistake? When don't you?

I believe that you need to apologize for a mistake when what you did has a certain amount of impact on someone. I apologize too often this way, even saying "Sorry" when someone else bumps into me, thinking that I was in the way [Lmao I'm Canadian]. You don't need to say it if it solely affected you, and no one else.

Just as mistakes come in many shapes and forms, so do apologies. How do apologies between friends differ from apologies made by public figures?

For friends, apologies will be very short and casual, as you can gain back their trust very quickly and just move on. For political figures and celebrities, it's much different. They have to address their mistake very intricately and formally for people to even consider their apology as okay.

How long does it take to become clear whether a decision was a mistake?

Again, perspective is key. If you drop your water, you can immediately tell that it is a mistake. However, if you do something like overestimate yourself, it may take a while for you to realize. My brother has been overestimating himself for the past 10 years and still hasn't figured it out.

Have you ever realized that you were making a mistake but had no choice but to follow through with it?

Embarrassment x100. Yes, I have. One time, I was talking in a debate and got the motion wrong. I didn;t notice until halfway through my speech but I couldn't just turn the speech into the right direction. I had to finish the wrong topic and move on. This also happened in the scholars challenge, where my time management was terrible.

Has anyone ever told you that you were making a mistake, only for you to disagree with them?

This sometimes happens when a friend of mine and I compare answers for math. We argue and talk about it, and sometimes they are wrong. Very occasionally, I make a mistake and that "I told you so" from people is inevitable at that point.

Who do you know who makes the fewest mistakes?

Jerry Pang. There's no words about this. He just has a good comprehension and can think through things well before he makes a decision. Ben Zhou is close, but is always late for anything.

Do you have a responsibility to admit your mistakes to other people?

It's up to your choice. I think that I do, but only after a certain time frame. I don't think apologizing to an upset person will do anything, I generally let them cool down and think about it.

When do you have a responsibility to expose other people's mistakes?

Morally, I think you shouldn't really ever do this. However, I do it anyway. A time I think you should, though, is when someone gets an academic problem wrong so you can help them.

Should people be punished for their mistakes—and by whom?

Depends. When a mistake is harmless, there should just be a warning or something. However, if severe, it could be punished by the government. Learning from mistakes is what's important. I'll leave the rest of the thought to you.

Can it be a mistake to tell someone they are making a mistake?

Yes. In my perspective. If someone says something wrong and you misclassify it, it was a double mistake. You can think about it.

Would it be a better world if we always forgive people for their mistakes?

No. “Oh ImA bOmB tHe WhiTe HoUse AnD aSk fOR fOrgIveNess”. Not everyone deserves forgiveness, and that’s something I stand with.

If a person has only bad choices, is it considered a mistake no matter which of them they choose?

It really depends on perspective again. I think not really, as you don’t have control of the situations you are getting yourself in. If you are forced to make bad choices only, those choices aren’t genuine mistakes.

What is the opposite of a mistake?

Not doing anything. Seriously. Success is not a good term for the opposite of a mistake, unlike what google says. If you don’t make mistakes, you aren’t doing anything. Not doing anything could also be a mistake, though, so I would say there isn’t a real opposite for mistakes.

People seem hardwired to prefer easy answers; they want characters to be heroes or villains and choices to be absolutely right or clearly wrong. But is $1+1=\text{ORANGE}$ less wrong than $1+1=3$? Consider Isaac Asimov's essay "The Relativity of Wrong"—which asks you to weigh whether many things that we believe to be wrong are actually surprisingly close to right—and whether we need to find better ways to measure the magnitude of a mistake. Discuss with your team: do people actually want easy answers, or is that a mistaken assumption? What is something that your parents believe to be wrong which may be wrong but not that wrong?

Asimov explains how an English Lit major sent him a message lecturing him on how every century people claim that they finally understand the universe and it ends up always being wrong. Asimov wrote back to this person “John, when people thought the Earth was flat, they were wrong. When people thought that the Earth was round, they were wrong as well. But you would be the most wrong

if you said that the degree of wrongness between the two examples were the same.” Unlike this Major, Asmiov believes that nothing is ever wrong, it can just be incomplete.

People tend to want answers. However, instead of thinking about it and using more complicated tools, they end up using the easiest answer they can think of. For example, the Flat Earth Theory requires little to no thought and is really easy to believe without any analysis. Usually, the principle of an answer is the right one, but the information is just incomplete. People settle with what they know for now and wait for more complicated tools to justify it.

There is definitely a scale of right and wrong and actions as well as mistakes can be measured with it. However, this can quickly and easily get outdated.

Research suggests that when people think back to past experiences, they focus on their mistakes more than on their successes. What are the positive and negative impacts that this tendency might have on their decision-making?

Note: Author is Richard Micheal Hui

When we are young, we learn that mistakes are bad and generally follow that rule. As we grow older, we usually reflect on the mistakes we make to learn from them and avoid them. Although this idea of mistakes being bad is outdated, it's sort of rooted in human ideas now. There are both positive and negative impacts of this. On one side, if we don't think back to our mistakes, we may make a similar or same mistake as we did before. On the other hand, we will avoid certain opportunities because we may think they are mistakes.

Some psychologists argue that people who are reluctant to admit mistakes suffer from fragile egos. Discuss with your team: what is the best way to handle someone who refuses to accept they have made a mistake, even when the facts are indisputable?

This shows us that many people who repeatedly refuse to accept their mistakes are psychologically fragile. When there is hard evidence and they still refuse to

believe it, like the flat Earth theory. I think that the best way to handle these people is to act calm and soothing, not aggressive. DON'T praise or even consider their strong argument if you know it's wrong, that makes it worse.

We've all made mistakes, but what does the way you react to them say about you? Discuss with your team: what is the best way to respond to a mistake—and does your answer differ for different kinds of mistakes? How important is it that people feel guilty for their mistakes?

When a person makes a mistake, I think they should respond by waiting to learn from it. Many studies show that people who think they can learn from a mistake do better than the ones who think they can't. This can be reflected when someone makes a mistake and learns from it instead of a person who just gets more upset because of mistakes.

Consider this argument that “Western” and “Eastern” cultures treat mistakes at school differently. Discuss with your team: is the author making the mistake of overgeneralizing? Based on her findings, should the lowest-scoring scholars on the Challenge be required to retake the test in front of other teams?

The author of the Article made a mistake in overgeneralising a very small portion of a larger culture. She only looks at smaller aspects in big cultures and doesn't take into account larger samples. When she talks about how “Eastern” cultures see struggle as strength, they only provided evidence from Taiwan and Japan.

From their findings, the posed situation would be ridiculous with the challenge. They just said that a man named Jim Stigler talks about how a child in fourth grade Japan couldn't draw a cube, and he was forced to do it in front of his class. The class would judge the cube, and get him to do it over again until it was done. However, this wouldn't work for the Scholars challenge as there isn't enough information and you don't know what you got wrong. Thus they don't gain any new knowledge about the test.

The way someone judges the mistakes of other people—or their own—may be influenced by their upbringing. In one family, a child might be taught that

overeating is wrong; in another, that leaving food on one's plate is wasteful.

Discuss with your team: are there things perceived as mistakes in one culture that are celebrated in another? To what degree should people adopt the customs of others when they are traveling?

There are many different things that are perceived as mistakes in cultures. In one, it may be disrespectful to give compliments, in others, it's okay. What I would say is that you should learn the culture and customs of the country you are going to so you don't make any mistakes which could be rude.

Joe Biden recently referred to the president of the United States as Donald Hump; Donald Hump recently declared that he "will stop defrauding all of the people of this country." People often misspeak; sometimes, as here, they misspeak in ways that suggest they are exposing a thought they would prefer to keep hidden. Learn more about these so-called Freudian slips (also referred to as parapraxis) and the arguments for and against their revealing true thoughts, feelings, and desires. Discuss with your team: are Freudian slips examples of when it is a mistake to tell the truth? Are there other times when dishonesty is socially preferable?

Freudian slips are believed to be mistakes when someone accidentally says something which they may not want to reveal. With political figures, this is a type of Gaffe. There are many people who believe Freudian slips are real, but others who believe that they are regular pronunciation mistakes.

In an experiment, there were three groups of people. One normal, one with a lab assistant, and one which was told they may get an electric shock. When the electric group spoke, they made several speaking errors and slips. This shows that there may not be Freudian slips, just mispronounced words and the first letter problems.

There are actually many times where lying is the best choice, because it is socially preferable and can help maintain friends. It would be better to lie than tell them something offensive and start a heated argument about something. This can happen when multiple groups are interacting. If a judge marked something and

many fans of a team disliked it, they would argue against it although the truth is obvious.

Considerable evidence suggests that men and women in positions of leadership are judged differently for their mistakes, although not all studies concur. Discuss with your team: is there any truth to this argument, and, if so, should we take steps to address the discrepancy? For instance, should the media (or teachers) be required to spend extra time discussing the successes of female leaders

It is definitely true that men and women in positions of leadership are treated differently based on their gender. There were studies showing that female leader's respect usually dropped 20% more than male leaders for the same mistake. There is also a study that contradicts this, but the author of the study doesn't even think it's right. Because the contradicting study was done at a much younger age group, it may not reflect older people's ideas. Yes, older generations tend to be more biased. It is good we're moving forward, but it doesn't mean the whole world is like that yet.

How might social factors such as race or class factor into the way we interpret other people's mistakes?

Similar to the above argument, they play a large role in how we interpret others' mistakes. Yes, stereotyping and racism still exist. There are people who are open minded and believe that all mistakes are the same, and these people tend to but are not always younger folks. People against this, though, will criticize others based on their gender, race, culture, etc. This is also why female politicians have a much harder time getting elected, because people still think that men are better suited for the role. For a woman there's probably a man who can do the same.

The science of signal detection theory explores the way people perceive and interpret the information around them—but that detection process is not perfect. Research the basics of SDT and consider: are some of us more prone to perceptual mistakes? How often do you perceive things incorrectly, such as hearing your name when no one said it? Can missed or misinterpreted signals lead to serious mistakes?

Note: A signal is picking up information, usually a hit or miss.

SDT shows us how we make decisions in a very simplified theory. When we are trying to detect a signal, if we detect it, it happened, and if we don't, it didn't. Just like the "If a tree falls but no one hears it, it didn't fall" thing. There are definitely problems with this though, because of false alarms and stuff.

Correct exceptions are when you believe there are signals for an event and there are.

Correct rejections are when you believe there wasn't a signal for an event and there wasn't

False alarms are when you perceive a signal that never existed.

A miss is when you miss a signal.

Correct acceptances and rejections are usually more common, but that doesn't deny the fact there are False alarms and Misses. These can lead to someone calling your name and you not listening, or you thinking someone called your name when no one did. This is also why workplaces and many classes don't allow music. People need to receive signals well and quickly so that disasters can be avoided.

Not all mistakes shatter the world. Think about the ones people make at home and in school as part of their everyday lives. As you can see, they are often quite trivial. Discuss with your team: what kinds of mistakes are worth worrying about? How often is it okay to misplace your keys or forget to feed the dog? When should you intervene in someone else's everyday mistakes?

Everyday mistakes are essentially what they sound like. Whether you forget to drink water enough or sleep too late, they can happen all the time. In the article(I've noticed that none of the articles are actually in the question but on the website), it says some examples are eating too much gum, sleeping on your back, or using a wooden chopping board.

However, most of these mistakes aren't life threatening or anything. They are more inconvenient. However, making these mistakes regularly can cause harm in the long run. Like forgetting to feed your dog for 5 days. When the same mistake happens everyday for a long time, it can become a destructive behavior. It is important to learn from the mistakes we make daily.

With that said, some of these mistakes may start to affect other people.

Consider the following examples of technology-related mistakes. Can you think of any others like them? How might they impose real burdens on others—or on you?

pocket dialing | accidental "Reply All" | email storm | sleep calling/texting | closing without saving | succumbing to phishing | insecure passwords | not backing up

Pocket Dialing: When movement in a pocket somehow triggers the phone's LCD touchscreen. This usually accidentally calls the last person you called, or triggers 911. Most of the time, I just get a random google search, a video playing, or a random string of text.

Accidental "Reply All": This can happen really easily, just creating and sending an email to only realize you've sent it to everyone else. Of course, the Reply and the Reply all buttons are very close, so this can happen [Ahem Jerry]. It can actually get severe if you're emailing confidential information or insulting someone.

Email Storm: When so many Reply-Alls happen with many people that it causes people to hit the reply all button. Usually, people reply saying that they don't want to keep getting emails and a whole database just gets flooded with random useless emails. This happened once when a contractor for the NHS sent out a test email in 2016 and flooded the server.

Sleep Calling/texting: Also known as Parasomnia, this happens when someone half asleep or with partial consciousness gets on their phone and starts texting or

calling someone. The texts and calls sent usually replicate drunk activity. A solution is hiding your phone and disabling Face ID.

Closing without Saving: This feels like a disadvantage of technology because when people used to write, it wouldn't have to save or anything. Now, if you're working on a school project and your computer crashes, you'll have to restart almost everything.

Succumbing to Phishing: Phishing is when someone pretending to be a company sends an email to receive private information. It is replicated to look like the origins and will steal your credentials using a script. I don't think this is an everyday mistake, but if it happens, you have to be careful. These pages are actually sold online! The loss can be as small as losing an account to as big as having huge data exposed!

Insecure passwords: I don't really have to explain this. Insecure passwords are when passwords are easy to crack. The most common starts with 123456, password, and then 123456789. These passwords are easily guessable by computers, and adding symbols doesn't even make much of a difference. Verizon sees that data breaches happen 81% of the time because of this!

Not backing up: Not exactly everyday, but not uncommon. If a device gets a virus or breaks, you will lose your data unless it's backed up. When you forget to and your computer breaks, you're kind of screwed. One event that happened was when Toy Story 2 was almost deleted from the database, but there just so happened to be someone who was at home working on it.

Just because certain mistakes are common doesn't mean they are inconsequential. Many people make decisions that can lead to difficulties down the line. Consider the following examples, then discuss with your team: how can (and when should) you help someone whom you see making these kinds of mistakes?

overspending | undersaving | credit card debt | poor diet | reckless driving | procrastination

Overspending: This is literally what it sounds like. This is spending more money than you can afford. Because of loans and credit cards, it makes this increasingly easier to succumb to. A solution is to track money. Saving doesn't really help in this situation.

Undersaving: This is essentially when you don't save enough money, so you have to rely on a job and retire late. This usually happens because people tend to want a very instant reward rather than a long term one.

Credit Card Debt: Credit cards are very important to the economy, letting people get rewards for using them. The idea of having "Unlimited money" at all times seems useful. However, interest makes it a lot worse. The interest rate in Canada is around 20% per month unpaid, so if you keep spending and have a lot of debt, it'll rack up for years and get inflated a lot.

Poor diet: Many people associate this with eating too much. However, this applies to both sides of the spectrum. This usually happens when someone needs something convenient. If someone always needed something quick, they would probably take a McDonald's takeout all the time, leading to a lack of nutrients and such.

Reckless Driving: This is a major traffic violation, generally thought of when you disregard traffic rules. Some common parts are going over the speed limit, running red lights, racing others, etc. This can cause major harm and this is usually how most accidents happen. The rules vary from country to country. Note: I heard that Germany had highways where you could go however fast you want?

Procrastination: Jerry Pang. This is when you are off task from what you are meant to be doing or something you believe is something right. This means you're putting off a certain task until the last minute, and there are many different causes for it.

Some mistakes in military history are apocryphal—the stuff of legend. The city of Troy probably didn't naively admit past its gates a horse full of enemy soldiers. But many turning points in history did hinge on one side making a

fateful error. Napoleon didn't need to invade Russia in the winter. The North Korean army didn't need to pause its conquest of South Korea for three days, allowing the United Nations time to regroup. France should have realized Nazi Germany could just bypass its northerly fortifications and blitz in through the Ardennes to the south; it fell to Hitler in six weeks. If history is written by the victors, then surely the victors would want to publicize the mistakes of the defeated—but there can be a tension between detailing your enemy's mistakes and not making them sound as if they were too easy to defeat. Discuss with your team: if you were writing about winning a debate at the global round, would you emphasize that your opponents never studied and forgot to charge their laptops—or would you focus on your own preparations?

I don't understand this question quite well, So I'll try my best. When it comes to winning a debate, there are many factors. I would categorize these into two subjects, direct and indirect. You can tell what these mean, the direct causes being influenced by yourself and something you control, and the indirects being external factors like how good the opponent was. If I was writing about this, I would focus on what we did to win the debate, not necessarily talk about how bad the opponents are.

Research these examples and those below. Were actual mistakes made, and, if so, by whom?

I don't really have a lot of time to explain these cases, so I'll just try to generalize as much as possible(And totally not because I don't want to research them)

Napoleon's Invasion of Russia | Fall Gelb | Battle of Karansebes | Great Emu War | "Mokusatsu" | Napoleon's Retreat from Moscow | Charge of the Light Brigade | Wounded Knee Massacre | Battle of Changping | Failure of the Spanish Armada | Battle of Adwa

Napoleon's Invasion of Russia: Essentially, after the battle of Friedland in 1807, Napoleon made peace with the Russian Emperor, Alexander I(Treaty of Tilsit). Napoleon then wanted to marry Alex's sister, Anna Pavlovna. It didn't work out. As well as that, France had a blockade of trade from Britain, France's worst enemy back then. When Napoleon realized that Russia was illegally trading with Britain,

they immediately revoked the treaty and prepared for war. Then, Napoleon gathered 600,000 men of different cultures and places and invaded on 24th June, 1812. However, he made a dramatic miscalculation in the time he would take to invade Russia. When he entered it was in the middle of summer, but because of Russia's sheer size, it lasted until winter.

Fall Gelb: You may have heard of this from the Oversimplified video of WW2. Essentially, in WW2, this was the case to push an army through the Ardennes North of the bunkers on the France Germany border. This was to hold the Germans off long enough that they could get reinforcements. They ignored the Ardennes, because they thought it was "Naturally Impenetrable". The Germans crossed them in 2 days and got the majority of their troops through. The original estimate was 15 days!

Battle of Karansebes: I personally have trouble getting this. Essentially, it was one of the largest friendly-fire incidents ever. Taking place in the Austro-Turkish war of 1787-1791, this event was a series of events which triggered a butterfly of disasters. Essentially, the Austrian army was camping in Karansebes, waiting for an Ottoman attack(17 sept 1788). During the night, the cavalry went out to scout for other armies, but instead bought drinks from Romani people. Some infantry also encountered the Austrian cavalry, and when denied access, they shouted "Turks, Turks!" thinking that the Ottoman forces had arrived, alerting the 100,000 garrison. Across the river, the men involved in the fight heard the cries and rushed back to aid their fellow comrades. The problem was the night, so no one could be identified as friendly or not, so there was massive chaos. The Garrison thus shot them and many died. In confusion, some German commanders ordered them to stop, but they sounded like a battle cry, making the fight more intense. By the time morning came, the Austrians had realized their error and retreated. Two days later, the Ottoman troops arrived to see the town absolutely demolished and easily took control of it.

Great Emu War: Everyone's heard of this before. Essentially, during the Great Depression, Australia was hit hard by the economic crash. Then the government

encouraged veterans to farm(Which failed). The fact that 20,000 Emus arrived didn't help, and the farmers complained about them. So Sir George Pearce, was sent to provide the farmers with 2 lewis Machine guns and 10k rounds of ammo. In accommodation, there would be resources. On the 2nd of November, 1932, Major G.P.W. Meredith of the Seventh Heavy Battery of the Royal Australian Artillery led two other soldiers to the "War". What happened were 6 days of blunders, because the Emus used guerilla tactics and scattered around to hide. It was fairly useless as only 200-500 birds were killed with 2500 rounds of ammo. A second attempt was more successful on the 13th, killing 986 birds with 10 rounds per bird. Overall, this was a fairly useless campaign that didn't do anything. The reason Emus stopped was hilarious because it only requires better fencing.

Mokusatsu: This is essentially a translation error. This word is supposed to mean different things, but is translated as "Reject". This was a major problem used by those reviewing international politics. An example is the Potsdam(Surrender of the Japanese Forces) Declaration blunder, where the Prime minister of Japan(Suzuki Kantaro) commented "Withholding comment" to a proposition while it was interpreted as "Idea Rejected". This is a major factor which could've caused Hiroshima and Nagasaki to be bombed.

Napoleon's retreat from Moscow: Continuing the previous segment of the attack, Napoleon's invasion is already weakening, because of the summer heat and the diseases which plagued Russia. After fighting the most expensive battle of his time at Borodino on September 7th (where 35,000 of his men died), he entered Moscow on September 15th. Only instead of meeting a huge army and official men, what they saw was a ghost town, almost all abandoned(90% left!). Count Fyodor Rostopchin, the governor of the city, had ordered that Moscow be burned instead of attacked. 4 days after entering, $\frac{2}{3}$ had been destroyed and there wasn't a word of surrender yet. Napoleon made the fatal decision to stay there until the very last moment. It was only on October 13th where Napoleon realized his error, so he ordered all 100k remaining men to go back to Smolensk. Napoleon had before wanted to retreat via Kaluga instead of Vyazma, but after the battle of Maloyaroslavets on October 24th, Kutuzov stood in his way. By the 29th, the

temperatures were already below 0c. Napoleon had a vial of poison around his neck in case something happened after an attack from the Russian Guerilla troops attacked. On the 9th of November, he finally reached Smolensk. He realized that he couldn't stay there though, so he ordered a retreat out of Russia at -30c. After a desperate battle at the Berezina river on November the 23rd, he abandoned his men, leaving the 20,000 troops which could still fight to die. He arrived back home in 2 weeks, and this was regarded as the biggest military flop of Napoleon's career.

Charge of the Light Brigade: "Theirs not to reason why/Theirs but do and die" is a chilling line from Lord Tennyson[Sound familiar?] describing the loyalty of the 670 casualties of the British Light Brigade carried out during the Battle of Balaclava. On October 25th, 1854, British and Turkish forces clashed against Russian troops trying to take the port city of Balaclava on the Crimean Peninsula in the Crimean war. After repulsing the Russian attack, General George Bingham received an order from Lord Raglan directing his light cavalry to pursue the retreating Russians. However, when the order was verbally delivered by Louis Edward Nolan to the commander of the light brigade, James Brudenell asked what guns Raglan was talking about. Nolan then pointed in the wrong direction. Instead of an unorganized flock of soldiers, essentially the whole Russian Army here was over there. Knowing the suicidal nature of the attack, Cardigan charged with his 670 men, an attack which died very quickly. Even though this was a disaster, they were immortalized for their bravery and loyalty.

The wounded knee massacre: Essentially, European people were forcing Native Americans into reserves and everything. The Sioux tribe hated this, though, and had a bad relationship with them. Within the tribe was a Lakota sub-sect which were following a spiritual leader named Wovoka, who thought of the reunification of the alive and dead. A new ritual was formed called the ghost dance because of this. Many Lakota tribesmen were gathering at the Wounded Knee Ridge in the Pine Ridge Reservation and did the ritual. However, the American military thought this was a battle warm up/sign, so they killed Sitting Bull, the great Sioux chief, as well as a lot of tribesmen, around 300 [out of 350!]. Date December 29th 1890.

Battle of Changping: One of the most expensive battles ever which ended up as a flop. This was in the warring states period of China, 256BC. The Qin state invaded the Han kingdom this year, with the intention of taking the province of ShangDang. The Han then gave that Province to the Zhao in return for helping to get rid of Qin. The Zhao king, Xiaocheng, accepted and sent Lian Po's army to quell the threat. Because there was no action though, after 3 years of nothing, the Zhao king replaced him with Zhao kuo, whose father told him never to make a general. The king was dumb and sent the 400,000 men and it ended terrible. In ordering a bold attack on the Qin camp, his forces fell into a trap set by the mastermind Bai Qi. Sieged on a hill for 46 days, the general led his finest troops in an attempt to escape which failed miserably. In all, Bai Qi executed all but 240 men. 650,000 people died in that war overall just because a stupid king didn't listen to the father of the general.

Failure of the Spanish Armada: Europe, 1588. Two powers fighting against each other. One, the giant Spain, with possessions of colonies all around the world, and England, a lone island still trying to find its place on the world stage. Elizabeth I [no not the mother of Elizabeth II, may they rest in peace] attempted to get a Protestant revolt against Spain on the mainland and so with the full support of Pope Sixtus V, Spanish king Phillip raised a massive fleet to take out England one and for all. There were 151 ships and 18,000 soldiers set sail from Lisbon on May 29th, 1588. They were headed to the Netherlands to pick up 30k more troops before finally heading to England. However, they were outnumbered by the English "Sea Dogs", being greater in skill and people. They started fighting on July 21st and you could guess who won. The English even set ships on fire seven days later and sent them to the Spanish! This caused them to force retreat through the British Isles. This error of going through the isles was actually their biggest mistake, taking the most lives. When they got back, less than 10k men on 67 ships were left. It signaled the start of English power and the end of the Spanish one.

Battle of Adwa: First Italo-Ethiopian war, 1895-1896. Before, it was known as Abyssinia, and it strived never to be colonized, as it and Liberia were the only two countries not colonized yet. Italy was eyeing it for a while, because of its strategic

location. In 1896, a series of Ethiopian attacks into Italian Eritrea prompted Italy to try and invade Ethiopia. Italy sent 20,000 men (Baratieri) to quell the invasion. However, there was a serious miscalculation. Menelik II had 200,000 men ready to fight against Italy, and they were all equipped well. You can tell how this ends. The Italians lost around 7k people while the Ethiopians lost about 3.7k. This shows the symbolic victory of Pan-African unity and determination against colonization.

Abraham Lincoln probably shouldn't have gone to the theater, but it would be hard to call it a mistake; he didn't know the play would end badly. Other historical figures, however, have engaged in activities that seem to have been poorly thought-out. Consider the Aaron Burr Conspiracy, Richard Nixon's bugging of his own White House, and the antics of John McAfee, then explore this research into "the psychology of stupid mistakes". Are powerful people especially prone to facepalm-worthy choices?

A mistake is when someone has control over a situation. Abraham Lincoln's Choice to go to the theater wasn't necessarily a mistake because he didn't have control over it. I don't want to go over the examples right this instant, so I'll just talk about mistakes.

The first type of stupid is when someone's confidence outmatches their skill, also known as the Dunning Kruger Effect. This is when someone is bad at something they think they're great at.

The second type of stupid is biological stupid. They are impulses made by the brain, specifically the Amygdala. This is when you are over stressed and your Prefrontal cortex shuts down. Essentially, they are impulses.

The last type is the "Facepalm" stupid and is the most harmless usually. This is when someone sidetracks for a bit and ends up losing their attention for a second or two. If you have this in a sport though, it could be troublesome.

Powerful people don't necessarily make more mistakes, whoever they are more prone to the Dunning Kruger effect because of all the trust which has been

invested in them. They also succumb to impulses more because they think they have a “Get out of Jail Free ” card when they don’t. Some examples include:

Richard Nixon’s bugging of the White House: One morning in Early March 1971, Army counterintelligence agent Dave Mann was going through the overnight files when a report that a routine, nighttime sweep for bugs along the Pentagon’s power-packed e-ring had found unexplained and unencrypted signals emanating from offices in the Joint chiefs of staffs appeared. Mann was very experienced with bugs, as in this era there were many of them lying around and attacking sources at this time. Eventually, all of this was exposed to the public, including Richard’s own bombshell he used to bug himself. However, the concerns raised by these “White House Horrors” were still very little concerns, even after the White House Plumbers event which explicitly was for seeking these. Afterwards, it was also revealed that the FBI itself was responsible for some bugging, as seen in the Watergate scandal. Bugging at least 17 people on behalf of Kissinger.

The Antics of John McAfee: McAfee is a mix of people, from being a multimillionaire tech legend, to a murderer in Belize, to launching new companies, to running for a president, and to living in rural Tennessee. His idea now is that everyone is after him, and he shouldn’t follow the strictest rules. He first of all created the program “Mcafee” in the 1980s in a day and a half. Afterwards, it was successful, greatly. He then went on to make 9 mansions, filling them with expensive arts and luxuries. However, he went to Belize and liquidated all assets after the recession as well as being sued for having the name[Lmaooo]. After that, in 2009, he made a company which would manufacture plants into antibiotics. However, it was raided in May 2012 by the police’s gang suppression because of manufacturing meth. After that, he was accused of killing 52 year old Gregory Faull, a US man neighbors with him. He then faked his death with a heart attack, met Janice(A former prostitute) in Miami, and connected with them well. Now, McAfee has a fascination in survival, and the couple are convinced they are being followed. Without privacy. Since then, many theories and interviews have been conducted and he states that in this world, there is no privacy at all.

The Aaron Burr Conspiracy: Aaron Burr. The former vice president, now captured and imprisoned in 1807 for treason. The exact reasons for this incident are obscure, as it was over 200 years ago. However, we do know that they tried to detach the Western states and the Louisiana territory from the Union. In Early 1804, Burr killed Alexander Hamilton in a duel and knew that the East was no longer with him. However, he thought about building his own empire, especially in Louisiana. He noticed that it was very underdeveloped and had little people in it. Its borders were also disputed with Spain at the time. His idea was to Conquer Louisiana as his own nation, start his empire, and also take Mexico. He first of all needed more power. Thus, he managed to make friends with Wilkinson and convince Thomas Jefferson to make them the governor of Northern Louisiana. He also contacted Britain(Which hated the US at this time) to aid him and send supplies for this, to separate parts from the US. In 1805, Burr finished his term and went on a Reconnaissance mission, dropping hints of his expedition and gathering people who believed in it. However, the British support never came at all. Long story short. The tensions would rise with Louisiana, he would order an attack on the islands and places(Overtaking a mansion of Blennerhassett). After some trials which failed and also mailing the president about it[Lmao why], he continued but his plan was crumbling. In 1806, the authorities started to defend and attack. The final blow was a bounty for Burr, where he was then captured, and then exiled for treason. After he returned to America, it was far too late to reenact the conspiracy.

When an accident happens, at first people rally to help the victims—but eventually the finger-pointing begins. Research the following tragedies. Were mistakes made that people should have caught? Was anyone held responsible for them, if so?

Halifax Explosion | Chernobyl | The Titanic | The Crash on Tenerife | Challenger Explosion

Halifax Explosion: This was essentially a miscommunication causing the biggest explosion at the time. Halifax was a huge port for WW1 and was very popular. This

situation arose because of two ships(1917). SS Imo, a Norwegian vessel, was moving down on the right side. However, they encountered SS Clara on the wrong side, so Imo decided to move away so Clara could pass by. Mind that this was a very narrow stream with enough space for only two boats. Imo was now on the wrong side, and when they encountered SS Mont Blanc. Both of the ships didn't want to move away from each other or just didn't understand each other, so they crashed. They didn't exactly crash fast, but that was irrelevant because Imo had almost 3 kt of explosives as well as flammable gas. The gas caught on fire from the crash and made a giant explosion. The fault was originally put on Mont Blanc but after years it was adjusted so Imo was also at fault.

The Titanic: You know what happened here. Untrained captain, forgot lifeboat drill, design flaws, miscommunication, and negligence. Commissioning in 1912, crashed in the Atlantic as well as 1500 people dying. There were many factors that actually occurred, and the theory is that the ship was burned by the impact of the iceberg causing burning and a collapse of the infrastructure. The inquiry put the blame on the IMM as well as the SS Californian which was a ship much closer to the crash but ignored the signals, so RMS Carpathia had to pick them up. IMM is the company behind the Titanic and was blamed for negligence.

Chernobyl: Same thing, everyone knows what happened with this situation. Power station in Ukraine, 3 people, and then an explosion. The 3 people at the site were initially blamed: Anatoly Dyatlov, the deputy chief engineer; Aleksandr Akimov, the unit shift chief; and Viktor Brukhanov, director of the Chernobyl energy plant. The three people had their own part to play in the chain of events leaving up to 1:23:45 am on Saturday, April 26, 1986. After that, Legaslov claims that the Soviet state failed to inform the people about the situation.

The Crash on Tenerife: March 27th, 1977. On Tenerife Island off the coast of Morocco. Two Boeing 747s crashed on the site because of a terrorist. Pan Am Airlines and KLM. A terrorist forced authorities to direct flights off of where they were supposed to go. Essentially what happened was that Pan Am was ready to take off and KLM was waiting. KLM received a message that they thought meant

to take off right then, but really meant waiting for a signal. It was also cloudy, so the pilots of KLM just tried to take off, crashing in the Pan Am and killing everyone.

Challenger Explosion: Florida, Cape Canaveral, Jan 28 1986. What happened was that a teacher by the name of Christa McAuliffe boarded a space shuttle called the Challenger as a program to inspire kids and teach them from space. On the date, the ship was cold and the O rings were busted, thus the engine leaked and exploded. Further investigation by the Rogers Commission showed it was a lack of good techniques by Nasa that caused this

Sometimes, companies make mistakes in the release of new products; they fail to catch on with consumers for reasons that seem obvious in retrospect. Consider the following examples, and then discuss with your team: where did these companies go wrong, and did they respond effectively to the poor reception for their products?

New Coke | Ford Pinto | Samsung Galaxy Fold | Google Glasses | Apple Maps | Windows Phone

New Coke: April 23rd, 1985. Coca cola changed their recipe for Coke after 99 years and it tasted better than the original. The problem was that people were attached to the original drink and thus revolted against this. Coke soon had to bring back the original drink.

Ford Pinto: Essentially companies being assholes. In 1971, the Pinto was a good car for its price and was a good contender to the Asian cars except for one crucial fact. The gas tank was at the back of the car and was exposed. There were many attempts from people to get the executive's permission to ensure the gas tank was ok, but they were all denied. What they figured was that paying for reimbursement of people who died was cheaper than making protection. This info wasn't even seen until someone leaked it 6 years after the release. This earned the company a terrible reputation at the time.

Samsung Galaxy Fold: “Want an overpriced phone that breaks when you touch it? Well the Original Samsung Galaxy Fold is just for you!” Essentially, the design was crap, the hinges would break, there were no screen protectors, and Samsung had made their design too volatile. There is actually a hilarious video from Samsung telling people how to treat their 1,000\$ phones.

Google Glasses: “Do you want new innovative technology far ahead of its time? Do you want a product which leaks footage and has major security issues? Then Google Glasses are for you!” Essentially, they had a problem with privacy and technology. Coming out in 2014, they were way too modern for their time, and didn’t work well. As well as that, in 2015, they were found to be violating serious privacy laws. Because of these combined factors, Google had to throw out the product and the idea.

Apple Maps: “Let’s include a map of the world which doesn’t work half of the time and can’t be removed!” Apple maps, when it came out, was very buggy and didn’t work a lot of the time. It also didn’t have many useful features like traffic or public transport. Tim Cook even had to apologize for all of the errors in this mishap. It just so happened that Google Maps released in December, three months later, it didn’t have any problems like Apple did, and actually had useful functions like booking cruises and flights. It quickly soared in popularity and is now the most downloaded app on Apple devices. 2012.

Windows phone: A combination of the Dunning-Kruger effect, not seeing the potential of an idea, and previous success led to this terrible phone. Windows was seen criticizing Apple’s idea because they didn’t see the innovation it had and thought it would flop. Problem was that Apple did great, and Windows had a new competitor. Windows actually released the first phone, or “Pocket PC”. Because of this success before, they ignored Apple. When they finally found out their error, they quickly released an OS for phones similar to Windows 7. It was actually better than android and even Apple’s OS! The problem was that Windows wasn’t willing to cooperate with many manufacturers because they set specs for their phones high. They then cooperated with Nokia and went full on with it. Long story

short, it flopped, and Windows had to design a new phone. When it finally came out, the market was already full of other companies and was dominated by Apple. Needless to say, Windows phones basically don't exist. If windows had actually cooperated with other manufacturers and taken ideas from Apple, they may have been more successful!

Judges are human; they make mistakes. Sometimes these mistakes can be harmless, but other times they might require cases to be reopened. Discuss with your team: should judges who make more mistakes be assigned to simpler cases?

A harmless error, by the US law, is an error by a judge during trial that didn't change the outcome of the trial and such that the defendant still had a fair trial. However, humans make mistakes as we still see a lot of miscarriages in the Court. If a judge makes these mistakes regularly, they should get assigned simpler cases because if someone makes a lot of small mistakes, it's plausible that they'll make a larger one. We still have to think about the judges though, and see their difficult job.

Canadian law professor Alice Woolley argues that when judges decide a case immorally, their decisions aren't just wrong—they're wrongful. Discuss with your team: who should judge the judge? Should judges consider changing public values in making their decisions?

Alice Woolley covers a Canadian case which occurred in 2015 known as R vs Wagar. This dealt with the sexual assault of a homeless woman, and in the end, the defendant was set "Not Guilty." However, further study shows that the judge was incredibly biased, and put his own views into this situation. Generally, if it is believed that the case is biased, then it is brought up to a higher level of course. However, if it reaches the national court, there isn't anything we can do. Changing public values are considered in cases, but cases are never entirely based on them. Public values are slow to change, and it is obvious when it does.

Sometimes new evidence comes to light after a case has already been decided. Since 1973, 166 prisoners convicted and sentenced to death in the United States

have been freed, largely through the introduction of new DNA evidence. Even in countries without the death penalty, some number of people are probably being imprisoned for crimes they did not commit. Discuss with your team: if a justice system is currently convicting too many innocent people, should we make it harder for people to be convicted—even if this would allow more guilty people to go free?

This is a debate question again. I would say that we should make the system in such a way that no innocent person gets convicted, even if some criminals slip through the cracks. There are arguments for the other side though, making sure that all criminals get punished while jailing a few innocent people. We currently don't know how many people are innocent though, making this debate very heavily reliant on ethics.

In the 1857 case *Scott v. Stanford*, the United States Supreme Court ruled that African-Americans should not be considered citizens of the United States. The Rivonia Trial in South Africa saw 16 leaders of the African National Congress jailed for “fermenting violent revolution”. Today, decisions like these are almost universally seen as egregious mistakes. Discuss with your team: are there similar decisions happening today that will be seen as mistakes in the future?

The thing about court is that it'll change over time. The important thing is to just make the mistakes now and not make them in the future. Of course there will be mistakes, we're not robots.

Scott Vs Stanford: This marked a great(terrible) turnaround of all the efforts made in the past with one hammer. Essentially, Dred Scott was an enslaved man owned by the Blow family. Then, Dr. Emerson bought him and moved to Illinois, a free state. Scott met Harriett Robinson, another enslaved woman, and married them. Eventually, Emerson died and his new wife, Eliza Stanford refused to let Scott and his family(Now with 2 kids)buy their freedom. Scott sued Stanford from the help of the church, abolitionists, and the Blow Family. He lost the case twice. Roger Taney was the judge for the cases and hated slavery. Although this was true, he still said that African Americans weren't citizens and it removed their rights, something they had been working to for years.

Rivonia Trial: Mandela and his colleagues were charged with 221 counts of sabotage designed to “Ferment violent revolution” under the “Suppression of Communism Act”. Unamused by the judicial system, Mandela gave a legendary speech on why he was ready to die for a better South Africa. The UNSC decided to condemn the trial, impose sanctions, and you know what happens next.

One morning in December 1799, retired American president George Washington woke up with a sore throat and a high fever; doctors treated him by draining him of over forty percent of his blood. The practice of bloodletting was widespread for centuries. It also probably killed him. Discuss with your team: why would something that seems like such an obvious mistake today have been such a popular medical treatment for so long? What practices common in medicine today do you think our descendants will look back at with similar disdain?

Bloodletting, which we all know of, was an obvious mistake used in the Middle Ages and accidentally killed a lot of people, George Washington included. The idea began in Ancient Greece, due to the belief of the “Four Humours” [Which do not relate to comedy in any way]. These were systems that regulated human behavior [or so they thought] called Phlegm, black bile, yellow bile, and blood. Back then, if you were ill, you had an imbalance of these humours, and they had to be removed. In the early ADs, Galen of Pergamon declared blood the most important humor and that’s what caused bloodletting. This kept going until the 1800s! I think treatment for cancer will be very different in the future and chemo would look like bloodletting now.

Another widely discredited medical treatment is the frontal lobotomy. Many psychiatric patients would have the fronts of their brains scraped away, either in a hospital setting or, to save time, right at home, with icepicks through their eyes. The result: zombie-like individuals reduced to fragments of their former selves. Consider the movement to strip the Nobel Prize from the doctor who first championed frontal lobotomies. Do you agree with those who would punish him, or with those who defend him as someone whose work was

well-intentioned? Discuss with your team: when new information comes to light, should historical awards be reevaluated?

Lobotomies were done by removing the frontal lobe using scalpels. Now you can see the problem. The frontal lobe was what let you think, and removing it made someone either very aggressive or too docile. Egas Moniz received a Nobel prize because of his excellent Lobotomies back then. Many want to revoke this because this medical practice was in the wrong direction. I personally want them to keep the prize because they were thinking with the right intentions, they just didn't know what to do .

Historical medical mistakes tended to be based on misunderstandings and incomplete knowledge of new technologies. Consider these additional examples, and discuss with your team: was anyone to blame for these mistakes, or were they justified in their historical context?

X-rays at the Shoe Store | Radioactive Cosmetics | Insulin shock therapy | Cocaine-enhanced medicine

X-rays at the Shoe store: The X ray was discovered in Wilhelm Roentgen in 1895 and immediately began revolutionizing the medical industry. However, in 1920, Dr. Jaboc Lowe created the Shoe-fitting fluoroscope. Keller has also claimed he created this, but the patent was given to Lowe. This device was used in shoe stores to find out whether shoes fit children. These were used everywhere, but no one knew about the great radiation that was caused. Only after WWII, more research was done, and they realized that there was way too much radiation exposure. Essentially, it was either banned or imposed with strict laws. I think this mistake is forgivable though, as there wasn't any knowledge back then.

Radioactive Cosmetics: You may or may not have heard of this before. Essentially, in 1898, Mari and Pierre were the first to discover a radioactive element, being radium. However, little to nothing was known about radiation. Many people actually believed it was "Vitalizing" for the body. It was put in cigars, boot polishers, fertilizers, pills, toothpaste, and chocolate! This most commonly occurred in France, with companies like Rador, Tho-Radia, and Artes. All creating

many different everyday objects with it! Imagine that. What we can say is that this was an awful idea, but at the time not enough info was known about it.

Insulin shock therapy: Insulin is essentially a hormone that allows the body to use sugar as energy. In 1927, Sakel began using small doses of this to treat drug addicts and then tried to treat schizophrenia. When one patient uses this and exits with a lot of mental clarity, he believes this works and popularized it. Essentially high amounts of Insulin were used to make a coma in an individual, and then terminated with glucose and gastric tubes. This process was repeated 60 times[!] and supposedly worked 4/5ths of the time. There were consequences of this, though, including sweating, restlessness, etc. Needless to say, in the 1940s, it became less popular because of the lack of evidence. The schizophrenic individual may have been so scared of the treatment they stopped reacting! Needless to say, this was a failure and tortured the patients using this. I don't think this is justifiable with historical context because it's just so absurd.

Cocaine-enhanced medicine: Cocaine is a very high-addictive drug that's also high risk. It first came up in 1880 in medicine, with the first being 1863 [although this was discovered in 1855]. Angela Mariana released Vin Mariani and Elixir Mariani, which he marked as a pain reliever, stomach treatment, and appetite suppressor. These products were liked by some famous individuals like Thomas Edison and the King of Spain[!]. It was 1880 which led to this taking off, being a Morphine addiction cure. This was then used in many medicines across Europe and the USA. Coca-Cola even used it! However, in 1914 the Harrison's Narcotics act was passed, banning cocaine. Today it is used in a very small amount of high risk high reward medicines. This is very understandable in the historical context because no one knew about the addiction back then.

Even today, medical professionals can still make mistakes—from surgeries on the wrong body part to babies switched at birth. More seriously, patients may be misdiagnosed, especially when they are suffering from rare conditions, delaying treatment until it is too late to help them. Discuss with your team: who should

be held responsible for such mistakes? With so many hospitals and so many patients in the world, do we need to accept that some mistakes are inevitable?

The first question about dumb mistakes can be solved easily by just double checking with the doctors or others. When people are diagnosed incorrectly though, it's not really anyone's fault. The Disease may be very hard to detect or very rare. We need to accept that there are mistakes in that circumstance then.

Note: There are 2 types of errors, Type 1 being False positives and Type 2 being False Negatives. [In my opinion] There should be another error, Type 3 for misidentification.

Medical tests can sometimes lead to incorrect results, including false positives. Discuss with your team: should doctors emphasize to all patients that test results may be inaccurate, or would this undermine public confidence in medicine?

False positives are when someone is shown to have a disease when they don't, while False negatives are when someone is shown to be negative to a disease that they do in fact have. In modern cases, I'm pretty sure people know that test results may be inaccurate, but it's the knowledge that matters.

Famous people make infamous mistakes; some can cost lives, but others just damage (or utterly ruin) political prospects. Days before the 2008 American presidential primary in New Hampshire, a debate moderator asked then-Senator Hillary Clinton how she felt about concerns that she wasn't as likeable as also-then-Senator Barack Obama. "That hurts my feelings," she said. "I don't think I'm that bad." Obama offered his own words of support: "You're likeable enough." Obama had just committed a classic political gaffe—misspeaking in a way that would cost him dearly. He went on to lose New Hampshire. Although he recovered to win other states, he would commit other gaffes along the way. Essentially, A gaffe is saying something embarrassing that they wouldn't usually speak publicly but they do privately believe. The Gaffe in this question describes Obama angered a small town of midwesterners by saying, "They cling to guns or religion or antipathy towards people who aren't like them." This comment made

sweeping negative generalizations towards midwesterners. This resulted in many people voting against him during the Michigan Democratic Party Presidential parties.

Actually a gaffe is a mistake revealing something about a politician. Doesn't necessarily have to do with being true.

Michael Kinsey has described gaffes as a kind of unintended honesty, a moment when a politician (or other public figure) “accidentally reveals something truthful about what is going on in his or her head.” Discuss with your team: are we unfairly punishing politicians for their unfiltered honesty? Or are gaffes the best insight we have into someone's true nature?

If a gaffe is just revealing what's going into someone's head, why wouldn't we want to know that? A gaffe is useful for analyzing information about someone and getting to know their ideas and preferences better. Just like Trump's "Small loan of 1 million dollars", which we can tell that he doesn't really understand money and is bragging how many people will never get close to that much wealth.

Look into the following gaffes, and evaluate whether those who committed them experienced lasting damage. Are they examples of “accidental honesty” or something else? How would you have advised each person involved to handle the aftermath of his or her gaffe?

Cheryl Thomas & “Brainwashing Stations” | Scott Morrison & “The Two Left Feet” | Moon Jae-In & “Good Afternoon” | Pope Francis & the Hand-Slap | Michael Dukakis & the Tank

Cheryl Thomas & “Brainwashing Stations”: Cheryl Thomas was running as a Liberal party Candidate for Victoria, BC [Finally somewhere that I can understand] which resigned after very old Facebook comments came back to haunt them. This included how Mosques were used as places of education for hundreds of years and were now used as “Brainwashing stations”. Needless to say, they had to step down only 1 week before the vote because of the controversy. This situation is

actually incredibly difficult to be in, as it includes either having to step down or proving you've changed.

Scott Morrison & “The Two Left Feet”: This one was funny, because of a photoshop mistake. I don't think this really was a gaffe, but more of a funny mistake. When Scott Morrison's reelection campaign was happening, he took a new family photo for his website. The editors realized that his shoes were dirty, so they replaced them with clean shoes. However, they made the mistake of giving him two left feet! This didn't really affect much and he was re-elected. Note: Morrison is the previous PM of Australia.

Moon Jae-In & “Good Afternoon”: This was more of a translation blunder and was funny. Moon Jae-in, the president of South Korea, used the phrase “Salamat Sore” in a Malaysian Press Conference. The error comes in because Salamat Sore is an Indonesian phrase. This mistake was also repeated again at 8pm, adding insult by saying “Good afternoon” in the evening! The Korea Times went as far as judging them for having a serious lack of professionalism and ethics. It turns out that “Salamat Sore” was a usable phrase in Malaysian as well, so at the end of the day, it was more of a funny minor mistake that didn't do anything.

Pope Francis & the Hand-Slap: On New years eve, 2019, Pope Francis was walking towards a nativity scene at the center of Vatican City. As he was there, he greeted many people. However, as he moved away from the crowd, a woman grabbed his hand and yanked him towards her. The pope then slapped their hand and walked away, visibly annoyed. The next day he made a sincere apology, talking about how he lost patience and set a bad example. The Gaffe accidentally leaked some insight about the pope, but it also showed his desire to be better.

Michael Dukakis & the Tank: He was the Democratic nominee for the Presidency in the 1988 Presidential election. He was seen as soft on defence, though, as he had planned to weaken the missile defence program that was being proposed. As an attempt to counteract this, he went for a photo at the General Dynamics Land/Systems Plant in Michigan, taking photos of him in a tank. [It turns out I was

thinking of something else or was being weird before when I said there were many tanks, but we don't talk about that]. This was supposed to show that he wasn't as Anti-war as people thought he was. However, this was a critical error because Bush promoted the fact that he was unfit to command the military. This was one of the reasons Micheal got absolutely swept in the election. He was showing himself in a light which he wasn't meant for. This goes down as one of the biggest political gaffes in history.

Some errors seen as gaffes may be the result of misinterpretation or of technical issues beyond a person's control—such as the microphone that recorded the “Dean Scream” in 2004 while muting the audience noise around him, exactly as it was meant to do. Discuss with your team: if you were Howard Dean, how would you have responded to the situation? Would you have explained to the public that the microphone was to blame?

Howard Dean was a presidential candidate for the 2004 Democratic party who had come third in the Iowa Caucus. In an attempt to rally his fans, he made a very powerful speech, ending with a loud “YEAH!”. This was one of the first political memes and doomed his campaign. This is because with how the mic was set up, NBC didn't pick up audience cheers so it just sounded like he was screaming. This meme was replayed over 600 times in the 4 days following. If Dean had complained about the Mic, no one would have believed him. This scream is still sometimes regarded in modern media and stuff.

Politicians are not the only people who can commit gaffes; any source that is supposed to be unbiased or reliable is particularly vulnerable to them, as when CNN accidentally identified Russian President Vladimir Putin as a hostage-taking British terrorist, or when the Chicago Tribune announced the wrong winner in the 1948 United States presidential election. Discuss with your team: should news sources that make mistakes be required to pay reparations to those affected? What about news sources that intentionally spread false information?

I don't think that there were many gaffes as major as accidentally putting Putin on screen while discussing Jihad John, a masket terrorist which has been recently identified [LMFAOO HOW COULD YOU SCREW THAT UP] or as announcing that

Dewey had defeated Truman in the 1948 election when it was the other way around. I don't think they have to pay anyone for making the mistake, but certainly recognize it. This info was later classified and fixed.

In 2012, New York Magazine offered its own take on the “taxonomy of gaffes”, dividing them into five different kinds. Does their classification seem reasonable to you—or does it seem agenda-driven in some way?

The 6 types of Gaffes that the NY magazine talks about are

- 1. The Glaring Factual Error Gaffe:** Very ridiculous mistakes, also quite common. These are essentially when a politician make stupid mistakes like referring to someone as the wrong name. Usually quite harmless. AKA the “Donald Trump” Gaffe
- 2. The Out-Of-Context Gaffe:** This is literally the quote document Imaoo. When something with context makes sense but without context it makes the politician who said it look bad. AKA the “Pewdiepie” Gaffe
- 3. The Kinsley Gaffe:** A freudian slip. When a politician accidentally says something publicly they secretly believe is true. Can reveal information about the politician and their thoughts. AKA the “Other Pewdiepie” Gaffe
- 4. The Hot Mike Gaffe:** Similar to the previous Gaffe, but not actually said publicly. Usually news websites and articles leak this quote for clout(In this case clout means influence power). AKA the “Get Exposed” Gaffe
- 5. The Undisciplined Surrogate Gaffe:** Technically not a Gaffe, but viewed as one. When supporters of a certain political figure inform others of a view that they believe that the political figure opposes/affirms while the true is the exact opposite. AKA the “R/Youhadonejob” Gaffe
- 6. The Narrative Gaffe:** The most influential and remembered Gaffes. They are when a political figure plays into a pre-existing topic that the opponents are trying to also convey. These are typically the hardest Gaffes to shake off. AKA the “Ben Shapiro Criticizes Rap Gaffe”

I think that this article is biased because it seems to be agenda driven and promoting Obama and being against Romney. This article claims that Obama made less of these gaffes and less severe ones.

Eight years later, in a world which has grown accustomed to interacting on social media, is oversharing the newest kind of gaffe?

As people improve with tech, it's definitely a mistake to interact with it in the wrong way. Candidates which already had social media before being in power are okay, but forced appearances are never good, like Hiliary Clinton's attempt at using Vine. This makes younger audiences less likely to vote for this candidate. It is definitely a gaffe because you are showing that you don't know how to use social media.

Some say that in today's world gaffes will go viral more quickly, others that they will be forgotten sooner. Discuss with your team: which is it, or are both true? Is the best way to manage the aftermath of a gaffe different today than it would have been a decade ago? And, do gaffes even matter? Some studies suggest that the people who pay the most attention to them already have the most resolute opinions anyway.

Both of these can definitely be true, it depends on the circumstance. Because of the internet, gaffes can not be ingrained into internet and meme culture, making it exist forever. On the other hand, the gaffes will soon lose their purpose and may dissipate into general knowledge. It really depends on the circumstances. Does a gaffe even matter in the long run? My thinking is that people who actually vote already have a strong understanding of someone and gaffes themselves usually don't really make a dent in this understanding. You can think about this.

Computers are often seen as infallible—cold, calculating, and unerring. However, they often don't work exactly as intended, leading to unintended outcomes that range from harmless glitches to disastrous miscalculations. A "bug" is a flaw in a system which results in unexpected and often incorrect behavior. In one famous case, the bug was actually a [bug](#). Consider the following

bugs, and discuss with your team: how could they have been best avoided, and who should bear the responsibility for them?

Mars Climate Orbiter | Ariane 5 | Therac-25 | MCAS | Tesla Autopilot Crashes | MissingNo.

Mars Climate Orbiter: In 1999, the Mars Climate Orbiter had been launched and was going to be the first ever weather observer. However, it didn't work and connection was lost. Later investigation showed the stupid mistake that had been made. Lockheed Martin, the contractor for this project, worked in Pounds of Force per second, while NASA worked in Newtons per second, the standard unit. No one realized this though, thus the instructions sent were 4.5x too much force, leading to the Spacecraft falling into the atmosphere. This was also seen when the trajectory was off and NASA had to directly change it throughout the mission. NASA took the blame for this, and since then have been more careful

Ariane 5: This was a rocket developed by the ESA, and it first tested its launch on June 4th, 1996. The rocket exploded 37 seconds after launch though. The error was also in conversion, when the program attempted to convert a 64 bit integer to a 16 bit one. Because the max number a 16 bit integer can be is 32,767 and they tried to convert a much larger number, it failed and blew up. Another reason was that the software from Ariane 4 was accidentally ported, so if it was spotted, nothing would've happened. The groups who did this port and the coders are the ones to blame for this.

Therac-25: This was a radiation therapy machine that was developed by Atomic Energy Canada Limited(AECL) that was used to remove cancerous growths. Long story short, there were two ways of impacting the cells with radiation, being electron mode and x-ray mode. A mix of computer errors and someone with bad coding lead to this giving an overdose of radiation, forcing this machine to cease operation. Fritz Hager found out that the coder's sloppy work and tiny mistake caused this catastrophe, and it was the coder's fault.

MCAS: I've heard of this one, so this description is going to be vague. 2017, Boeing 737 Max. A stupid error as well as crappy design led to this mistake. Boeing made the plane very similar to the other models so there wasn't any extra training needed. The wings were elevated too high because of bigger engines and thus the gyroscope felt the tilt. Because the programming(Named MCAS) did not account for the tilt, the plane always wanted to go down into the ground. Pilots couldn't override this and it ended up killing hundreds. The two incidents were Lion Air Flight 610 and Ethiopian Airlines Flight 302. In the end, the designers, engineers, and coders were at the fault for this.

Tesla Autopilot Crashes: This is literally what it sounds like. The Auto Driving feature uses cameras and sensors to try and make a depiction of the cars and everything. However, this is sometimes buggy and requires constant driver attention. Long story short, people didn't pay attention to the auto driving, and with some luck [Or should I say Unluck?], they crashed. Lots of times. Humans naturally get bored and their attention drifts away from this. I think that this is at the fault of Tesla for releasing an auto driving model program that isn't 100 percent safe. This isn't saying that humans are lame and rely on a program for their safety.

Disclaimer: Lmao I actually think that autopilot is safer than regular people

MissingNo: Pokemon. Red and Blue, to be exact. This was a glitched pokemon you could encounter which manipulates glitched and misplaced data. It was eventually found but never patched. I'm not going to say the exact instructions to get this pokemon, but they did duplicate your 6th inventory slot. This set of games actually has many more glitches. I recommend you check this out.

Up until the 1990s, many computers were designed to store dates with two digits for the year: 97 meant 1997, 06 meant 1906. People eventually realized that this approach would pose a problem in the year 2000: software might think the digits 00 meant 1900. This "Y2K Bug" gained worldwide notoriety, and many (though not all) countries invested tremendous sums in trying to fix it before

time ran out. Discuss with your team: was it a mistake for programmers not to foresee this bug earlier? And, given that 2000 came and went without any major incident, was it a mistake for the world to focus so much attention on it—or was this level of attention the reason nothing dire happened?

Ah, the infamous Y2K Bug. Basically what happened was computers back then could only hold so much data, so instead of four digits for a year [Like 2022], they would only have two digits [Like 22]. The problem was that programs were coded for the first two digits to be 19. When it reached the end of the century(1999), people were very worried because there was already a lot of technology and it could cause disaster if it was 2000 and the computer thought it was 1900. This billion dollar bug never actually happened though, mainly because of all the efforts used to patch this last second.

Explore the world of software testing and quality assurance. What methodologies have engineers come up with to minimize bugs?

fault | failure | error | debugging | logic error | bugs vs. glitches | race condition | off-by-one | software testing | black-box | white-box | unit testing

[Joke's on you, I actually Program]

Fault: A mistake with the code which makes the program behave unexpectedly. These are also known as defects/bugs

Failure: The inability of software to perform the task in the task requirements. Basically, when the incorrect information is produced or the correct action isn't taken. It isn't a fault, but it usually takes multiple faults for a failure to occur.

Error: A mistake made by a human developer/programmer which produces an incorrect result. May cause the code not to work or to produce an unexpected result.

Debugging: The process of removing Errors and bugs from the software. This happens a lot more than you would expect. It came from Grace Hooper removing a moth from a computer, making it work again, making the literal term "Debugging".

Logic Error: An error which doesn't result in the program acting weirdly or breaking, but just not in the right way. Like If you asked for the computer to compute $(A + B)/2$, it may compute $A + B/2$. These errors are the hardest to fix.

Bugs vs Glitches: A bug is a fault, while a glitch is a little more slight but gets the job done anyways. Glitches tend to only be temporary.

Race condition: This is when two pieces of code are going at the same time and counteract each other. It's like deleting a file in use. Usually, this is avoided by imposing restrictions of usage and giving priorities to pieces of code and programs. This sometimes happens though, and it can be quite funny.

Off-By-One: When the result of a program differs by one to the intended result. You may think that you only need 10 posts to cover 100 meters from 10 meters apart, but in reality it's actually 11. This can lead to infinite loops of adding/subtracting values and also corrupting memory.

Software testing: Testing software. Makes sure that the results that output match the expected results. Similar to Debugging, but sometimes misses unimportant details and glitches. It can be done by person or with debuggers.

Black-box: Testing the functionality of the Application under test(AUT) without any insight to the internal code. The surface level of debugging, not actually seeing the relevance of code. This testing, when working, sometimes leaves garbage code which takes up unnecessary space and doesn't do anything.

White-box: Testing the functionality of the code from the internal structure and analyzing the code. Essentially Black-Box testing but the tester/program can actually see the code. Usually makes the program less buggy but takes longer and costs more.

Unit testing: Testing tiny parts of a program, the smallest sections. If you go through the whole code with this, It'll take the longest time and be the least buggy. These are literally testing out the smallest commands to see if they work.

Consider the saying: "it's not a bug, it's a feature". If an unintended feature makes its way into a system but has no major impact on the user, is it still a mistake?

By definition, it's still a mistake. It's still cool to have in a game, and it really doesn't have too much of an impact if it's rebranded as a feature. The impact of

such feature usually doesn't matter. If it doesn't harm the experience, then I would say it isn't a mistake.

Explore the concept of error fares, in which airlines sell tickets for much lower than their intended price. Sometimes, people (and companies) are expected to honor their mistakes; in fact, there was a time when the United States government forced airlines to do so. Does the fact that error fares can now be disseminated over the Internet in a matter of minutes affect whether airlines should be obligated to let people keep the underpriced tickets they have booked?

Also known as mistake fares, these are very rare occurrences which happen when an airline makes a mistake and makes a price much lower/or higher! Than usual. Usually, this is an error of conversions and a little bit of human error, and the seats can be as cheap as 75% off! There are even websites that track down these mistake fares and tell a person, so it's not as hard anymore to find these! I think that the airlines should be obligated to honour the discount because it was their fault. They don't have to, that's just me.

Many apparent bugs are the result of user error. Discuss with your team: should programmers be held responsible for the errors their software permits users to make—and do they have a duty to predict all reasonable uses and misuses? Is there such a thing as an unpredictable misuse?

Humans will always find a way to track down errors and create them, so the misuse of programs is inevitable. This will result in an user error, and the user must be at least partially responsible for the errors they created. However, these should be and are sometimes patched. We just need to observe how the program is getting patched in an attempt to remove bugs which the developers didn't know existed.

The Internet is full of self-help articles on how to apologize. Discuss with your team: why is it so hard to apologize effectively? What strategies do you find most effective?

The reason it's so hard to apologize is because it feels like you're giving some of your power to the person you are apologizing to. Many things about an apology can be insincere, so it's important to follow some general ideas.

The most important factors while apologizing are:

- Accepting responsibility and taking accountability for what happened instead of blaming someone or something else
- Never sidetrack, saying "But" or "However"
- Offer to help the victim to show that you're trustworthy and are truly sorry
- Ensure that the mistake will not happen again, and go to your full extent not to make it happen again
- Clearly state "I'm sorry"

[As a Canadian I know these by heart lmao]

In 2015, Volkswagen was caught rigging its vehicles to reduce emissions during testing. Some have criticized the company's initial apology as unconvincing. Discuss with your team: when is an apology not an apology? Do apologies need to be coupled with corrective actions, or can an expression of regret sometimes suffice?

The Volkswagen apology was considered very unconvincing because it was at a launch party and after the apology, they sidetrack, turned on some music, and then partied for the new release. This felt like a distraction from the weak apology. Apologies themselves usually don't require corrective action unless it impacts quite a bit. The apology has to at least be sincere, which Volkswagen didn't even care about.

Consider the following apologies. Discuss with your team: which ones were the most effective, and what could those whose apologies were less effective have done differently?

Lance Armstrong - doping | Justin Trudeau – Brownface | Cho Hyun-ah – nut rage | Segolene Royal - Nutella | James Gunn – racist tweets | Naspers -

apartheid | Grigory Rodchenkov – whistle-blowing | Stephen Harper - Komagata Maru

Lance Armstrong - doping: Lance was an American triathlete who then turned to professional cycling from 1991-1996 and after a battle with cancer, returned to cycling in 1998, winning the Tour De France four times starting in 1999! He also got a Bronze medal at the 2000 Olympics. However, in June 2012, the US Anti-doping Agency found that he had been taking drugs and took all his titles. He disputed the findings but finally came clean in the interview with Oprah Winfrey, telling them “He felt invincible, truly believed so”. He also apologized to the many people, like prominent figures in the cycling community like the people he stole the Tour de France from. I think that this apology is sincere because it was a hard topic and he admitted everything.

Justin Trudeau - Brownface: I’m pretty sure that you should’ve heard of this. Trudeau is the current Prime Minister of Canada and a representative of the liberals. When a picture of him wearing Brownface makeup from 2001 was leaked though, you can probably imagine the controversy. The photo was taken at a school he was a teacher at, in a Gala with the “Arabian nights” theme. His apology came out only two hours later, telling everyone that he shouldn’t have done what he did and he is deeply sorry. This is very sincere in my opinion because he admitted to it very quickly and puts all of the blame on himself.

Cho Hyun-ah - nut rage: This is a funny story. So, Cho Hyun-ah(Heather) was the vice president of Korean Air and was also the daughter of the Chair of Korean air. What happened was that she was served macadamia nuts in a bag instead of a plate. She then threw a fit of rage, yelled at the Cabin Crew Chef, and beat them on the Knuckles with a tablet. After this info became public, she was given a 5 month sentence as well as 10 month suspended sentence. She also resigned from her position. She said she would apologize in person but never did, instead leaving her note. Her father actually has to apologize for them. All of this leading up to an insincere and ineffective apology.

Segolene Royal - Nutella: Seglone was the French Ecology Minister in 2015, and on Live TV, they told people to stop eating Nutella because of their use of Palm Trees. However, they neglected the fact that Nutella got all of their Palm oil from sustainable sources. This led to a tweet for an apology from nutella. This apology wasn't as effective though, because they stated something about showing progress, implying that Nutella used to use bad sources(Which they did in fact do but that doesn't matter,)

James Gunn - racist tweets: James Gunn was a director for some of the biggest hit films for marvel, like Guardians of the Galaxy V1&2. He was well know of being against the republicans and Donald trump, which lead to an alt-right conspiracy theorist group digging up old tweets of joking about very serious topics like Rape and Racism. Disney cut all ties with him. After a serious apology about making jokes which were taboo and outrageous, Disney rehired him in March 2019 for GotG V3, thus showing his apology was sincere enough. He didn't put any blame on anyone except himself.

Naspers - apartheid: I didn't know what Apartheid was before, so I'll just tell you. Essentially, it's racial segregation. Naspers is the largest media group in South Africa, and it played a key part in upholding Apartheid. In the Centenary Celebration of Naspers , CEO Esmare Weideman said that they were truly sorry for the hurtful actions that they did to promote apartheid and it affected the country. However, I don't think this was sincere because this was very late compared to many other apologies and was during a celebration. They had a chance to apologize in 1996, but they denied it while 120 employees leaked the truth. 2015.

Grigory Rodchenkov - whistle-blowing: Grigory Rodchenkov was the head of Russia's Anti-doping Lab. However, it was later found that he was involved in State Sponsored Doping and used these drugs to help athletes and cheat the system. He fled to the US when the scandal hit international news. He later made an apology in 2018 to "All of the clean athletes we cheated". Despite the fact that Russia still denies this but Grigory is insistent that the Government of Russia did something, it shows that he's truly sorry.

Stephen Harper - Komagata Maru: Another Canada one [Yaay more gosh darn history]. The Komagata Maru was a ship that sailed into Vancouver Harbor in 1914, containing mostly Sikh Indians attempting to migrate to Canada. However, Canada refused to let almost everyone immigrate to Canada. They were sitting in the Harbor for 2 months before they returned to Calcutta, where 20 of them were shot dead by the police. Stephen Harper, the PM from 2006-2015 finally apologized for the incident. However, this apology was denied because it just didn't seem like enough. They had made a situation for this being presented on the floor of the parliament for a Native Aboriginal and Chinese-canadian act.

Last year, the University of Wisconsin faced a public relations crisis when it released a promotional video for a homecoming celebration. Nearly every student in it was white. The university quickly apologized and released a revision featuring more diversity—but critics noted that this update glossed over the university's actual lack of minority students. Discuss with your team: were the university's apology and new video the best way forward under the circumstances, or were they potentially counterproductive? Can it sometimes be a mistake to present things as they are rather than as they should be?

The video probably wasn't the best way forward, as it seems passive aggressive and it's trying very hard to prove diversity in the camp. It seems like a desperate effort to publicize the small non-white community at the university. Of course showing the true situation isn't ideal [that's not how politics work]. People will tend to show what makes them look the best, not what things really are. In this case, the university showed the actual situation. Although they received a lot of hate, at least they were "True"

Recently, the phenomenon of "cancel culture" has grown more prevalent not just in entertainment but across many industries. Explore the origins of cancel culture and discuss with your team: are these public reactions justified? When does a statement or action cross the line from a recoverable mistake to an unforgivable misdeed?

The word “Cancel” has had recent semantic drift, changing meanings. It used to mean to void/stop something that was already going in your favor. Now it means to give lots of backlash to someone, no matter the reason. People actually try and cancel great influencers like Mr. Beast because of stupid reasons! [Ahem That Vegan Teacher]. This likely came from Call-out culture on Tumblr. Many people are able to recover from “Being cancelled”, however, the act can permanently damage a fanbase.

Some mistakes are small misunderstandings; others are global catastrophes. Work with your team to design a scale to measure mistakes. Would it be similar to that for a natural disaster such as a hurricane or earthquake, or more like one used in a field such as economics?

I think that a good scale for mistakes could be like the one used for Earthquakes and sound(Richter) because it can use a scale from 1-10 to describe everything. These scales are the sort of scales which multiply by 10 every time you go up a level. This could mean we start at 0 for harmless mistakes and 10 for catastrophes which threaten the Earth and humanity.

An ant scrambling about because it can't find its nest, a duckling imprinting on a human as its mother, a cat running away from a vaguely snake-like cucumber. Animal mistakes can make for cute viral moments, but are they really mistakes at all, or are mistakes unique to humans?

Animals can definitely make mistakes! It never segregates animals from the definition of mistakes. However, the mistakes for animals are usually more severe as they usually impact their survival, the main concern for them in the wild.

The artist Bob Ross once said, "we don't make mistakes; just happy little accidents". Can you find examples of historical mistakes that have had happy consequences—and, if so, why were they still considered mistakes? You might ponder whether accidental discoveries (such as penicillin) would qualify.

Ah, let's revisit what a mistake is. A mistake is the desired output not matching with the experimental one. Sometimes, these can indeed be happy as with the Tearing of the Berlin Wall because of a politician misspeaking and many other

accidental discoveries. So yes, mistakes like penicillin, kevlar, and potato chips are “Mistakes”, but are also beneficial for our lives.

In film and television, when an actor messes up a line, the director sometimes starts the scene over; other times, the mistake makes it into the final cut. What makes some mistakes more usable than others?

These are more commonly known as bloopers and are funny when included. This is when something that is not originally intended turns out better or good enough to be kept in the film. An example could be “The Grinch”, where in a scene the Grinch pulls a cloth to try and destroy the food on the table, but nothing moved. He then proceeds to push the table over.

In science, mistakes are an accepted part of the scientific method. Would you say, then, that those astronomers who first identified Pluto as a planet made a mistake, given its later declassification? If so, do they owe anyone an apology? Does the admission of mistakes in science make it easier for critics to question the value of science in general?

This comes with historical context. The main point of science is to make new discoveries and make mistakes, like even included in the scientific method! When there were more discoveries, the classification of Pluto being a planet was a mistake, but we shouldn’t blame anyone for it because we just had a lack of knowledge back then.

We’ve come to expect some films (and television shows) to include blooper reels, but they only first began appearing in the late 1970s. What about them do audiences find entertaining, and are they more appropriate for certain genres than for others? Put another way: would we be more likely to post Instagram stories of bloopers of the Scholar’s Bowl or of the Flag March?

Bloopers are the most funny when rehearsed events of professionals go wrong. They make people feel good about themselves because they see that even the people greatest at things still make mistakes. So yes, the flag march and the bowl are both good reels for bloopers. I would say that bowl bloopers would be better, as the bowl is longer and thus has more mistake opportunities.

What kinds of factors free someone of responsibility for their mistakes? Is someone addicted to opioids making a mistake when they continue to take them, or does making a mistake require a degree of discretion that addicts may no longer have?

Drugs are an interesting case. The initial decision to use them are mistakes, but as they go on, it becomes more of a thing of “Need” than “Want” and withdrawal symptoms are painful. I would still say that the people under the addiction are to fully blame, and that blame for a mistake can be healed by time but shouldn’t. [I know I’m weird]

A misprinted Pokemon trading card recently sold for \$18,000 on eBay. In the world of trading cards, why are misprints worth so much—and are they worth more than an intentionally rare card? Discuss with your team: would misprinted textbooks, restaurant menus, or airport signage be valued in a similar way?

The reason that misprinted cards are so valuable is that they are very rare. People tend to want things that are rarer than others, so when a trading card is misspelled or misprinted, it could be a one of a kind. The reason this doesn’t apply to other things like menus is that while cards are harmless for the most part, the other examples may provide deficits. A misprinted textbook could lead to a failed exam.

When it comes to recovering from a mistake, is there a difference between an apology and an act of redemption? If so, what kinds of mistakes require redemption? Would publishing outlines late in 2019 require redemption in 2020?

Essentially, apologies are a written or spoken expression of one’s regret for an action while acts of redemption are taking action to make up for what you’ve done. The main difference is that when you apologize, you don’t do any action to make up for a situation. However, the only times I think you need to give acts of redemption are when you make a mistake that causes harm[indirect or direct] to others.

Extension:

From the friend who starts watching a bad show just because everyone else already has to the big sibling who says that they're always right because they're older, many of people's most common mistakes are the result of **logical fallacies**. Explore the many different kinds of fallacies, including the examples below. Have you ever heard someone commit one while arguing with you—and have you ever committed any yourself?

ad hominem | slippery slope | bandwagon | sunk cost | cherry picking | anecdotal fallacy | appeal to emotion/authority | fallacy fallacy

Note: Jerry literally predicted this lmaoooo I already know almost all these terms I'll add some extras cause why not

Ad hominem fallacy: "You're stupid, therefore your point is wrong and mine is right."

Slippery slope fallacy: "If a company goes out of business, then the economy will crash."

Bandwagon fallacy: "Almost everyone believes in god, therefore god is real."

Sunk cost fallacy: "I bought an amusement park ticket, thus I need to ride on everything."

Cherry picking fallacy: "Because one website says the Earth is flat, the Earth is flat."

Anecdotal fallacy: "One time I got lost in the public, thus you should not go in the public."

Appeal to emotion/authority fallacy: "America is bad because Putin said so."

Fallacy fallacy: "Because you committed Ad Hominem, your argument is false."

Extras:

False cause fallacy/Ad Hoc: “A rooster crows before the sun rises, therefore the rooster’s crowing makes the sun rise.”

Apples and Oranges fallacy: “Both people and dogs can die, thus people are dogs.”

Composition fallacy: “This guy can solve a cube, and we’re both humans. Thus, I can solve a cube as well.”

No true Scotsman fallacy: “No true person would eat bugs, therefore bugs are not good for eating”

Strawmanning: “Person A said that we should invest less in the military, thus they don’t care about it.” while person A really said “We should invest more in education and healthcare.”

When the philosopher Friedrich Nietzsche was writing *Thus Spoke Zarathustra*, he accidentally plagiarized a passage about rabbit hunters from a book of adventure stories he’d read a long time ago and forgotten about. Plagiarism may be bad, but if it’s not done on purpose, as in cases of [cryptomnesia](#), is it still a mistake—and should it be punished the same way, even if it’s unverifiable whether plagiarism was intentional? What about other mistakes that may be indistinguishable from more malicious acts?

Cryptomnesia, unlike the cryptocurrency fad which is sure to die out, is a problem which has been around for centuries and is likely to stay as a part of writing forever [Or at least until robots completely replace creative writing]. This marks a very fine line between taking inspiration and blatantly stealing. In a work from 1994 named “The psychology of writing” by Ronald T. Kellogg defines

cryptomnesia as “The belief that a thought is new while it is in fact a memory”. He then goes on to talk about how a writer sometimes borrows from others and their own work without knowing.

First of all, let’s redefine what a mistake is. This means “An action which is regarded as incorrect or wrong”. Never in the definition of mistake does it say that it has to be intentional. Most mistakes are unintentional, if you think about it. Thus, Cryptomnesia is still a mistake. It should still be treated like plagiarism because there’s no good way to tell. If you had just read over the book and remembered some thoughts before, you could already tell that you were committing plagiarism and fix it.

At the 2012 Olympics, a one-second mistake on the part of a fencing timekeeper cost the distraught South Korean fencer Shin A-lam the gold medal. Explore the so-called “[never-ending second](#)” and consider: did the Olympic committee make the right decision? Can it ever be acceptable for a participant to face consequences for a mistake made by a staff member of a competition?

The video was fascinating, and it wasn’t as boring as those older history videos.

Fencing in the Olympics began when it started, and was usually in the style of trying to hit someone. In this case though, something very particular happened. Shin was against Heidemann for potentially the gold medal(This was a semi-final) for fencing in 2012. She was given priority, meaning that they would win if it was a tie. It was straight 5-5 for almost the whole time, until the final second. Shin told the timekeeper to make sure that the time was right, but the timekeeper didn’t understand and decided to start it at the last second. Here’s the problem: The

time would only show seconds although there were short time periods left. There were barely 50 milliseconds left, and yet because of the error, Heidemann was given a whole second. Heidemann won because of this, leaving the crowds angry and Shin distraught. The appeal was later revoked for some purposes and left Shin crying because of the unfairness of the situation for 70 minutes.

For this question, it is most definitely unfair for competitors to face the mistakes of the staff, especially for this severe of a mistake. Like how a judge would have backlash for making mistakes which affected a trial, notably a large, important one. Personally, I would induce a rematch as a compromise of both parties instead of just revoking the appeal.

In Australia, New Zealand, Canada, and parts of the United States, the [acknowledgement of native peoples'](#) claims to land is becoming more widespread. There are some (including indigenous people themselves) who claim that the act, meant to increase awareness of communities erased by past generations, [oversimplifies and disguises more concrete issues](#). Research the ways that such acknowledgements are made, such as Australia's [National Sorry Day](#), then discuss with your team: what is the best way to recompense groups that have been wronged by harmful systems like colonialism? More broadly, when do we have an obligation to fix mistakes made not by us, but by people from the past?

There are many issues with the currently placed "Reconciliation day" including being vague and many different factors. They are usually obscure to the actual events which happened and how Native Americans were forced off their territory, like how Lambert stated. They also oversimplify a lot, making imperfect details and maps of stolen territories as well as mixing all indigenous people into one

group and not recognizing them independently(As Necefer stated). They also stress Native Americans out, like in the case of NGC. Finally, people seem to believe that just apologizing would be enough when it clearly doesn't make up for the damages.

I'm surprised that Australia, not Canada, has an official day named sorry. This was first started on 26 may, 1998, and continued on. Canada also has a truth and reconciliation day which we just get to enjoy because we don't have any school. Personally, I think that people should at least respect the environment that the Native Americans had to deal with, although it's not exactly our fault.

Science and Technology:

What would a perfect Earth look like?

That would absolute nothingness, because there would be no people to fret over something that they don't have. Nothing would ever be perfect, just "better" subjectively than what we currently had or what we had in the past. Preferences collide with one another, so if the whole world was perfect, everything would contradict. Anime would be IRL and not exist at the same time.

What is the ideal climate for the Earth?

A climate where life can flourish well. The general agreed average temperature should be 27c, which is surprisingly less than the world average. The problem with that assumption is that everywhere is the same temperature, which is definitely not true. I would say a place where everyone can live without the need to worry about living and can focus on other factors would be a good climate.

Do we have a responsibility to restore the Earth to what it was like before humans began to change it?

I would say no surprisingly. We can't live without causing some impact, so instead of reversing it and letting history repeat itself, we can learn to adapt to it and let nature adapt to our habits.

Many philosophers have distinguished between the natural and the good. When it comes to the Earth, should we make such a distinction?

Natural doesn't always equal good. While Natural is usually an objective term, Good is very subjective. Natural means what would normally occur with all of nature instead of humans and the artificial impact we make. However, good is what best suits the general thought and idea of the climate around the world. An erupting volcano is Natural, but not necessarily good.

When, if ever, is it okay for humans to change the weather?

I believe that preserving the Earth in a Ethical way would be okay. If we don't take action for what is happening, the Earth may die.

When, if ever, is it okay for humans to change the physical landscape?

To create infrastructure and to develop on a smaller scale. You could destroy a small part of a mountain to create a tunnel for transportation, but not the entire mountain range to create cities.

If technology is used to preserve something natural, is it still natural?

Is technology natural in the first place? Technology are mechanisms created to aid everyday life, or to sometimes not. Thus, supposedly they are natural! However, some of them are highly abnormal and would seem out of place in a forest or something. Generally, I would say that as long as it keeps and preserves the original thing and doesn't affect it otherwise, it still stays natural.

Do we owe future generations an Earth similar to the one we live in today? Or does every generation need to make the best of the planet it inherits?

Yes. Would you want your parents to take action to care for the planet? If we don't, we may not even give a usable planet to the next generation, assuming there is one.

Is changing the climate equally bad if it is done by accident or on purpose? Is it necessarily bad in the first place?

If the impact can threaten common life(Not like bacteria with very specific standards), yes it can be bad. However, if getting a better result for everyone, not only humans, I would argue it's okay.

If we discover a planet just like the Earth but with no people on it, would it be all right to colonize it?

It depends. If there is existing life, but not humans, it would certainly not be okay. The creatures may be much different than expected, but this would just be repeating history. Like how Europeans conquered America and treated Aboriginal people terribly. Otherwise, if there's no life at all, it's okay.

If we discover a planet that is not Earth-like but we can use technology to terraform it so that we can live there, would it be all right to do so?

Yes. There are trillions upon trillions of planets, but only a very tiny percentage are habitable. That being said, if we could change the planet such that it becomes suitable for us, it may be okay.

Do your answers to the above questions depend on whether these planets have life on them? If so, does it matter whether that life is intelligent?

Yes, and yes. It matters whether life is on them because of ethics. You don't want to conquer a planet with underdeveloped creatures, imagine Aliens killing everyone and living on Earth! It's even worse with intelligent life, because of ethics. Do these creatures have ethics? Rights? It's complicated. Bacteria don't count because I swear that bacteria can literally live anywhere and are nuisances

Suppose we were to discover a vast new empty island on the Earth. Would your answers be the same for the island as they were for another planet?

It's really different in terms of scale. Planets tend to be very far away from us, while a landmass here would already be in reach. There would immediately be strict laws set upon it and human Ethics would still exist. There would also be mad competition on that land, so it would be very different.

Would the world be better with more technology or with less?

It depends on the words “More” and “Less”, but personally, I would say less. We don’t want to rely on technology like we are becoming adapted to. With more technology, it is inevitable that the whole world would depend on it, which could be very negative.

The Earth is warming rapidly; human activity is responsible. Consequences will include rising sea levels, extreme weather phenomena, and mass extinctions.

As it becomes clear that we can't stop global climate change in time to prevent all of these consequences—at best we can slow it down—the idea that we need to take active measures to mitigate (or even reverse) climate change has grown more mainstream.

This [podcast](#) is a good introduction to the scientific principles and controversies related to this new field of geoengineering. There are many other sources available to research online, though nearly all reflect significant bias for or against geoengineering, in part or in full. Discuss with your team: do scientists have a responsibility to remain unbiased? How about policymakers?

First of all, what is Geoengineering? These are essentially large scale efforts to change the Earth’s climate in a good way, reducing the impact of global warming and such. When you think about reducing climate change, you think about planting trees, and reducing garbage. However, there is so much more to this equation, including the aspects of geoengineering.

Science is about facts. Not Fiction. Not thoughts. Of course scientists have a responsibility to stay unbiased to topics, we need facts about climate change! They can’t just change data to make climate change seem as bad as they want to for clout.

One main branch of geoengineering focuses on removing carbon dioxide from the atmosphere. Consider this [overview](#) of different CO2-removal strategies in the context of who will “govern” their implementation. Discuss with your team:

who should be in charge of such geoengineering efforts? If a country independently begins building facilities to remove carbon dioxide from the atmosphere, should it be stopped—and, if so, by whom?

I've noticed that countries seem to hate each other. Not wanting to cooperate. However, private organizations are different. If a community forms with people taking action around the world for this, we can easily solve the main problem of cooperation as well as other problems with general Geoengineering efforts. Big companies don't work either, because they tend to either only care about money, or fight with countries and stuff.

I'm not saying that doing so is the job of small organizations. However, there are many determined people who are working hard to save the environment, like the entire group of UN activists working on the SDGS and Teamtrees.

Be sure to research the following terms and concepts related to carbon dioxide removal:

carbon sequestration | land use management | biochar | biomass | enhanced weathering | carbon dioxide capture | ocean fertilization | ocean upwelling | removal of other GHGs

Carbon sequestration: This is essentially removing CO₂ from the atmosphere using means of natural capturing, occurring in trees, soil, and oceans.

Land use management: Managing land more effectively to reduce used resources. In the terms of geoengineering, this is managing land so more can be utilized for sequestration.

Biochar: This is a form of charcoal which forms by burning biomass with little exposure to Oxygen in a process known as "Pyrolization".

Biomass: Mass from plants and animals used as fuel and energy production. Most commonly including forms of wood. Considered carbon neutral.

Enhanced weathering: A complicated process which uses silicate and carbonate minerals to dissolve in rainwater, absorbing carbon dioxide on a large scale and also acting as a fertilizer for crops.

CDC: Capturing CO₂ at the sites which produce them, transferring them to another location, and using sequestration to remove it.

Ocean fertilization: Adding Iron sulphates into water to increase phytoplankton which absorb CO₂. Criticized for having little research done in it and possibly posing threats.

Ocean upwelling: Pushing cold water to the top of the Ocean's surface, causing more phytoplankton to arise and absorb CO₂. Criticized for a lack of research and side effects.

Removal of other GHGs: Removing other greenhouse gases like Methane, (H)CFCs, etc. Although Carbon does take up 75% of GHGs in the atmosphere, it is worth considering others.

If the less controversial approach to geoengineering focuses on removing carbon from the atmosphere, the other focuses on reducing the amount of sunlight that reaches the Earth. Explore these [six geoengineering strategies](#) for reducing the warming impact of solar radiation. Discuss with your team: if you had to invest in one of them, which would you select?

Aerosol injection | Marine cloud brightening | Space Sunshades | Cloud Thinning | Ocean Mirror | High albedo products

Aerosol injection: This idea was first based on the idea of volcanoes erupting, shooting Aerosols into the atmosphere. This method works, and cools off the Earth by reflecting lots of radiation. However, there are many unknowns about this method of geoengineering, like the possibility and occurrence of acid rain. Not containable.

Marine cloud brightening: This is the idea to add more water(Salty) to clouds to brighten them and reflect more light. This can be more region-specific than Aerosol, but it may cause unintended and perhaps dangerous changes to weather patterns in that area.

Space sunshades: Placing mirrors in space which directly reflect radiation away from Earth. By far, the least impactful but most expensive solution, having to reflect a whole 2% of radiation away from Earth!

Cloud Thinning: There are many different types of clouds, some of which need to be thickened and some which need to be thinned. Because cirrus clouds are great at absorbing CO₂, an idea is to use Aerosol to thin it and to collect more CO₂. However, if this is done wrong, it would have the opposite effect.

Ocean mirror: This is the uncommon idea of using ships and different technology to create very small bubbles on the surface of the ocean. However, this idea is flawed in many ways, some being that the bubbles cost a lot to make and maintain, as well as having ships maintaining the sites 24/7, costing a lot.

High albedo product: Albedo is a term which is later described below. This essentially means the reflectability of a material. This is measured on a scale from 0 to 1, where 1 is the most reflective. Essentially, this idea is to genetically modify plants and repaint buildings to be very light in colour, thus reflecting more radiation.

Be sure to research the following terms and concepts related to sunlight management:

solar radiation | albedo | ice-albedo feedback | radiative forcing | marine cloud brightening | desert reflectors | cool roof | sunshield | stratospheric aerosols | Mt. Pinatubo | Arctic methane release |

Solar Radiation: Radiant energy is emitted from the sun and transferred to Earth, thus giving us light, warming up the earth, and also transmitting UV radiation to us.

Albedo: How much light a surface reflects. Like how a black car absorbs more heat and feels much hotter than a white car on a very sunny day.

Ice-albedo feedback: When radiation gets trapped in the atmosphere and bounces off of ice, causing a chain reaction of bouncing off the ice and atmosphere, rapidly increasing and causing rising sea levels.

Radiative forcing: The Variable difference between how much energy(Heat) is absorbed by the Earth and how much energy is reflected from it. Essentially, how much energy the Earth absorbs and doesn't output.

Marine cloud brightening: Proposed by John Latham in 1990, this was essentially adding salt water to low lying clouds above oceans to increase their reflectivity.

Desert reflectors: This is a method of reflecting radiation by putting 60,000km² worth of mirrors in the desert and was proposed to reverse multiple effects of climate change, only with a small cost of \$280 Billion, much less than other proposed solutions to climate change! Proposed by Takyuki and Alan Stainer

Cool roof: A roof which uses the albedo effect to be colder than other roofs and reflect more light. This isn't that common because the steel needed for this is expensive.

Sunshield: This is a component of the James Webb Space Telescope which shields that camera from the Sun's interference of light, allowing it to take pictures of far away places with no disturbance. There are 5 layers of the shield, each the width of human hair and the size of a tennis court. Made of Kapton.

Stratospheric aerosols: A collection of particles in the atmosphere, specifically in the stratosphere. These particles are known for blocking out radiation from the Earth and cooling down the temperature.

Mt. Pinatubo: In 1991, one of the largest volcanic eruptions in the 20th century happened in the Zambales mountains in [somewhere in Indonesia?]. This ejected 5 cubic kilometers of ash and sulphuric acid into the atmosphere, which resulted in the world cooling down by 0.4c. This proves the statement that aerosols can cool down the Earth.

Arctic Methane Release: The Arctic region is like a collection of a lot of the world's Methane, in natural gas deposits. However, a lot of this methane is being released because of melting ice caps and rising sea levels, causing the whole ice albedo feedback to be worse.

When exploring methods of geoengineering, be sure to consider:

effectiveness | time scale | externalities | costs | trade-offs | termination effect | reversibility | encapsulation

Effectiveness: This is essentially how quick the process of the solution used is, and relative to other factors. It doesn't matter if there is an instant solution that would crash the economy, for example.

Time scale: Now, with decreasing time, we need to know how long a solution will take. We would much rather a 10 year solution than a 100 year one.

Externalities: These are the factors which are caused by the process of geo-engineering but don't directly impact the economy. Using Aerosols could lead to weird tasting water which is still 100% drinkable, just weird.

Costs: Literally how much the project is going to cost. How much damage it makes to the environment while cooling it down, and how much the general project costs.

Trade-offs: When you give something up for another in return. An example could be giving up more money to a method which is faster and more reliable.

Termination effect: You never want to rely on the solution for human survival. The termination effect is if suddenly the geoengineering method stops working. We not only have to use geoengineering, we also have to stop producing CO₂.

Reversibility: To what extent a solution is reversible, in case something goes wrong. However, climate activists against geoengineering may use this to their advantage and sabotage these solutions.

Encapsulation: How much a solution can be kept to one area. You don't want to test out a method on the whole world if you don't know if it works! Examples like albedo crops can be encapsulated, while Aerosols cannot.

One common criticism of geoengineering is that, if people believe new technologies could “solve” climate change, they will lose the political will to reduce carbon emissions and take other preventative measures. Some refer to this problem as “moral hazard”. Discuss with your team: do you think people would react in this way? If so, should we stop research into geoengineering, or would the solution be for governments to implement it secretly?

This question is interesting. Personally, I think that this case wouldn't really happen, although I can't be sure. What I think is that politicians who believe in geoengineering also believe that Carbon is somewhat bad and would also take action in it. However, there may be cases disproving this, as sometimes politicians will only invest money and time into these projects and movements to gain popularity, which is just morally wrong.

Suppose a geoengineer came to you with the perfect technology for adjusting the climate of the Earth: it could create any climate desired with zero side effects. Discuss with your team: what would you do with this power? Would you look to restore the climate from a certain point in the past—and, if so, what point?

This is more of an “Perspectives” problem. What is a good climate? What did we like? Some people don't even believe in climate change and think that the overall world today is okay! However, I think that a happy medium is pre-industrial era, to give ourselves and the world another chance.

Will Antarctica become habitable in the near future? If so, who should decide who lives there? Discuss with your team: should nations threatened by rising sea levels be given Antarctic territory for relocation?

Maybe. The reason that Antarctica is uninhabitable today is because of the lack of food there as well as incredibly extreme weather. However, we can remove the factor of weather as the world warms up, which just means we'll have to cultivate new terrain for growth of food there, and we should be good to go! Antarctica will actually become a place for climate refugees to escape to at that point. How ironic, making new land and destroying old ones. I wonder if the Earth has read "Urban Renewal" Imao

While geoengineering aims to tackle issues that impact the world on a large scale, there are other technologies that also aim to affect the environment, but on a smaller level. If you had the power to change one thing about the climate of your city, what would you change to make it more comfortable or habitable? Are there changes you would make to the landscape?

My city, Vancouver, is very fortunate. It's not too close to the ocean, but in view. It also has the mountain range on top, giving the overall location a great look and making it relatively safe. However, there are other places which aren't as lucky like islands being flooded. I would definitely make the overall landscape of the world tall enough so that it wouldn't drown, including Vancouver, being a coastal city.

Explore the following techniques used to manipulate, take advantage of, or otherwise utilize elements of the environment in a "non-natural" way. How well do these methods work? What are the arguments against using them more often?

cloud seeding (glaciogenic and hygroscopic) | fog harps | bioprecipitation | cloudbuster | hail cannon

Cloud seeding: This is essentially a process where vessels dispense certain materials into clouds to affect its precipitation. Glaciogenic is, you guessed it, based on making cold clouds snow or hail. You just add water and salt to a cold cloud and let it react. Hygroscopic, however, is when you add water and salt to a warmer cloud, resulting in heavier rain than before.

Fog harps: This is literally what it sounds like. Fog harps are very large tarps which collect the water from fog. The traditional “Fog Collector” can only transfer 1 - 3% of the water in the fog because of restraints, which the prototype of the harp can transfer up to 10% of the water in the fog! Up to 9 liters per square meter of mesh.

Bioprecipitation: Why does everything here sound like it actually is?

Bioprecipitation is when you put bacteria in rain, trying to absorb more CO₂ while precipitating. These bacteria form rain and snow around it, allowing snow at warmer temperatures as well. However, this can cause harm to the crops actually using the water with bacteria.

Cloudbuster: This was quite a useless tool to supposedly draw the water from the clouds and make it rain. Supposedly created in 1877 by Wilhelm Reich, this could cause rain by tracking and manipulating “Orgone Energy” in the clouds. He placed this very weird looking machine in a pool of water and claimed bizarre things about the machine. It was never proven to work.

Hail cannon: This is more of a tool to annoy neighbors than do anything.

Essentially, this was hypothesized to shoot shockwaves into the clouds to destroy hail. Hail is very annoying for farmers to deal with, as it ends up breaking all of the crops. This machine never worked though, as there is lightning next to the hail itself shattering and booming although the hail doesn’t break then.

The ability to modify the weather isn’t just coveted by climatologists and policy-makers—it has also found military applications. Look into the tenets of the UN’s Environmental Modification Convention and discuss with your team: why was this treaty written in the first place? What risk (if any) is posed by countries not signing it?

From 1967 to 1972, the US military attempted to extend the monsoon in Vietnam by flooding Vietnam by cloud seeding. Code named “Operation Popeye/Motorpool”, this did 2000 runs over clouds in Vietnam. However, this wasn’t proven to even do anything. Shortly after, the UN Environmental

Modification Convention was created and signed in 1977, banning nations for using geoengineering in war. Countries who didn't sign it do pose some risk, although they are still also unlikely to use weapons like these and just don't sign it to keep "Freedom of warfare".

Recently, China has done a study about pollution after having a corporate and government meeting, which enacted bans and reduction of smog. However, according to a study group which is monitoring China's pollution and has been for the past 3 years, the meeting only made things worse. After the NPC meeting, the smog cleared out for a short while, and then completely backfired, with a red alert being issued for the abnormal amounts of pollution. Guo Feng, one of the Authors from Peking University, said that this cause of smog after the couple days which were clear and blue were the factories ramping up production to meet their deadlines after being shut down. From this, the AQI rose drastically, and increased particles. There was a good 4.8% decrease when this agreement took place, but a terrible 8.2% increase afterwards.

You can't get there from here. One argument against colonizing other planets is that it would be very difficult for humans to reach them. Look into the following forms of faster-than-light (FTL) travel found in science fiction. Are any of them at all plausible in the real world?

FTL | hyperspace | warp speed | wormholes

FTL: Faster than light travel is the idea of essentially travelling faster than light. However, this is purely fictional right now, as Einstein's theory of relativity states. Unless we manage to debunk that, this idea will never come into play. However, if tachyons are proven to exist, then that may aid this theory substantially. The speed of light is also quite slow compared to the sheer scale of the universe, so we would still take years to travel places.

Hyperspace: This is about going above four dimensions of the universe to travel faster and where our laws of physics don't apply. This is not exactly a direct transport method, more of an idea which could be utilized and are present in many sci-fi works.

Warp Speed: A reference to the star trek franchise, this is essentially done by colliding antimatter and matter into collision, theoretically making the ships go faster than the speed of light. This collision is very powerful to the extent it contorts space and time with a reaction which is theoretically possible in the 3d universe.

Wormholes: When you think of portals, this is what comes to mind. Also known as portals and Einstein Rosen bridges, wormholes are holes between the universe which connect to one another and bridge between each other. The theory is that the universe can be "Folded" to contort the pathways through it, creating portals from one place to another. This is apparent in string theory, and natural wormholes may actually exist.

Given that faster-than-light travel is more likely to be science fantasy than science fiction, colonization of other solar systems would likely require traveling to them very slowly. It might take decades or centuries. Look into the idea of [generation ships](#), in which those setting off to the stars would do so knowing they'd never reach their destinations. The hope would be for their children or grandchildren [to complete the journey](#). Discuss with your team: would you sign up for such a mission? Would it be fair to the children of the original travellers to find themselves born in space?

Generation ships are what they sound like. A group of at least 100 people live on a ship on a journey to a place, where they live their whole lives and move on, creating generations of people. However, the problem with this is about ethics. Imagine living on a ship for your whole life, already planned by your ancestors. This would be very upsetting to know about, and is somewhat morally wrong. Note: Also requires at least 0.45km^2 of area.

In lieu of generation ships, one could imagine people on missions to other planets somehow frozen or suspended for a period of time, then revived at the end—spending the actual travel time in a condition NASA calls “[human stasis](#)”. Discuss with your team: if human stasis were possible, should we also implement it on Earth to reduce resource usage?

Human stasis is like a trade off. On one hand, you save a lot of resources by keeping someone in a sort of hibernation at 5 - 10c. Because of this, this will lead to less resources, less area required, and less overall time for the travel. However, it does come at a high energy cost, as lots of energy will be used to power the stasis, as well as the resources to create the machine.

Sunlight can be used to propel objects; solar energy can be harnessed and converted into kinetic energy. Are [solar sails](#) the solution to interstellar travel?

The Breakthrough Starshot Initiative is a goal to aim a satellite and get it to Alpha Centauri in 20 years(20% the speed of light!) using the technology of solar sails. Essentially, these are the only efficient way we have fast transport right now, as it acts like how sails on a ship does. It is very light and large, and uses radiation from the sun to accelerate very quickly. If we can somehow upscale this design without causing any size problems or anything, this could be an idea for space travel, although it's very difficult to size up machines which rely on its lightness.

Even if we could travel through space, where would we go? Look into the efforts to find Earth-like planets around other stars, and be sure to explore the following terms:

Goldilocks zone | exoplanets | exomoons | [Kepler 168-F](#) | super-habitable & super-Earth

Goldilocks zone: The region where a planet located within it can host liquid water. Also known as the circumstellar habitable zone, this is a place where the temperature of a planet away from a star can possibly have life on it because it

can have water. However, just because it's in the goldilocks zone, doesn't mean that there is water in it.

Exoplanets: Planets outside the solar system, meaning like Alpha Centauri B but not Jupiter. They were only recently discovered in 1992, and were a myth before because they were very difficult to detect. Since then, there have been 5197 new exoplanets discovered (As of October 1, 2022). There are three main ways as of now to find out whether an exoplanet exists, although they are very difficult, require a long time, and are tacky. First of all, there is doppler wobble, where you measure how a star travels and notice the tiny gravitational pull of the planet wobbling the star. There is also gravitational lensing, the best method, where a phenomenon occurs when the trajectory of a cluster of mass collides with another star behind, magnifying it and making observations much easier. Finally, there is the transmit method, where people observe the star getting just slightly dimmer to figure out the size, existence, and temperature of an exoplanet.

Exomoons: Like exoplanet's but the moon equivalent. Exomoons are very difficult to find because of many factors. If it made the planet wobble, that could also be because of the star or other planets. These moons are just too small to inspect from such a distance. They are very likely to exist, although no direct method has been made to detect them. However, there have been studies which claim to have found them.

Kepler 168-F: Known as the "Cousin" to Earth, this is a planet in the goldilocks zone and is theoretically habitable. Coming in at around 10% larger at Earth, this planet was considered more of a cousin to Earth because it was colder and only takes 130 days to orbit its star. Discovered in 2014.

Super Habitable & Super Earth: Although they sound similar, they are completely different things. A super Earth is an Earth-like planet, but much bigger than Earth itself. This means it's in the goldilocks zone and is a rocky planet. However, a super habitable planet is a planet which is more open for biodiversity than Earth is, or at least in theory. This would be a similar size to Earth, have more oxygen, be further from their star, and be hotter than Earth. Of course, they also have to have water on it and support life as well.

Just because we're still a Type I civilization on the [Kardashev scale](#) doesn't mean we can't look into off-Earth living arrangements. Consider [this strategy](#) for terraforming the moon. Assuming we could maneuver comets into action as described, would there be any strong arguments against it? Do we prefer the moon to be in its natural state, even if that means it is inhospitable to life?

First of all, the Kardashev scale. That is essentially a very broad way of defining a civilization's power as a whole. Like how much power a race has. From 0 being very undeveloped to 5 controlling multiple universes [I think a random tiktok video claimed there were like 43 levels lmaoo]. A type I civilization, which we aren't totally yet, has control over all the resources on their planet. We aren't exactly there yet, but will be within a couple of decades.

In terms of terraforming, the strategy suggested that we use a lot of resources to crash comets to the moon, such that gases and resources can be dispersed. However, this is quite a challenge right now, as we haven't even moved or retrieved an asteroid before. The other question is whether to preserve the moon in its original state or alter it, potentially causing harm to Earth and being unnatural. I believe that a mix in between the two extremes would be best suited for humanity, as it wouldn't cost too much money and would also be a great transport tool.

Comets are not the only way to radically alter a planet or moon. How likely is it that the following proposed approaches could be used in our own lifetimes, and what sorts of celestial bodies would be best suited for each?

interplanetary contamination | [space mirrors](#) | [shell worlds](#) | artificial magnetospheres | atmosphere thickening/removal | nitrogen importation | extremophiles & modified bacteria

Interplanetary contamination: An interesting problem with colonization. If a planet hosts life, it could contaminate Earth as a foreign source and wreak havoc. This could also happen from Earth to the potential body of mass we are colonizing, and wreck the ecosystem. When doing such things, we must make sure to reduce as much as possible.

Space mirrors: These are literally mirrors in space. They are hypothetical 1.5 km^2 mirrors made of reflective balloons to direct a lot of radiation and heat to a certain part of a planet to terraform, in this case Mars. This mirror would focus sunlight onto that part of Mars, making it a comfortable 20°C instead of the normal -100°C there!

Shell worlds: This had me confused when first starting, so take some time to think about this. These are planets in a shell of kevlar(The thing which makes up your hair), dirt, and steel. These encase a planet to an extent such that it orbits around it. This allows atmospheres to be built on the planet itself. However, it is very difficult to actually change the atmosphere underneath and it requires a LOT of material to make.

Artificial magnetospheres: A magnetic field is a force which encompasses a planet and wards off dangerous radiation from a planet. Mars actually used to encompass water and have a magnetosphere, but it doesn't anymore over time because of the wearing of it. Eventually, it essentially disappeared, shrouding the planet in coldness. If we added one to a lagrange point, the planet could potentially warm up and reach a habitable temperature by 2060, assuming we start now. These Artificial magnetospheres are shields which act as a real regular magnetic field.

Atmosphere modification: This is exactly what it sounds like. Modifying the atmosphere by either thickening it or thinning it to make it more suitable for human habitation. We could use large mirrors like previously mentioned, but much larger at 250 km^2 as well as using greenhouse gases(Which finally have a purpose) to thicken the thin atmosphere. We could also remove atmospheres which are too thick, like Venus where we could use similar geoengineering tactics as those on Earth.

Nitrogen Importation: This is essentially the process of smashing asteroids with Ammonia(NH₃) in it into other planets to release Hydrogen and Nitrogen into the atmosphere. The Earth is already 73% Nitrogen Atmosphere-wise, meaning that it could be utilized in other planets. Another note is that Hydrogen is very useful for creating water, essential for life.

Extremophiles and modified bacteria: Extremophiles are very small creatures like bacteria which can survive very absurd situations, like the vacuum of empty space, freezing in the Antarctic, and being burned in lava. Possibly the most prominent example of this is the Water Bear, AKA the Tardigrade. Using the genetics that these extremophiles possess, we can use these in oxygen-creating bacteria to further develop a planet in situations.

Consider [these finalists](#) in a competition to design 3D-printed habitats for Mars. Learn the fundamental engineering principles behind each of them. Then, discuss with your team: would you want to live in such a habitat? Does the American origin of all these designs hint at a future in which certain countries try to dominate outer space?

There were 5 finalists in this competition. Most of these included fundamental engineering principles as well as ergonomics to make a humane and efficient way to live in a habitat on mars. Projects like Team AI SpaceFactory focus on separating people to have spacious areas alone and boost morale. However, a huge majority of good projects proposed have been from the USA, which has a great advantage for the space race with more innovation and a higher economy and GDP.

Space colonization and transformation:

Outer Space Treaty | MarsOne | Lagrange point | biocentrism | planetary protection | Artemis Project | space tourism | Dyson Sphere

Outer Space Treaty: A treaty signed and written in 1967 by the UN. Preventing the weaponization in space, so no nuclear bombs being blown up. Also states that no

nation can actually claim a land outside of Earth. It does allow you to put bombs in space, just not use them.

MarsOne: This was one of the first attempts to get humans on to Mars. This company was actually run by a private company, and when hiring, took 200k applicants! However, they then narrowed it down to 24 people through challenges. The idea for funding was that they would televise these challenges to get funding, but it flopped and declared bankruptcy in 2019.

Lagrange Point: This is a term defining points between two masses where the orbital and gravitational forces cancel each other out such that an item between them would be at a complete standstill. Essentially, if there were only the Sun and the Earth and nothing else existed, a lagrange point is where you could put a ball between them and it wouldn't move.

Biocentrism: This is a theory explained and proposed by Robert Lanza. This is built off of the idea that life and consciousness created the universe, as if there was no one to observe it, it wouldn't exist. The hypothesis is that the first appearance of the universe was when life came, and before that, nothing existed. This idea is NOT related to the idea that there is a god/multiple gods watching us, more like the universe needs to be comprehended in order to truly exist. I can't explain it too well, but there are some YT videos which explain much better.

Planetary protection: This is like a prevention of interplanetary contamination, where we prevent any diseases from transferring from our planet to another, or the other way around. This means we have to take extensive safety precautions when visiting other planets, especially ones we know little about.

Artemis Project: This is a project, also known as the Artemis Programme, is a mission to get the first woman and next man on the moon by 2024(?). The purpose is to set up a semi-presence on the moon as well as create a lunar gateway space station to explore and observe the poles of the moon. It is primarily run by NASA, but also partnered with ESA, CSA, and JAXA.

Space Tourism: This is a concept of human space travel for recreational purposes instead of researching or anything. This is likely to expand, with more

technological innovation within companies like Blue Origin and SpaceX. This concept is already being planned, with SpaceX offering trips around the moon in a couple years! This idea has already been shown by NASA running trips to the ISS for 35k per person per “Day”, and will continue to expand in the future.

Dyson Sphere: Everyone’s heard of what this is. This machine is a contraption used to harness the power of a whole star, like our sun. The most supported design of this is currently blueprints for giant mirrors to surround the sun and take very effective solar power from it. This contraption would be what a Type II Kardashev scale civilization would be using to support their energy needs. Currently, however, with our technology, it is far out of reach with lots of resources being needed and problems being overcome.

Over the next century, rising sea levels will gradually flood coastal communities around the world, displacing millions of people and posing an existential danger for many island nations. Consider this forecast and others like it. Discuss with your team: should policymakers be doing more to spread awareness of this looming crisis, or is it too early to panic?

Unlike the previous findings and studies on rising sea levels, a new group did studies on the topic and concluded that by 2050, 150 million peoples homes would be submerged. With the newer projections, they estimate a more severe effect on countries. Vietnam, for example, was previously estimated to only have small flood patches on the button of it, but now is shown to have over half of it submerged, risking 20 million lives.

Currently, there is a debate for and against climate refugees. In 2018 alone, 17.2 million people were displaced from 148 countries. And then people debate. On the factors which cause this, and whether or not to help them in their circumstances. However, the problem is that no one is considering all the factors which are important in this situation. The media keeps pushing the term “Climate Refugees” instead of a proper “Climate Migrant” term, to make them sound remote.

The ten reasons and ideas for climate migrants are:

1. Climate migration is mainly internal. Instead of moving to a new country, most people actually migrate to a different place in their state/province. It just so happens that these people are forgotten more.
2. Migration is not necessarily forced. Countries still need to think about the limitations and collaboration when it comes to migrating people, where there will be a lot of legal issues. People also are innovative, and will probably adapt to the new situations with climate change.
3. Isolating Climate reasons is hard. Unlike political and social factors, environmental ones which lead to this are obscure for individuals. While for a population, the cause of the migration is known, a single person would be much harder to identify.
4. Creating a special refugee status could do them harm. Instead of being protected, it can lead to the exclusion of those who really need it. Like those who are very poor and really cannot prove that they were ruined by the climate.
5. Opening the 1951 Refugee convention might weaken the refugee status. This would be tragic given the world right now. By doing so, we are just neglecting the need for protection of multiple people across the globe.
6. Creating a new convention will take time. No government wants to spend lots of time with troubles and having to pass laws and ideas through all the levels of government. Especially the larger ones which focus on money. Like the USA.
7. Climate migration discussions should not lose focus on reduction means: By doing all these measures, we would forget to actually solve the problem of rising sea levels and the cause. If we drain the bathtub but leave the plug in and the faucet dripping, the problem will come again.
8. IOM encouraged the full use of already existing bodies of laws and instruments. In these new and upcoming circumstances, our old set of laws and the system needs to be changed for these exceptions and ideas to pass through.
9. Human rights-based approaches are key for addressing climate migration. States of origin bear the responsibility for their citizens protection even if indeed their countries have not been the main contributors to global

warming. They must include these approaches because of these climatic drivers.

10. Regular migration pathways can provide relevant protection for climate migrants and facilitate migration strategies in response to environmental factors. Many factors are able to respond to challenges posed about climate change.

The Netherlands is investing in a dike meant to help protect its people from the rising ocean. What approaches are Dutch engineers taking to make it an effective long-term solution? Should Venice and other low-lying cities—including the Alaskan village of Kivalina—be following their lead, or are they merely staving off the inevitable?

The Afsluitdijk is a dam to the sea to drain out water in order to prevent the low-lying country of The Netherlands from rising sea levels. It also works as a highway connecting Noord-Holland and Friesland. They use this as an attempt to protect itself from climate change by using 75,000 concrete blocks on the flanks of the dike, each of which are GPS chipped. Other works include a fish migration river, increased pumping technology, and artworks along the Dike to encourage interest in it. Usually, with this type of technology, the simplest design which works is the best, like a giant wall instead of very vast technology out of our reach. And yes, we do need to make efforts in other places like Venice to save them.

A concern is Kivalina. An unknown city in a narrow strip of sand in northern Alaska. 400 indigenous Inuit people like the collection of one story cabins and rely on fishing and hunting. The sea has been their best resource for years, but now the ice retracting means that their place is now subject to the harsh effects of the sea and erosion. In 2008, there was an attempt to help by building a wall, although it was unsuccessful. A ferocious storm hit two years ago at the same place, which gives the place a very dangerous habitability until 2025 where it will become unsustainable for human survival. It would cost \$400m, though, to actually relocate everything, and nothing has been raised so far. Colleen Swan, the council leader of the tribes, stated that they were facing a problem they didn't create, and that they would just die off or move away in 10 years time. Another crucial thing is that they started receiving no whales, meaning a cold and starving

winter. The ice also went from a natural 3m to a puny 1 m thick. Although there were projects intended when Obama was president, they continue to struggle and the public continues to neglect the problem.

Venice, the famous landmark which is known for its high water. This high water can be very dangerous, with the flooding and everything risking a high mortality and refugee rate. In November, 2019, there was an incident where a flood covered almost 85% of Venice and an old man died due to electrocution. Floods like this happen around every 5 years, but it has been the worst this year because of global warming and the sea level rising. Climate change is just adding to the overflow of water presented to Venice. Venice is known as the floating city, although it's actually sinking due to these circumstances. It continues to subside about $\frac{1}{8}$ inches every year, and almost sank 5 inches from 1950-1970. Venetians are actually aware of this, and have invested 6 billion on a flood barrier system nicknamed MOSE. Initially, it had a 2011 deadline, being started in 2003. However, this project was too controversial and the former mayor Giorgio Orsoni resigned and was arrested in 2014 for stealing money from the project. When done, this project still had controversies including harming the ecosystems around like lagoons, and the fact that the dam had a time limit, possibly flooding in a century. The problem that has been presented is a very difficult one, though, and they have done work to try and postpone it. Instead of solving it, they buy themselves time for innovation and newer ideas to fix it.

Over the last century and longer, many cities have radically transformed the environment around them in order to survive and grow. Check out these images of how American cities have evolved even in just [the last ten years](#). Discuss with your team: are these cities, and more famous examples—such as [Singapore](#) and more recently [Penang](#)—already terraforming the Earth?

Singapore. While the whole rest of the world has been fumbling around trying to race each other, Singapore has been “Quietly” building itself. In the past 20 years, it has doubled its population and tripled its GDP! Singapore is in a rough situation with its location, being squished between the Sea and Malaysia. However, it is using processes of land reclamation to gain more territory. Of course this could be

considered terraforming because you are altering the state of the Earth, but some question whether or not the impacts are meaningful enough to count as it.

However, this is not necessarily positive. As the third article talks about, there are many downsides to this. In Penang, Rahman claims that beforehand, the area was flourishing with life but now, it was more barren due to projects. China has gone as far to somewhat ban imports and exports of sand for reclamation as well as suppress any attempt without government approval. This gave the opportunity for other cities like Penang to take off where China left off their projects. The promises of reclamation are not innovating, instead impeding fishermen and causing trouble. China originally did studies led by Liu hongbin which found that there was a possible 100x profit. However, because of the risks involved in this, it is heavily being suppressed and discouraged.

Does the world need to invest in [wildlife connectivity corridors](#) to allow species to migrate in the face of climate change—or do we need to take more drastic measures to preserve biodiversity?

Essentially, Wildlife Connectivity Corridors are like connections between one place and another over a prominent structure. Like a bridge for animals across a highway splitting a forest. This is an attempt to connect habitable places together such that animals don't die when the habitats eventually become uninhabitable. However, this can have terrible effects like having many different environmental characteristics and other problems.

Consider [Dubai's efforts](#) to become a “green” city. Discuss with your team: are they effective models for the rest of the world, or do they require levels of investment unrealistic in most nations?

In 2006, Dubai was declared the city with the largest ecological footprint in the world. Since obviously Dubai didn't want to have that reputation, they would go on to set a goal to transition to 75% renewable sources by 2050. Since then, Dubai has made considerable progress within everything, reducing its reliance on gas and utilizing solar panels. They also have carbon negative blocks and everything. They're using extremes to cancel out extremes, and now Dubai has an average

footprint as the USA's average city. However, we also have to consider the fact that Dubai is incredibly rich, and that such investments would be absurd for other places.

Is the solution [underwater cities](#)? Interest in such settlements has sunk over the last several decades, even as the seas themselves have risen; can you identify reasons why? Discuss with your team: would you rather live underwater or on another planet—or underwater on another planet?

The short answer: No. At least not yet. Currently, there are only 3 places which are inhabitable. They are used for research and everything. Currently, our technology can possibly house small underwater cities, however, there are many problems. First of all, the procedures, evacuation, everything in that sense is very difficult and requires more developed technology. As well as that, there are very few investors willing to make investments in this, as people are more focused into space. Controversial opinion: Space is overrated. Much easier to actually live underwater than to have problems with space.

Rising sea levels are a slow-moving crisis; though some scientists speculate that there could be possible tipping points leading to abrupt accelerations, by and large they are expected [to increase slowly but steadily](#). Discuss with your team: would it be better if this crisis were unfolding more quickly?

It really depends. If it was slower, like right now, it may be too late to do anything. However, if it was quicker, people may take action sooner. However, a quicker impact could also lead to immediate devastating effects we wouldn't want to endure.

Consider this author's eloquent declaration of "The Concession to Climate Change [He] Won't Make." Discuss with your team: in a time when the Earth seems burdened by every person on it and every choice they make—including the choice to make more people—should children be protected from learning about the climate change crisis until they are older? Should new children's

literature be written to protect them from the truth—or to motivate the next generation to action?

Long story short: Jedediah, a professor in environmental law, is concerned about the future and thus raises their child to inform them about the situation so that they understand and can take action. It also affirms the fears reluctant parents have today, and that informing the situation is the better thing to do. For the problem of teaching people about the truth or protecting them, it really comes down to ethics. I would personally tell them the truth, such that they don't repeat mistakes later in their life and cause troubles.

It never rains on Vulcan. Endor contains only forests and fan service. In science fiction, planets often have very uniform climates; an entire planet is a desert, or a jungle, or a frozen wasteland. If the entire Earth had to be a [single biome](#), what would you want that biome to be?

Any sort of forest biome, like Endor. They have diversity and can develop many things that we have today. They contain lots of resources and are easily utilizable.

If you were designing a new planet from scratch, what kind of climate would you want it to have? How varied would it be from place to place, and would all parts of this planet be equally comfortable for habitation? If not, how would you decide who lives where?

Another Ethics problem again, I guess. I would make it diverse, similar to our planet right now. I would make everything more organized and allocate different places rather than scattering them around. Our Earth currently is already good, however the true impacts are because of our actions towards it. It doesn't really need to be changed.

How many people do you think should live on the Earth, in an ideal world? Would this number be the same as its “carrying capacity”? If you think population should be reduced or further growth limited, how would your team go about controlling the population? Would any of these methods be ethical and/or feasible enough to implement in real life today?

There are things on both sides. I believe that a higher quality is better than quantity for most things, thus there should be less people and more resources for everyone. For what’s happening right now, the world could either have population gain or loss in today’s speculation. It is predicted to either reach 5 billion(Lower) or 10 billion(Higher) people by 2050. These could have several effects, none of which I will list here because

Harvard sociobiology professor E.O. Wilson has said “the constraints of the biosphere are fixed”. Are they? Will we be able to renew our supply of resources on Earth by mining asteroids? In what other ways might we be able to expand the constraints of the biosphere, and are any of them realistic?

First of all, if we wanted to renew the supply to meet the average US citizen for everyone, we would need almost 5 Earths of material! However, a consideration for places to find this are asteroids. The only problem would be that the asteroids can’t actually contain everything needed for more resources, although they do provide a huge aid for water, fuel, resources, etc. Currently, there are 500 considered asteroids worth over 100 trillion!

Consider the manifesto of the eco-modernist movement, whose leaders believe economic growth, technological progress, and environmental preservation can all coexist. Are these writers too optimistic?

These people hold the belief that humanity must lower its impact on the environment to make room for nature and reject the idea that human societies should harmonize with nature. They believe that substituting the ecosystems that

we rely on for technology will allow us to be more efficient. It also supports CDR, and the economy influences nature for efficiency. The only concern is that there is only finite land on Earth, and we still need to take care of that factor

Discuss with your team: would you agree to build an emissions-generating power plant in an impoverished community, if the alternative is lack of access for that population to reliable electricity?

This is often an issue regarding climate change. For my opinion on this matter, though, I believe that people need to do what they need to do. If something is bad for the environment but is the only option besides a huge disadvantage, then it should be utilized but to the extent that is needed and no more.

Read about the Kim Stanley Robinson novel New York 2140. Does the [author's description](#) of how he went about “flooding” New York City offer any insights into how people in general should think about the impacts of climate change on future living situations?

In the story, Robinson decided to flood New York by 50ft, which is much more than the estimated flooding. However, this was used as an attempt to scare humanity to take action quicker. Though it isn't 100% factual, this is still based on the same idea and events which could happen. He also chose not to speak about the events that brought us to this situation, but showed how this would be inevitable.

As a radical solution to a warming climate, some futurists have suggested [moving the Earth](#) to a new orbit further away from the sun. Discuss with your team: is it worth even imagining such dramatic measures? What extreme solutions would you propose if you had the power to ignore the laws of physics?

If we could ignore the laws of physics, we could basically do anything. Otherwise, I can think of some ways we could move the Earth into a farther orbit. One being a solar sail, this method is incredibly inefficient. Another method could be using thrusters, which would be clunky and unreasonable. Finally, a method could be to use gravitational slingshots. However, this would be a problem because we would have to pass millions of asteroids to get to a farther orbit(Although a fun fact is that the average distance between asteroids is over 1 million Km lmao)

Extension:

While purposeful, high-tech geoengineering has only become feasible in recent years, humans have been making large-scale alterations to Earth's landscape for centuries. And, even without humans, Earth's climate has always been in flux. Explore the following cases of both human-caused and naturally-caused changes to the planet, and consider: what large-scale consequences did each of these cases have? Can we—and should we—harness the power used to cause these changes to geoengineer the Earth in a more directed way?

Delta Works | Messinian crisis | [continuous global farming](#) | shrinking of the Aral Sea | Year Without A Summer

Delta works: This is a series of construction projects in the southwest of the Netherlands to protect the Rhine-Meuse-Scheldt delta from the sea. Constructed from 1954 to 1997, these were a group of barriers in South Holland and Zeeland. It is considered one of the wonders of modern engineering and architecture, comprising 14 structures and also considering the environment around it! They had originally intended to create a huge lake in the area, but was removed from the idea because of the “Working with nature” movement happening at the time.

Messinian crisis: The Messinian Salinity Crisis, or MSC for short, was a time period where the Mediterranean Sea severely dried up and concentrated salt into the trapped waters nearby. Taking place 5.6 to 5.3 million years ago, this was when the Strait of Gibraltar closed the mediterranean from the atlantic ocean. Eventually, the water was condensing and evaporating, causing small pools of very saline water to form. It finally ended with the Zanclean flood. Hypothesized by Swiss Geologist Karl Mayer-Eymar, they studied the layers of the sea and concluded that something had happened around 5 mya.

Continuous global farming: The hypothesis that human's actions started to alter the planet before first thought so, over 3000 years ago! It suggests that the anthropocene started much earlier than the suggested 500 years ago. For more studies, they divided Earth's regions into 146 specific parts and asked 1300 archeologists to see what humans used the lands for in the past 10000 years. The overwhelming unanimous results were that humans started to farm more and hunt less for as far back as 1000 BCE, where every civilization was moving on to continuous farming. It even goes on to state that our impact back then was much larger than we first hypothesized, although nothing compared to today. However, the AWG took the study into account but didn't change their data for it, stating that "There wasn't really anything new".

Shrinking of the Aral Sea: A great(Terrible) symbol to show our drastic effects on the world. In the 1960s, the Aral sea was the 4th largest lake in the world! However, from then, it started to decline, all the way to 10% of its original size! By 2009, the lake had no more than three very skinny pools of water. As an effort from Kazakhstan to save the lake, they created dams and dikes to raise the level of the sea. It has since risen by a degree, making salinity drop. However, it is just a

shadow of its former self, with the entire basin dried up. It only dried up because of the warming world, and is a disastrous event.

Year without a summer: This is the only one I've heard of. In 1816, the summer essentially didn't exist because of Mount Tambora erupting in April, in Indonesia(I may have got that information wrong lmao). It caused a global panic, famine, and dropped the temperature by around 0.5c! The sky was striking red, and the whole world was hit by the ash and the damage to the crops. This event inspired the poem "Darkness", describing the events which took place in the event.

For each of the following planned, large-scale geoengineering projects, consider: what is it trying to achieve, what will the costs be, and would it be worth setting in motion? What technological and geopolitical requirements would need to be met for it to happen?

Telosa | Atlantropa | Sahara Sea

Telosa: I can't find too much information about this. Telosa is supposedly a proposed utopia which is supposed to house 5 million people. Hypothesized by Marc Lore, the former president of Walmart, this is meant to be a city of the future based on a more equitable society instead of the government system we have now. Marc has hired B.I.G to handle the proposed city master planning. The idea is actually convertible with today's technology, it would just cost billions.

Atlantropa: AKA Panropa, this was a giant engineering idea proposed by German architect Herman Sorgel in the 1920, and was promoted by him until 1952. This was the idea to create many dams in key points in the Mediterranean to lower the level of the Mediterranean sea within it, giving more land for more opportunities. When they finally discovered what happened in the Messinian Salinity Crisis, they

thought about Alantropa, a new continent consisting of Africa and Europe merging. This process of actually lowering the Mediterranean would give much more land and resources. The problem with this idea was that governments and countries are greedy, and would probably have a war over the land. Oh, and it would also cost upward of 10 billion(Which isn't actually that much for governments).

Sahara Sea: This was an idea proposed in the 19th century to flood Egypt and other parts of Africa with water to promote life and diversity there. There were clearly technological barriers, though, and were not considered by the government at the time. Proposed by Donald Mackenzie, their idea was to cut a channel from a sand barred lagoon to a large plain. Basically, the idea was to cut through and dig places out to flood places in Africa, like Nigeria. Later, in the early 1900s, Edmund Etchegoyen proposed a longer and deeper channel than had been before. Unfortunately, he didn't receive any approval. He had even gone on to propose peaceful Nuclear explosions to clear out the areas, however that was a terrible idea and was rejected. Finally, it was picked up again in 2010 by "Cooperation Road" and finally received approval. 2018, Tunesian government.

When the Covid pandemic ravaged the world, at first there appeared to be a few climate-related silver linings. In April 2020, the skies of Delhi were clear for the first time in years; dolphins were said to have returned to the canals of Venice. However, those articles were from early in the pandemic—we've since had a few years to observe its true upshot. Investigate the effects that the pandemic has had on the world's climates and on the production of pollutants and greenhouse gasses. Are there any safety practices birthed by the pandemic that we should adopt in the long run to mitigate against climate change? And, on a different

note, does a crisis such as Covid help justify the drive to colonize the Moon, Mars, and beyond?

There is one simple reason why the ecosystem was improving under massive lockdown. We had stopped making impacts to it, like shutting down all the factories, and everything. Before, we were racing ahead of the natural process of Carbon sequestration and other methods to try and improve the world. Now that everything's shut down, we just gave nature time to recover from the crisis it had been faced with. Delhi is considered to have some of the worst air in the world, but now with less cars and others, the AQI dropped down to 45(For reference, today is 63, and the average is 20)! There were no safety practices which actually did much, except for the fact everything was slowed down and shut down. And no, just because there is a global event, doesn't mean it directly justified colonization.

The Moon and Mars may be the places most often viewed as candidates for space colonization, but they're not the only possibilities. Whether it's building floating cities on Venus or giant satellites surrounding asteroids, scientists seem keen to plan out how to inhabit every bit of real estate in the solar system. As you research these and other celestial bodies to colonize (especially those that may at first seem very inhospitable or impractical), consider ways that we could make them work for us. Are there strategies that humans have used to adapt to starkly different biomes on Earth that could be adapted for living in space?

Discuss with your team: should we be protecting environments in space from human modification?

First of all, let's tackle the idea of colonizing other places. Venus is actually habitable 50 km above the surface, having temperatures from 0 to 50c and only

4. Urban Renewal - Yusef Komunyakaa: A poem declaring the destruction of destroying buildings and making new ones, how it removes the culture and the heart and soul of the building. References wrecking balls, sledgehammers, and dying Sparrows.
5. OG: Original.
6. Sequel: A work continuing a storyline
7. Prequel: A work before a storyline
8. Midquel: A sequel to one/978 work, a prequel to another
9. Sidequel: A work which happens at the same time an existing work happens
- 10.Reboot: A work which was finished/closed and then reopened
- 11.Trilogy: A group of three related works in consecutive order
- 12.Paraquel: A work at the exact same time of another, but in a different perspective
- 13.Franchise: A whole group of works which are in one universe and share a timeline
- 14.Retcon: A new piece of information added to a plotline to alter it.
- 15.Canon: Something on the official track of a story/work
- 16.Fanon: Something not on the official track of a story/work but related
- 17.Robert frost: Wrote "The road I didn't take" and "The road I took"
- 18.The Odyssey: Written by Homer. Sequel to the Iliad
- 19.The Iliad: Unknown writer. Before the Odyssey.
- 20.The Aeneid: A Roman counterpart to the Iliad and the Odyssey written by Virgil. The first two books are when the Iliad occurred and the last 3-12 occurred either at the Odyssey or as a midquel to the Iliad and the Odyssey.
- 21.Henriad: Shakespeare's monologues depicting Henry, known as Henriad.
- 22.Henry IV, part 1 - To imitate the sun: Henry is a very obnoxious person, depicting himself as "Beautiful like the sun" and hiding his impact with others.
- 23.Henry IV, part 2 - Ascension of King Henry V: Henry's father died and he didn't feel sorrow, but acted like it to fit in. Insist that he will bring the people joy.

24. Henry V - Crispin's Day Speech: Showing a change in Henry's personality, treating soldiers like respected warriors instead of filthy peasants like he used to. Speech before going to war.
25. Mr Midas - Carol Anne Duffy: A paraquel to Mr. Midas, depicts their perspective. Forced to live away from husband and hide things from them because of the curse.
26. The Odyssey: A modern sequel - Nikos Kazantzakis: A sequel to the Odyssey. Odysseus gets tired of boring family life and goes on an adventure meeting gods and going to the Antarctic where they get crushed by an Iceberg.
27. The Bed That is a Tree - Kim Lasky: A sidequel to the Odyssey. Penelope, Odysseus' wife, believing Odysseus is dead, mourning over them, having bed as a symbol of eternal connection. Odysseus is not dead.
28. Ulysses - Lord Tennyson: Odysseus gets bored of house life again and goes on an adventure, explaining his desires for adventure. Doesn't want to stay with an aging wife.
29. Rupi Kaur: Instagram poet, used to be a NY bestseller. Succumbing to the Second Book Syndrome.
30. Second Book Syndrome: The idea that a sequel is never as good as the first book.
31. Writer's block: When you can't think of any good ideas to write.
32. Poetry - Marianne Moore: Depicts that we write poems on ideas we only know of and not what we don't know. Revised 6 times, showing that a poet never stops thinking about their poem.
33. An essay on criticism - Alexander Pope: Essay on criticism. Explains the importance of following the writing style of the Ancients, how you need to break the rules sometimes, and how critics shouldn't praise certain stuff.
34. Fledgling - Kevin Phan: This poem gives advice to a younger person as a figure of god, telling them basic rules to follow until you get older and wiser.
35. In the Library - Charles Simic: Describes the magic of storytelling in the library, how fairies depict words and stories, and has a librarian named Ms Jones.

36. Echeverria - Enrique Perez Lopez: A short story on how the public and names can change someone. Located in Villahermosa, Mexico, and originally written in Tzotzil.
37. Ms Pac-Man - GCC: The most successful arcade game in the US. From the company GCC. Published by Midway. Was first named "Crazy Otto"
38. Midway: Game publisher, most notably published Pac Man
39. GCC: General Computer Corp. By two MIT students Steve Golson and Doug Macrae. Started off as making enhancement kits to make games more difficult.
40. Missile attack: The first game GCC made a kit for. Made 633k.
41. Pac man Tv Series: A TV show which wasn't that popular but had loads of ads. The plot isn't important.
42. Ultima IV - Richard Garriot: An attempt to make players more sympathetic. When the creator Richard saw how people were playing, that made him want to revolutionize the game.
43. Sid Meier: A person very passionate about many video games. No clear role for them, more of an amalgamation of roles.
44. Centipede: 1981 Atari game, where you are a gnome using a wand to shoot enemies. Had a sequel called Millipede, essentially the same thing. Another 2011 sequel existed but failed. Referenced in the movie Pixels.
45. Mario Bros: Possibly the largest video game franchise. Started with Donkey Kong, moved onto a lame jumping game, and then the OG SMB. Many sequels and games were created with Mario. SMB2 was actually deemed too hard to the US market!
46. Donkey Kong: An OG game villain which slowly became a protagonist of Nintendo's franchise. Started with Donkey Kong, and then referenced in many games before being their own protagonist. A large icon of Nintendo. Final boss of Pixels movie.
47. Simcity - Will Wright: A one of a kind. Open world simulator for a town. Simulates a town and you are the mayor. Big success on the SNES, unlike predictions. No other forms of media except for video games. Many sequels were made.

48. Tetris - Alexey Pajitnow: Released in 1986 on the IBM computer, then successful in 1989 on the gameboy. Created many different versions like multiplayer and variations. No other media, although a new movie for tetris is coming out.
49. Serial: A successful failed podcast. The first series was good because it was obscure, but then it tumbled after that. Had 80 million downloads at one point.
50. Radio Dramas: Basically shows/plays that only had audio. Usually needed auditory cues and more dialogue. Became popular in 1930 and flopped in 1950 because of TVs.
51. Serial books: Books released chapter by chapter, like fanfictions. Has pros and cons.
52. A tale of two cities - Charles Dickens: A good serial book. Very good cliffhangers.
53. The Mystery of Edwin Drood - Charles Dickens: Charles died before he was able to finish the book. Many people have tried to finish the book, including a ghost.
54. The Silmarillion - Guy Gavriel Kay: Guy tried to finish the Silmarillion but had a lot of trouble with the writing and the style. He said how there were bumps and troubles but he got to the ending eventually.
55. Wheel of time - Robert Jordan: Robert stopped making the series, so Brandon Sanderson tried. Same situation as above.
56. Adaptation: When you retcon information to make the plotline suitable for an actor change. Examples can be The Doctor from Doctor Who and Dax from Star Trek: DS9
57. Dax: A creature from Star Trek, Deep Space Nine. They are a formless entity which takes control of a human host. When the host dies, they move to a new host. They used Terry Farrel for the first 6 seasons and then switched to Nicole deBoer.
58. The Doctor: The main character of Dr. Who, comes from a race of humanoids that can respawn as different people 12 times. Original change happened from William Hartnell to Patrick Troughton.

59. Ignorance: To ignore that a change ever happened and move on. An example could be the hulk.
60. The Hulk - James Bond: Bond didn't want to play the hulk anymore so MCU had to slip in another actor and move on as if nothing happened.
61. CGI: Using computer generated imagery to replace actors which left or died. Examples are Grand Moff Tarkin, and James Dean.
62. Grand Moff Tarkin: Played by Peter Cushing, but when he left the crew, the animators made a CGI replica of them with a voice actor. This made it strange for other actors to talk to them.
63. James Dean: A long dead actor portrayed to be in another film.
64. Harry Potter and the Cursed Child: A fanmade sequel to the 7th book in the Harry Potter series. Not in a book format but more of a play/movie.
65. Changing Mediums: When A series moves from one medium to another. Like the Cursed Child being a play while all the other books in the series are books.
66. Create the Future - Darryll Suliaman Amoako: Taking the risks not taken will lead to a profitable future. It explains the importance of innovations and risks for a company, and also talks about how Instagram killed Kodak.
67. The Poems of our Climate - Wallace Steven: This 3 stanza poem talks about humanity's obsession with wanting stuff and perfection; this obsession is what drives us to do things.
68. I Dreamed All Day - Rauf Pardi: In Bukhara, Uzbekistan, this poem talks about the narrator driving around and thinking of the past of this town. They also express the importance of daydreaming to understand what we want in the future.
69. A map to the Next World - Joy Harjo: This poem expresses the change that America went through, the industrialization, everything. They said that as we moved on with innovation, we lost the connection with the land and the heritage.
70. The Sliced-Crosswise Only-on-Tuesday World - Philip Jose Farmer: This story tells the story of Tom Pym, an actor and TV presenter in love with another woman. However, in this world, you only live on one day, whether it be Tuesday or whatever. He lived on Tuesday and the Woman he liked lived on

Wednesday. He wants to be with this woman, so he transfers his day to Wednesday. However, the woman transfers her day to Tuesday. As you can only transfer your day once in your life, they are now forever separated. This poses some ethical problems about living like this.

71. Sanctuary - Allen Steele: This story is about two teams of rockets, Santos-Dumont and Lindbergh landing on Tau Ceti-e, only to realize that colonizing the planet may be harder than they thought. The bacteria ate plastic, so they were stranded on the planet, and the civilization that nobody thought existed was much smarter than people thought. This story warns us about colonization.
72. Copycats: Not necessarily copycats, but films which take lots of inspiration from other films which set the ideas for a whole genre. Includes The Witcher inspired by Game of Thrones, and Battlestar Galactica from Star Wars.
73. "Black Hermione": A very controversial change from Emma Watson to a black actor for Hermione. There really shouldn't be controversy, because this doesn't even change the story at all.
74. The Karate Kid, 4th film: A movie about a new Karate kid, Julie Pierce [who has anger issues]. The reason this film flopped was because it didn't include the OG main character, Daniel LaRusso, and felt forced into the series.
75. The Karate Kid, 2010 remake: A good remake of the OG film. Set in modern China, Kung-fu was used instead of Karate, and the main character was an African American named Dre Parker. The controversy came from the character being only 12.
76. Ghostbusters: A very controversial remake, replacing all of the male cast with females. Critics felt this change to a female cast was so unnecessary and didn't feel like the OG Ghostbusters.
77. Ocean's Eight: Replaced their whole cast with women, however, it made sense because the universe was led by Debbie Ocean and included female characters well.
78. Star Wars' new trilogy: One of the most diverse casts there is, using every race and gender well. The only problem was Rose Tico, who had very little

screen time and only had the purpose of advocating against animal abuse and being a bad love interest for Finn.

79. The new Gulliver: A renewed film from the original "Gulliver's travels" with a changed political agenda or point of view. The original advances a communist agenda, which the new film doesn't.
80. Undeclared: a 30 minute comedy sequel to Freaks and Geeks. Director Judd.
81. Fresh prince of Bel Air - Morgan cooper: Depicts an imaginary comedic reboot of the film "Fresh prince of Bel-Air", originally a darker 21st century drama.
82. Mock trailers: Short films/trailers depicting events. Useful for practicing cinematography and directing as well as other filmmaking tools.
83. High school musical: The musical: The series: This is a very confusing part of the HSM series, not even fitting in anywhere. Instead of this being a regular Sequel to the original series, this is a more comedical interpretation as other kids are portraying and acting for this film in the film itself. Nini and Ricky play the main actors.
84. Breaking the fourth wall: Interacting with the consumer of the film/book. Pointing out that someone is watching them or talking to the person behind the screen.
85. Bowdlerisation: Removing language from a book/work that makes it kid-friendly.
86. Doctor Doolittle and the Hardy Boys: An example of trying to scrape off and cover racism and other problems in the text.
87. "Han Shot First": A controversial problem with the original film. George Lucas, the director of the OG Star wars, repetitively changed the scene where Han and Greedo were having a conversation and Han attempted to shoot Greedo. George decided to change it such that Greedo shot first, but after the controversy, they changed it so the shot was at the same time. This was actually 20 years after the film was released, making this even more ridiculous!
88. Sonic the Hedgehog, Paramount live action: The animated Sonic looked so bad that the director, Keff Fowler, had to postpone the release date and lost millions because of it! Their mistake was that they did not do test

screenings before starting production, and only saw the backlash after the trailer was released.

89. Cats, 2019 adaptation - Andrew Lloyd Webber: This is literally the most sh!tty adaptation ever released. The animation was trash and there were glaring errors in the film. The animation was done in such a rush it was completed just 36 hours before the movie was set to premiere! Nevertheless, it didn't work out.
90. Red Dawn, 1984: The plot used to be that the Soviet Union invaded the US. After that, it was changed to China because the Soviets died. Finally, they changed the antagonists to North Korea because China didn't approve. The moral is that you should plan out what you want and the controversy that may happen.
91. Yo Soy Betty, La Fea: I really don't know anything except for the fact that it inspired many remakes around the world and it was from Colombia.
92. Quarantine based on Spain's "Rec": Rec is a masterful horror film with a great atmosphere and good suspense. Then, America decided to ruin it by changing the atmosphere and making the actors act unhuman. The film was essentially a horror film where people are trapped in a place with a virus which acts like Rabies
93. Oldboy 2013 based on the Korean "Old Boy": The film was more international than Rec, having actual effort put into it. The production team even hired Samuel L. Jackson! The problem was that the directors didn't really understand the actions of the older Korean film and got a lot of the actions and characters wrong.
94. The Grudge 2020 based on the Japanese "The grudge": This was a flop because the new directors made the film plain and predictable. It's too out of context and generic, much worse than the Japanese version.
95. My Apology - Abe Ape: A sudanese refugee who sought refuge in Australia. He wrote a poem acknowledging the troubles which the Australian Aboriginals faced, and the lack of respect and representation of their land and what happened. He also said it's his fault because he was ignorant to this impact. This feels like a genuine apology.

96. for eons - Isobel O'hara: This is a blackout poem which is five words long, talking about how they ignored the harsh reality of what was going on. Also related to the statement from Richeard Dreyfuss, regarding claims of Sexual Assault in the #MeToo movement.
97. Finale - Pablo Neruda: This poem is about the final moments of a person's life, and how the narrator is truly sad about this. However, this ends on a positive note, saying that you can still look back on life and see everything wonderful that has happened.
98. One art - Elizabeth Bishop: This is about the art of losing things, and that it's okay to move and go away from people, places, or memories. The important thing is that, even if it feels terrible, it never stops you from going.
99. Whereas(Excerpt) - Layli Long Soldier: This work seems like a slam poem and a short story and it focuses on the inadequate apologies of the Native American tribes on the reservations. They were given an insincere apology and treated all Native Americans like one, not respecting their individual thoughts and values. The repetition of this idea shows that it's a continuous consideration in their mind.
100. We lived happily During the war - Ilya Kaminsky: This poem asks for forgiveness for the US during wars. People kept protesting in the 60s but none of the wars affected them. The US shouldn't have been the one complaining about the wars, and he asks people to forgive them. Ilya isn't even American, he was born in Soviet Ukraine.
101. Galaxy's Edge: A part in Disney world, immersive and containing the consumers to feel like they're in the actual story. Has conflicts with the canon of the actual film.
102. George R. R. Martin's "A song of Ice and Fire": A difficult story which may not be completed before the author's death.
103. Sequel origin: Unknown. All we can tell is that by 1805, it was used a lot.
104. Canon origin: Not "Canon", this word was popular for a very long time.
105. Fanfiction origin: 1939, and used to mean an amateur fanon work.

106. Prequel vs sequel: Prequels tend to be less successful because they go back in time and un-develop the characters, thus making it harder to think about and create than sequels.
107. Casa dia mas cerca del fin del mundo -Anthony Cody: This poem is about our impacts on the world around us and how it's harming and even killing the animals and our environment. The title specifically means "Every day closer to the end of the world".
108. The Swan - Charles Baudelaire: About the new Paris and the reminiscence and thoughts the narrators have on this.
109. The Tempest - Aime Cesaire: While the original film had Prospero enslaving the local Caliban and letting them free at the end, the Remake made by Aime Cesaire left the argument in stalemate.
110. Enola holmes: Doyle, the creator of Sherlock, sued Netflix for making him too "Soft" in their new "Enola Holmes", the supposed sister of Sherlock.
111. Omeros - Derek Walcott: Describes his remake and interpretations of prominent characters in the Iliad and Odyssey Mediocre, not "Epic" like Homer. Caribbean.
112. Wide Sargasso Sea - Jean Rhys: Essential separation of two characters after a wedding, prequel to Jane Eyre, the book. Reframed and redeveloped characters.
113. Deltarune: A game which is not a sequel to Undertale but is related. Released on a chapter by chapter basis, a serial game style with the first 2 chapters out.

SPECIAL AREA:

114. Mistake: An action that is judged as wrong/undesired.
115. Failure: A complete lack of success.
116. Error: A more formal way of saying "Mistake"
117. Blamed: Accountable for the mistake/action
118. Innocent mistake: A mistake which doesn't have a great impact in the world.
119. Harmless mistake: A mistake which doesn't change much at all, no impact
120. Responsibility: Being accountable or to blame for something

121. Punish: Giving negative actions to someone
122. Opposite of a mistake: There isn't anything that suits this.
123. Isaac Asimov: Sci-fi author who wrote "The relativity of wrong". He classified that there was a scale for how wrong something was, and that nothing is ever truly wrong, it's just incomplete.
124. Richard Micheal Hui: Wrote an article about reflection on mistakes, and the pros and cons
125. Fragile ego: Someone who strongly believes in a statement although there is clear proof against it. Don't act aggressive towards them nor act fazed by them.
126. Learning from mistakes: Taking the knowledge and events that made a mistake happen and using those to never make the same mistake again.
127. Guilty: Feeling bad for their mistake
128. Eastern vs Western cultures and mistakes: The article made a mistake with overgeneralizing Asia as just Taiwan and Japan. Essentially, a kid who can't draw a cube has to draw one and keeps getting feedback from others until he gets it.
129. Freudian slip: When you accidentally say something you would never want to but secretly believe is true. Like Joe Biden's "Donald hump"
130. Lying: Not telling the truth.
131. Men vs Women in power: A study shows that generally men are treated better than women politicians. A woman loses 20% more trust than a man by making the same mistake. The study counteracting this is false because of a young sample group.
132. Social factors accounting for politicians: Similar to the one above. People just tend to trust men more than women in positions of power, and the same could be said for non-white races most of the time.
133. SDT: A theory which tries to simplify our way of thinking and perceiving things.
134. False Positive: When you perceive a signal that never existed.
135. False Negative: When you miss a signal that exists.
136. Hit: When you perceive a signal that exists.
137. Miss: When you miss a non existent signal.

138. Everyday mistakes: Mistakes performed daily/often. Usually very minor but can build bad habits/destructive behaviors.
139. Pocket dialing: When you accidentally do something on a phone while it's in your pocket. Like calling, texting, typing random stuff, etc
140. Accidental Reply All: When you accidentally hit the "Reply all" on an email while trying to send the original creator of the email a message
141. Email storm: When so many Reply Alls happen and when so many emails are sent to a large group that the server for emails crashes
142. Sleep Calling/texting: AKA parasomnia, when you attempt to use your phone while half asleep. Actions tend to be like those of a drunk person.
143. Closing without saving: A disadvantage of technology, where things don't stay around and can be deleted easily.
144. Succumbing to phishing: Phishing is when scammers make themselves look authentic to gain access to your info. It can be as harmless as losing your email to as serious as losing thousands or even having life threats
145. Insecure passwords: The most used password is 123456. I needn't explain more. Basically, these passwords are very weak and can cause huge data leaks.
146. Not Backing up: When a device's information is not backed up and lost.
147. Overspending: Spending more money than you can afford. Savings don't really matter and can make the situation worse. Credit cards make this situation so much worse as well.
148. Undersaving: Not saving enough money such that you have to live off your job and can't retire early.
149. Credit Card Debt: Accumulating too much interest/owed money on your credit card. Usually the interest rate is 20%, and this can build up to a lot over years.
150. Poor diet: When someone's eating habits are not based on health but convenience. Includes either eating unhealthy fast foods or not eating at all.
151. Reckless driving: Driving with disregard for the traffic laws. How over 70% of accidents happen.

152. Procrastination: When you are off task and putting off doing something until the last minute. A notable example is Jerry(Ruijie) Pang failing to submit yet another test.
153. Napoleon's invasion of Russia: After the Battle of Friedland 1807, France made peace with Russia. However, that was later revoked due to conflicts. Napoleon then gathered 600k men to invade Russia, not knowing that it would be winter soon.
154. Fall Gelb: France ignored fortifying the Ardennes across the border with Germany because they thought that the dense rainforests and the conditions would be “Naturally impenetrable” and would also take 15 days for the Germans to invade in WW2. The Germans didn’t care and crossed the Ardennes in 2 days.
155. Battle of Karansebes: Austro-Turkish War of 1787. Cavalry of an army at Karansebes got drunk, it became night, and they were seen as intruders, the Ottomans/turks. Massive friendly fire event happened although the enemy wasn’t even there. At the beginning of day, the Austrians realized their blunder and retreated, only for the Turks to come 2 days later.
156. Great Emu War: During the great depression in 1930 esque. Australia was hit hard by the recession, and what didn’t help was that there were 20k emus which just migrated. They declared war on the birds and ended up wasting money and time. The funny thing was that the thing that solved the problem were better fences.
157. Mokusatsu: A work in Japanese which is often mistranslated, ending up catastrophic. Usually means indifferent but literally means reject.
158. Napoleon's retreat from Moscow: Napoleon met the city of Moscow in flames, and decided to stay until winter. When they realized, it was too late. They had to migrate back to Smolensk and then all the way back to France because of freezing temperatures. Napoleon abandoned his army and rushed back to France. He couldn’t go to Kaluga as planned because Vyazma was occupied by Kutuzov.
159. Charge of the light Brigade: 1854, during the Crimean war. A group of 670 men were to charge at the Russian forces like a suicidal attack. It failed

miserably, but the light brigade was engraved into history because of the selfless act.

160. The wounded knee massacre: 1890. During the European colonization of America. The Lakota (Part of the Sioux) tribe was influenced by a leader named Wovoka. This leader wanted to establish a connection between the living and the dead, so the Ghost dance was formed. At the Wounded knee Ridge, though, when they did this, the Europeans thought they were preparing for battle and killed 300 members!
161. Battle of Changping: 256 BC. The Qin invaded the Han with the intention of taking the province of Shangdang. In an attempt to ward them off, Han gave the province to Zhao in return for getting rid of the Qin. The emperor of Zhao sent Lian po to fight and then replaced them with Zhao kuo who flopped massively, resulting in around 400k people dying and one of the most costly mistakes in war.
162. Failure of the Spanish Armada: After Queen Elizabeth tried to create a revolt in Spain, they tried to finish England off at once. They sent 151 ships and 50k men to fight. The problem was that the English were master sailors and massively outnumbered the Spanish. However, the biggest blunder was when the Spanish were retreating. They went through the British isles which caused the most deaths due to the terrible conditions. 1588.
163. Battle of Adwa: First Italo-Ethiopian war in 1895. Ethiopia was one of the last countries not colonized by Europeans. They sent an attack on Italian Eritrea which prompted Italy to send 20k men to Ethiopia. However, Ethiopia had 200k men which were also much better at fighting and better equipped. This event showed the symbolic victory of Africa against Europe for the first time.
164. Dunning Kruger Effect: When someone's confidence outmatches their skill. When someone thinks they're great at something they're terrible at.
165. Impulses: When your thinking turns off and you make quick bad decisions based on human nature.
166. Splitter stupid/facepalm: When your brain shuts down for a second and you don't get any input from your senses for that time.

167. Halifax explosion: Halifax, the Narrows, 1917. SS Imo was on the right lane when they found SS Clara on the wrong lane. Imo moved to the other lane and then met SS Mont Blanc on the same way. The boats had trouble communicating and crashed. The explosives on board then caused the biggest explosion back then.
168. The Titanic: In 1912, the Titanic was a huge blunder with everything. The captain wasn't good, first of all, and was going way too fast as well as ignoring warning signs. The infrastructure of the Titanic as well as forgetting the lifeboat drills were other causes that made this happen. SS Californian was close to the crash of the Titanic but neglected to do anything, leaving RMS Carpathia to save them.
169. Chernobyl: 1986, 3 people were manning the corroding nuclear site when it exploded due to corrosion as well as bad care of the plant. It was partially the 3 peoples fault as well as the government's fault for not informing the situation.
170. The crash on Tenerife: 1977, off the coast of Morroco. 2 Boeing 747s crashed into each other because of terrorists redirecting flights as well as fog. Pan Am was on the runway and KLM was given a message to take off, crashing into Pan Am and causing the biggest airplane crash in history, killing everyone.
171. Challenger explosion: 1986. Christa McAuliffe, the teacher nominated for the teacher space program, was in the Challenger. However, because it was cold and the O rings broke, it caused a leak exploding the rocket midair, killing all 7 people onboard. The Rogers commission later showed that NASA had a lack of good techniques which caused this.
172. New Coke: 1985. Coca Cola released a new "Coke" which tasted better than the original and Pepsi after 99 years. They got rid of the original coke. However, America had an attachment to Coke at the time, and they were not happy about it being replaced. New coke flunked and Coca-cola brought back the original.
173. Ford Pinto: In 1971, the Pinto was a good car which competed against other Asian models. However, the gas tank was exposed on the back. Crashes happened, and people died. Ford actually knew about this problem

but thought that fixing it would be more expensive than just dealing with paying for the deaths.

174. Samsung Galaxy Fold: This is referring to the first iteration of the model, where the design was so terrible that it would break unless kept very gently. There even was a video explaining how to take care of it!
175. Google Glasses: These glasses, coming out in 2014, were way too far ahead of their time being clunky and hard to use, as well as having privacy issues because of the cameras. They were forced to shut down in 2015 because of leaked footage of random people
176. Apple maps: An attempt to make a good mapping system in 2012 flunked terribly, with Tim cook himself having to apologize. Apple maps had many errors and problems at the start, and it created loads of backlash. 3 months later, Google maps was released on the App Store and is now the most downloaded app ever. Apple maps had since been fixed, but the damage was done.
177. Windows phone: Windows was already successful in computers and neglected that there would be any other innovations coming up soon. They laughed at Apple's idea and didn't see the potential of the product. When they did, they piggybacked off of their windows 7 operating system and partnered with some manufacturers to sell their phone. However, the cooperation wasn't there, and the OS flopped.
178. Harmless Error: By US law, it means an error which didn't change the overall result of the trial and still gave the defendant a fair one.
179. R vs Wagar: Analyzed by Alice Woolley, this was a 2015 Canadian case about a person who committed sexual assault against a homeless woman. The defendant was then deemed "Not guilty" but clearly was. Woolley did more research and found that the judge was incredibly biased.
180. Biased judges: When judges are believed to be biased, then the court case is taken up to another level. This stops when it reaches national courts, though.
181. Scott vs Stanford: 1857. A series of events led up to Eliza Sanford owning Dred Scott and their family. When Dred Scott tried to buy their freedom,

they were denied. Scoot sued Stanford, but it failed because of the judge announcing that African Americans are not citizens.

182. Rivonia Trial: Mandela and his colleagues were charged under 221 counts of sabotage the “Suppression of Communism Act”, where the punishment was death. Mandela then made a statement where he would die for a better South Africa. Later, the UNSC decided to condemn the trial and impose sanctions as well as prison time as an alternative.
183. Bloodletting: Letting out blood from the body, supposedly to balance the four humours of the body. This obviously didn’t work and most of the time made the situation far worse. George Washington supposedly died because of this treatment, which was used until the 1800s!
184. Lobotomies: Another very stupid treatment back then, it was done by removing the frontal lobe with a scalpel. This is understandable in the historical context, although the people who got it were left very fragile and barely like their former selves. The frontal lobe was what let you think, so removing it was terrible! Egaz Moniz received a nobel prize for his accomplishment in this.
185. X rays at the shoe store: This was created by Dr. Jacob Lowe and was used in stores to see if kids would fit shoes. However, this created a massive amount of radiation which was very harmful to people. This was then banned in most states and had very strict regulations, thus making it terrible.
186. Radioactive cosmetics: In 1898, Mari and Pierre were the first to discover a radioactive element, radium. However, they didn’t know the risks back then and advertised this as vitalizing for the body, putting it in everyday items and even foods! This was later discovered to be a huge mistake, but these cosmetics were not all destroyed. If you have a 1900s artifact, beware.
187. Insulin Shock therapy; Thought by Sakel in 1927, this was essentially a “Cure” for schizophrenia by inducing a coma on them and then removing it. This was done 60 times for one person! They didn’t know the traumatizing effects these individuals under this had. It is said to have cured 80% of the

time, but this may be because schizophrenic individuals may have hid the signs because of fear of the process.

188. Cocaine-Enhanced medicine: Cocaine is a highly addictive drug which is also risky. This was first discovered in 1855, utilized in 1863, and then popularized in 1880. This was used as a pain reliever for anything as well as a Morphine addiction remover! This was also used in Coca-cola for a while. This was eventually researched and banned for daily uses in 1914.
189. Type 1 and 2 errors: Corresponding to False positives and False negatives.
190. Gaffe: A Freudian slip at a political/power inducing level. When politicians make mistakes and accidentally say/reveal something that they think is true but never wanted to say it in the first place.
191. Michael Kinsey: A person who describes Gaffes as unintended honesty and believes it is good for insights about them.
192. Cheryl Thomas' "Brainwashing stations": A person who was running for liberal party mayor for Victoria, BC. They were hit with backlash because of Facebook comments from years ago about how Mosques were places of brainwashing. Needless to say, they stepped out of the voting 1 week before it even happened.
193. Scott Morrison's "Two Left Feet": A Photoshop error. Morrison was running for re-election in Australia and took a picture of him and his family for his website. However, the editors noticed his shoes were dirty and Photoshopped them out with cleaner ones, accidentally giving him two left feet! This didn't really do anything, but it's just funny.
194. Moon Jae-In's "Good Afternoon": Another translation thing. Jae-in, the president of South Korea, used the phrase "Salamat sore" in a Malaysian press conference, and then again at a formal dinner. The funny part is that Salamat Sore is an Indonesian phrase meaning Good Afternoon! This didn't do much damage though, as Jae-in was later informed that Salamat sore was also a usable Malaysian phrase.
195. Pope Francis' Hand Slap: On New Year's Eve in 2019, the pope was going through Vatican City and greeted others. When he was leaving though, a woman grabbed onto him. He annoyingly slapped the hand off. The day

after, he apologized about this, showing insight to him thinking about his job being very stressful.

196. Michal Dukakis' Tank: 1988 Presidential election for the democratic side. He was seen as soft on war, though. Because he didn;t want people to think he was against war, he took a picture of himself in a tank(Or multiple, if you will) to show he wasn't as against war as people thought. Bush used this to his advantage though, telling everyone that he wasn't actually representing himself well. Needless to say, he lost.
197. Howard Dean's "Dean scream": He was a presidential candidate for the 2004 Democratic party which had been third in the Iowa Caucus. He then went on television and made a very bold presentation. However, because his microphone was weird, he seemed like the only one excited because the mic didn't pick up the audience. This ruined his campaign, and the memorable sound of the scream is forever grained in history.
198. CNN: A proof that gaffes don't have to be from politicians. I doubt there are more embarrassing mistakes than putting Putin on screen while describing a terrorist or stating that Dewey defeated Truman in the 1948 election when it was actually the opposite.
199. The Glaring Factual Error Gaffe: When a gaffe includes a very ridiculous mistake like saying the wrong name for a politician or rebutting against themselves.
200. The Out of Context Gaffe: When a politician's words are very out of context and can be inappropriate. Usually, in the right context, okay.
201. The Kinsley Gaffe: A freudian slip, where a politician accidentally reveals something true about them that they don't want to.
202. The Hot Mike Gaffe: Like a Kinsley Gaffe, but the politician never publicly said the words, but media leaks their words
203. The Undisciplined Surrogate Gaffe: Technically not a Gaffe. This is when supporters of a figure express the ideas of the leader. However, the ideas they think the leader has are the exact opposite of what they really are.
204. The Narrative Gaffe: When a political figure follows another figure's ideas and jumps in. Agreeing with the opponents, essentially.

205. Oversharing on Social media: Most certainly a Kinsley gaffe, but in an indirect way. This shows that political figures are trying to squeeze themselves into social media and show their little knowledge about it.
206. Mars Climate Orbiter: In 1999, this was a units blunder. NASA sent a space probe to observe the atmosphere of Mars, but neglected to tell the contractor that the measurements were in Newtons per seconds, while the contractor used Pounds of Force per second. Crashed into the atmosphere and broke.
207. Ariane 5: ESA rocket in 1996 crashed because of another conversion thing. Essentially, back then, 16 bits was what most software used. Because of this, there was software with 64 bits trying to convert a number to 16 bits. However, the largest number with 16 bits is 32,767 and the number converted was larger than that. That ended up crashing the system and exploding the rocket.
208. Therac 25: This was a radiation therapy machine developed by AECL to remove tumors with lasers and electrons. This actually worked, but the problem was with the program, which would be off at certain times and cause an overdose of radiation, which could lead to death. This was because of sloppy work and a bad coder.
209. MCAS: 2017, Boeing 737 Max. The Boeing programming didn't match with the lifted wings because of the engines, and no one bothered to fix this. Because of this, the plane always wanted to "Correct" itself and plummeted into the ground. This killed hundreds of people on the planes in some of the first flights.
210. Tesla autopilot crashes: The auto driving feature is still in development and thus requires human attention, as clearly labeled. However, some people don't pay attention, doze off, etc. Because of this, there are unsolicited events which happen and cause accidents. Clearly, this is both the consumers fault for negligence and Tesla's fault for releasing a somewhat buggy system.
211. Missingno: A glitched pokemon apparent in the Firered/blue versions. This occurred because of misread data causing an occurrence of this mysterious pokemon.

- 212. Y2K Bug: a bug which would've caused billions of dollars if it was not thought of. This was essentially because of older computers having only 2 decimal places for years. When it went from the 20th century to the 21st, though, there was panic because computers thought it would be 1900 when it was 2000. The reason it never came was because people put so much effort into correcting this when they found out.
- 213. Fault: A mistake in the program which makes the part behave unexpectedly.
- 214. Failure: Caused by many faults, when the program can't do what it should.
- 215. Error: A mistake made by a human developer which produces an incorrect result.
- 216. Debugging: Getting rid of errors and bugs in a program/multiple programs.
- 217. Logic error: A program acting in the wrong way, but still working overall.
- 218. Bugs vs Glitches: Glitches are within the game, are slight, and are temporary. Bugs, on the other hand, are the same as faults.
- 219. Race condition: When two pieces of code conflict each other and try to run together. Like trying to delete notes you have open.
- 220. Off By one: When the result is off by one from the desired one. This can cause infinite functions and memory loss.
- 221. Software testing: Essentially a broader form of debugging. Testing software.
- 222. Black Box: Testing to see if a program works without access to the code.
- 223. White Box: Testing to see if a program works while looking at the code.
- 224. Unit testing: Testing every little function and part of a program one at a time to see the tiny mistakes made and fix them.
- 225. "It's not a bug, it's a feature": When a bug does not prevent the game from being played, just an addition to it. Sometimes and sometimes not regarded as mistakes.
- 226. Error Fares: When conversion errors and server errors happen, resulting in a much cheaper fare for airline tickets.

227. User Error: When a person doesn't use the software like intended and comes across errors throughout. Like crashing a game while hijacking it.
228. Keys for apology: Some general terms for genuine apologies. Like accepting responsibility and not blaming others.
229. Volkswagen apology: Apology of Volkswagen for rigging emission tests, but regarded as very informal because it was at a party and they sidetracked soon after.
230. Lance Armstrong's Doping: Lance was an American triathlete who then focused on bicycling, winning the tour de france 4 times. However, it was revealed that he was using drugs to improve performance. After that, he apologized in an interview with Oprah Winfrey. This apology is genuine.
231. Justin Trudeau's brownface: When Trudeau's picture from 2001 depicting his brownface makeup for an Arabian nights Gala. Trudeau apologized just hours after this image was leaked, as well as not blaming anyone else. This makes the apology a good and effective one.
232. Cho Hyun-ah's nut rage: The vice president of Korean Air, she went on a plane and was served nuts in a bag. She was infuriated because they were not on a plate, confronting the head chef and then breaking their knuckles with a tablet. They were sentenced to 5 months for assault and stepped down from their position. When it came time to apologize, the head chef wasn't home so they wrote an apology, making it not as sincere as others.
233. Seglone Royal's Nutella: Seglone was the French Ecology minister in 2015 and on live TV he told everyone to stop eating Nutella because of its use of palm trees. However, they didn't research the fact that Nutella only uses sustainable oils from palm trees. He then made an apology, talking about progress and everything. Because of that "Progress" statement, it wasn't as good as it could've been.
234. James Gunn's Racist tweets: He was the director of Guardians of the Galaxy v1 and v2 when old tweets were dug up of him joking about very serious topics like sexism and rape. He was then fired by Disney immediately and they cut all ties. After a serious apology, Disney offered him director for v3, showing his apology was effective.

235. Naspers' Apartheid: Apartheid was racial segregation in South Africa. Naspers, a large media group in South Africa, used to support Apartheid. When they were then confronted in 1996, they denied it. However, in their 100 year celebration, they briefly apologize and then keep partying. This was very insincere like the Volkswagen one, because it wasn't serious at all.
236. Grigory Rodchenkov's whistle blowing: Head of Russia's anti doping lab. Later, the news was leaked that the lab was cheating tests in return for money. Grigory then fled to the USA and then made an apology in 2018 about the situation. This was genuine because it showed his care and sorrow. He confessed although Russia didn't.
237. Stephen Harper's Komagata Maru: This was a ship which sailed into Vancouver in 1914 with Sikh Indians wanting to migrate. They were almost all denied though, and stayed for 2 months before leaving where 20 were shot back in India. Finally, 100 years later, Stephen Harper, PM from 2006-2015 apologizes on behalf of the situation. However, it wasn't accepted because there was no action done unlike the other groups having parliamentary actions done.
238. University of Wisconsin: They made a video about a homecoming celebration and was then hit with backlash for an almost only white community. They covered it up with more diversity the next take. I think that showing the true scale is best as there isn't any deception going on, even if it gives backlash. This is not what politicians think though, and many people disagree.
239. Cancel culture: Cancelling someone for some action they did which may have been inappropriate. It focuses on backlash towards a content creator. On a political level, getting canceled is nothing and people can recover their fanbase from it.
240. Animal mistakes: Mistakes which animals make. These are usually more severe as they are usually always life threatening. Animal's main concern is life, while ours can be very varied.
241. Happy little Accidents: Bob Ross' interpretation of mistakes. Examples could be like the tearing of the Berlin wall, chips, kevlar, matches, etc.

- 242. Bloopers: When an act goes wrong in a funny way. Sometimes they are kept in the actual film. Hilarious to watch and are on “TNTL” challenges.
- 243. Scientific method: Includes a way for a hypothesis to be wrong, and allows freedom of thoughts instead of everything having to be right.
- 244. Drug mistakes: They are mistakes when you start, but when you get addicted, it’s more of a need. Withdrawal symptoms can be drastic.
- 245. Misprints: Small little accidents on things which can increase its value by a lot. Usually with trading cards and money.
- 246. Redemption: Doing an action to cover up for the mistake and to pay it off.
- 247. Fallacy: A weakness in a statement someone makes.
- 248. Ad Hominem: Insulting someone to try to undermine their argument.
- 249. Slippery slope: Believing that something will lead to a more extreme thing.
- 250. Bandwagon: Arguing for a topic and supporting it by public thought.
- 251. Sunk cost: Believing you need to take full advantage of a nonrefundable cost.
- 252. Cherry picking: Choosing a small portion and gathering information from there.
- 253. Anecdotal: Telling a personal story to try and support your argument.
- 254. Appeal to Emotion: Backing your point with emotion and no analysis.
- 255. Appeal to Authority: Backing a point with a powerful figure’s thoughts.
- 256. Fallacy fallacy: Just because an argument has a fallacy, doesn’t mean it’s false.
- 257. False cause fallacy: Just because A caused B, B doesn’t have to be caused by A.
- 258. Apples and Oranges fallacy: Relating two irrelevant things in one similarity.
- 259. Composition fallacy: Believing a small portion can represent a whole concept.
- 260. No true scotsman: Undermining a statement with opinions on status quo.
- 261. Strawman: Misrepresenting an opponents’ point to gain the upper hand.

- 262. Cryptomnesia: A common problem of writing, where you plagiarize by accident. Gone in depth by Ronald T. Kellogg with "The psychology of writing" in 1994.
- 263. Plagiarism: Blatantly stealing/copying others ideas/concepts and marketing them as your own.
- 264. Shin A-lam's Never ending second: An error in staff at the olympics in 2012 which may have caused the loss of Shin's gold medal to Heidemann.
- 265. Truth and reconciliation day: A day used to say sorry to the indigenous communities Europeans caused harm to. Many flaws with this, though. Australia's truth and reconciliation [AKA sorry day] started 16 May, 1998.

SOCIAL STUDIES:

- 266. New: When something emerges into the existence of someone or an audience for the first time.
- 267. Old: When a new product is replaced by a newer one or has been out for a while compared to the market.
- 268. Ideas: Thoughts about something, like theories and laws
- 269. Phase: A certain thing done for a period of time, usually short
- 270. Reread/rewatch: Times repeated with a certain piece of content. Usually 20 for songs and can be much more for books and movies.
- 271. "Flavor": Someone's taste in subjects, what they like about something.
- 272. Neophiliac: Novelty seekers, people who always want to experience something new and those who have trouble settling down.
- 273. Diderot effect: When you buy something and start purchasing related items with it.
- 274. Bandwagon effect: When everyone else is doing something so you join in as well, usually for comfort and fitting in with the community.
- 275. Dr. Erkan Goren: Theorized that there were groups with a neophiliac gene, close to making large generalizations about race and cultures
- 276. Lingo: Language in a certain community, shown that stopping adaptation of new lingo in a community can signal a loss of interest in it.
- 277. Cringe: Something "Yikes", like bad jokes and puns, and failed memes.
- 278. Trend: A public interest in a certain topic that lasts for some time
- 279. Fad: A very intense public interest in a topic which dies off very quickly

- 280. Meme: An icon of internet culture, a creative input of content. Usually lasts 4 months but can last longer if it migrates from platform to platform
- 281. Very long hair: A controversial topic for the look of 2019
- 282. 20 year rule: States that everything popular 20 years ago will be popular now.
- 283. 50 year rule: Known as “Go through your parent’s closet”, an idea that in 50 years time, what is fashionable now will then again become fashionable. Made by James Laver.
- 284. Hemline theory: Made by George Taylor, the idea that hemlines recede as the economy goes up(Shorter skirt = Better economy).
- 285. Haute couture: Fashion related to royals and their influence on fashion.
- 286. Retro release: A re release of an older product/model with slight changes, typically clothing. Companies use this as an attempt to recollect customers because of their nostalgia with the company and FOMO
- 287. FOMO: Fear of missing out.
- 288. Nostalgia: Remembering the “Good old days”
- 289. Dad shoes: A pinnacle of ugly fashion(1990), outsized shoes.
- 290. Ugly fashion: An attempt to break away from fashion, however only temporary.
- 291. Fashion Obsolescence: The idea that fashion is obsolete, and Americans throw away around 30 kg of clothes a year.
- 292. Capsule wardrobe: A collection of clothes and accessories of around 30 items which are never thrown away
- 293. Rental clothing: Controversial way of getting nice clothes, different to renting phones, etc.
- 294. Centennial bulb: A light bulb which has been running for over a century, except for 10 shaky hours in 2013. Located in Livermore, California. <1000000 hours!
- 295. Planned obsolescence: Designed to break down after time, idea created by the Phoebus cartel
- 296. Phoebus cartel: a group of companies which manufactured lightbulbs. Set the limit to 1000 hours a bulb, while nowadays it can last 25000 hours.

297. CES: Consumer Electronics Show, a show put in las vegas to see all of the new technology and inventions created
298. General motors: A car company lead by Alfred Sloan, the first company ever to release new products with slight improvements every year
299. Design Anorexia: When products are made much more difficult to repair without the right tools. For example, Apple.
300. Consumer's right to repair: A bill which tried to pass in 23? Different states but didn't go through. Talks about the right to repair an object which has been bought.
301. Battery Throttling: Apple's attempt to save older phones by reducing the capacity of it's processing as well as convincing others to get new apple phones.
302. France: Passed laws against planned obsolescence and created a product durability index to state the durability of a product from 1 to 10
303. Guy: First came from Guy Fawkes, to meaning creepy people, to men, and finally a gender neutral pronoun.
304. Semantic drift: How a language shifts over time.
305. Nonplussed: To be at a loss of words, speechless.
306. Disinterested: To have no interest in something, which uninterested means bored.
307. Aggravated: To annoy/worsen a situation.
308. Extra: To go beyond expectations.
309. Could care less: Implying you care about something, while it's supposed to be "Couldn't care less"
310. Basic: Used to mean elementary, now means mainstream
311. Bald-faced: Used to mean having no facial hair, but now means easy to read through, a bad liar.
312. Irregardless: An uncommon synonym for Regardless.
313. Plethora: Used to mean "Excessive bodily fluids", now means abundant.
314. Awful: Meaning terrible, a contradiction to its suffix.
315. Incredible: Used to mean unreliable, now means extraordinary
316. Fortuitous: Meaning a happy coincidence, where Fortunate assumes it was luck. Synonym to serendipitous.

- 317. Super: Meaning above or Beyond
- 318. Etymology: Meaning the origin language of a word. It's almost always Latin.
- 319. Metaphor: Comparing two objects in a unique way which wouldn't be related in many other forms. A simile is a metaphor with "Like" or "As".
- 320. Synecdoche: A part of a phrase which is used to represent the whole.
- 321. Metonymy: When something related to a subject is used to describe the subject.
- 322. Generalization: Broad, abstract statements.
- 323. Specification: More narrow and specific statements.
- 324. Analogy: A comparison used to describe a concept.
- 325. Hyperbole: An over-exaggeration.
- 326. Word reappropriation: When words are reused in a different way to make a new word.
- 327. Amelioration: When a word increases in "Good" over time.
- 328. Pejoration: The opposite of Amelioration.
- 329. The Great vowel shift: Changed middle English to Modern English, moving all long vowels to be pronounced at the front of the mouth. 1500 - 1700 ish.
- 330. The high German consonant shift: A German shift of consonants in the 3rd to 5th centuries which changed b p and d to not vibrate in the throat.
- 331. Keysmashing: A random gesture where you smash the keyboard. Easily autocorrected on the phone asdasfasfsafasfasdsadas
- 332. Abbreviations: Shortened passages to represent a word/statement. Examples from phones include 2day, l8r, brb, ttyl, lol, and btw. They also came from morse code, some being msg, pls, 88, and 73.
- 333. Gretchen McCulloch: Made a podcast about how Latin speakers who made spelling mistakes made English into what it is now.
- 334. Quiz: Supposedly made by Richard Daly in 1791 by a bet from their friends to make a new word. He ended up winning. Used to mean nerd before the dictionary meaning.
- 335. Derivation: To add a prefix/suffix.
- 336. Back formation: To remove a prefix/suffix.

- 337. Compounding: To combine two words together to make a new one.
- 338. Repurposing: Giving an existing word a new purpose.
- 339. Conversion: Converting the type(Noun, Adj.) of a word.
- 340. Eponyms: Words named after places or things.
- 341. Abbreviations: Shortening a word to make a new one.
- 342. Loanwords: Taking a word from another language and adapting it.
- 343. Onomatopoeia: A word that imitates a sound.
- 344. Reduplication: Repeating a word or a fragment of a word twice to make a new word.
- 345. Nonce words: Strange words which don't have a clear connection to any other word.
- 346. Error: A spelling error that led to a new word.
- 347. Portmanteaus: Compounding, but with two word fragments instead of two words.
- 348. Hyphens: The associated press announced they wouldn't use hyphens anymore and cause a lot of backlash.
- 349. Kazakhstan: Switching from cyrillic to latin languages again to remove a connection from their Soviet Russian past. Beneficial because 90% of the internet uses it.
- 350. Nuclear waste: Problems with communicating containment, because it is being stored underground and need to warn future generations not to explore it.
- 351. Spotify: Informal study that people stop listening to music at age 33. Very wrong because not many older people use spotify but still listen to music.
- 352. Taste Freeze: A point in life where your style locks into place and doesn't change.
- 353. Undying fads: Some fads move out of popularity but never really die(Doge hehehe).
- 354. Renovations: Hotels, schools, etc. should only ideally renovate when it's necessary or it greatly improves the customer experience.

355. Communicating via tech: It can be much easier to talk to people with text; however, the conversations must be loaded with information or else they are meaningless [because there aren't any facial cues or anything]
356. Mad men: The final scene included the idea and power of tv advertisements, cleverly sneaking Coca-cola into the scene. It's like how the judges on America's Got Talent always have dunkin doughnuts cups.
357. Fairphone 4: A phone which lasts 10 years and also is easy to repair! Created in Dutch and sold in Europe.
358. Burberry: A company which shifted from gang-style(Sherlock esque) to a more modern beauty branding(NOT STYLE) and was successful in those terms
359. Meta/facebook: Company which forced its way into the metaverse technologies and stuff. No real results except for massive backlash yet.
360. LEGO: Rebranded multiple times, in 1990 for more complicated stuff which failed, and then in 2003 by backtracking to simple stuff, and again going for more complicated mechanisms in around 2010-ish. 800m in debt in 2003 but now profitable.
361. IHOb: A very strange choice of rebrand. A breakfast restaurant decided to move their brand to burgers while having a terrible transition. They still sell breakfast and almost nothing about lunch or dinner. They have been mocked by even the biggest brands because of this.
362. Gap: They literally changed their logo for no reason in 2010 and lost millions because of the backlash. Back in 1990-esque, Gap was popular. Now, they're neglected.
363. Old Spice: This was opened in 1938 and was branded as an older veteran deodorant. This was very unpopular because younger people would never buy it. No one wanted to smell old! They then moved onto a swagger campaign, changing their whole company towards a younger audience and branding it as "Being a man". This was incredibly successful, quadrupling their revenue!
364. Airbnb: A change in a logo from an older, very boring logo to a more welcoming and vacation logo. It could change how people perceive the company, although the article is weird and doesn't say that.

SCIENCE AND TECHNOLOGY:

- 365. Earth's Ideal Climate: Around 27c. A place where we don't need to worry about global warming or anything.
- 366. Geoengineering: Large scale efforts to change the climate's temperature and conditions for the better. Like planting trees to remove CO₂.
- 367. Carbon Sequestration: Removing CO₂ from the atmosphere. Done in trees, the ocean, and soil.
- 368. Land Use Management: Making the best use of land, so more can be used for carbon sequestration and others
- 369. Biochar: Charcoal from biomass burned by pyrolysis, without any access to oxygen.
- 370. Biomass: Mass from plants and animals used for burning and fuel. Considered carbon neutral.
- 371. Enhanced weathering: Using silicate and carbonate minerals to dissolve in rainwater and absorb CO₂
- 372. CDC: Capturing CO₂ from the factories and dispersing them elsewhere.
- 373. Ocean fertilization: Adding Iron sulphates into water to increase phytoplankton to absorb CO₂. Can have negative effects.
- 374. Ocean Upwelling: Pushing more phytoplankton to the surface by pushing cold water up. Lack of research.
- 375. Removal of other GHGs: Less of a concern, although still needs to be considered. Removing other greenhouse gases like methane instead of CO₂.
- 376. Aerosol injection: Putting Aerosol into the atmosphere to reflect sunlight. Proven by the effects of volcanoes and the "Year without a summer". Can cause acid rain.
- 377. Marine cloud brightening: The idea to add more water to clouds to brighten them and reflect more light. Region specific, but can affect weather patterns.
- 378. Space sunshades: Having to reflect at least 2% away from Earth by using large mirrors located in space outside of Earth.
- 379. Cloud thinning: Making cirrus clouds thinner such that they can carry more CO₂ in them. If done wrong, can have the opposite effect.

- 380. Ocean mirror: Making tiny micro bubbles on the surface of the Ocean to reflect light. However, hard to maintain and very expensive.
- 381. High albedo products: Crops, buildings, cars, everything such that it reflects a lot of light and is a bright colour.
- 382. Solar radiation: The radiation transmitted from the Sun to the Earth. Can range from low infrared to high UV light.
- 383. Albedo: How much light reflects off something. Something which absorbs all light(E.G. A black hole) is 0, while something which reflects all light is 1.
- 384. Ice-Albedo feedback: Where the light gets trapped between ice and the Atmosphere, bouncing off and on the ice and melting it exponentially.
- 385. Radiative forcing: The variable of how much energy Earth absorbs and keeps from the sun and other factors(Like very far away stars or smth)
- 386. Marine cloud brightening: Adding Salt water to lower clouds above oceans to increase the reflectivity of the clouds. Proposed by John Latham in 1990.
- 387. Desert reflectors: Idealized by Takyuki and Alan Stainer, this was an idea of putting 60000 km² of mirrors in the desert and using it to reverse the effects of climate change. Very low cost compared to other solutions, coming in at around 280 billion.
- 388. Cool roof: A roof of buildings which is supposed to have a high albedo and reflect a lot of sunlight. However, very expensive unfortunately.
- 389. Sunshield: The component on the James Webb space telescope that blocks the sun such that it can observe farther stars and galaxies without garbage data. Made of 5 very thin layers of Kapton.
- 390. Stratospheric Aerosols: A collection of particles in the air, specifically the stratosphere. Used for blocking radiation from Earth and cooling down the temperature.
- 391. Mr. Pinatubo: Located in Indonesia, this volcano exploded in 1991, causing the Earth to cool by 0.4c. Thus, proving that aerosols can help with cooling down the Earth.

- 392. Arctic Methane Release: The North and South poles have a huge collection of gases like methane trapped inside. If the ice melts, which it is right now, that huge collection could release and cause more drastic effects.
- 393. Effectiveness: How quick the geoengineering solution is.
- 394. Time scale: How long it takes for the solution to take place and work.
- 395. Externalities: Impacts of the solution which don't regard the economy.
- 396. Costs: How much a solution costs, both directly and indirectly.
- 397. Trade-offs: When you trade one important factor for another. Like sending more money on a solution which works quicker.
- 398. Termination effect: It's not enough to just put these solutions into play, they also have to stop emitting CO₂. We don't want Geoengineering to be the sole thing keeping our climate and humanity up.
- 399. Reversibility: Not a concern for most projects. Essentially, how well a solution can be undone. Can cause trouble because of anti-geoengineering rioters.
- 400. Encapsulation: How well a solution can be contained in an area for testing or samples.
- 401. Antarctica: Could possibly become hospitable in the future. Currently not because of extreme temperatures and an inability to grow food there. However, that could be solved with the world warming up.
- 402. Cloud seeding: Dispersing materials into clouds. For Glaciogenic cloud seeding, just add salt and water into a colder cloud causing snow, hail, and sleet. For Hygroscopic cloud seeding, doing the same but with a warmer cloud causing rain.
- 403. Fog Harps: A newer model of fog collectors, which can collect up to 9 liters per square meter of mesh, 3x more than the original!
- 404. Bioprecipitation: Adding bacteria and nuclei into rain such that snow can form at much hotter temperatures. However, it can damage crops with the bacteria.
- 405. Cloudbuster: Apparently it was supposed to manipulate orgone energy(Which I doubt exists) and attracted rain when needed. Hypothesized by Wilhelm Reich in 1877. Doesn't work.

406. Hail cannon: An idea which was supposed to use shockwaves to break hail in the sky. However, it obviously doesn't work because lightning itself already has lots of shock in the clouds and hail doesn't break there.
407. Operation Popeye: An operation in the Vietnam war where the US tried using cloud seeding from 1967 to 1972 by going over 2000 times over Vietnam. Not proven to do anything. Shortly after, the UN made a treaty which suppressed anyone from doing this.
408. FTL: Faster than light travel. Only works if we debunk Einstein's theory of relativity. The existence of Tachyons would help with this idea.
409. Hyperspace: The idea that something could travel through the 5th dimension, where the laws of physics don't apply and they can travel instantaneously.
410. Warp speed: Colliding antimatter with matter to travel faster than light, supposedly. Contorting and bending space and time. Referenced in Star Trek.
411. Wormholes: AKA Portals or Einstein Rosen bridges, these are holes through one side of the universe to the other. Could possibly exist and referenced in string theory.
412. Generation ship: Ships which host generation after generation of people to travel to a place. At least 100 people have to live on it, and it has to be at least 0.45 km^2 in area. Has ethical issues.
413. Human stasis: An idea to incubate humans at 5 to $10c$ such that they take less resources but still survive. Much more resource efficient, but takes a lot of energy.
414. Breakthrough starshot initiative: A goal to aim a solar sail and get it to Alpha Centauri in 20 years. Solar sails are very big, light contraptions which use sunlight and gravitational energy to propel itself towards somewhere very quickly.
415. Goldilocks zone: AKA the circumstellar habitable zone, this is the place where planets can have liquid water.
416. Exoplanet: Planets outside of our solar system. The ways to discover them are doppler wobble, gravitational lensing, and the transit method. Currently, 5197.

417. Doppler wobble: Measuring how much a star wobbles left and right and deducing a planet from it.
418. Gravitational lensing: Using the other stars in front of some to bend and pull light closer towards us, to see farther objects clearer.
419. Transmit method: Measuring the light of a star and seeing how it changes over time, with a planet blocking it.
420. Exomoons: The moons outside of our solar system. There is no good way to reliably tell whether there are some, or whether they even exist.
421. Kepler 168-F: Known as the Cousin to planet Earth, a possible Exoplanet discovered in 2014 which could host water, and is 10% bigger than Earth.
422. Super habitable: More diverse and habitable than Earth is. Would probably be a hotter temperature and more unique resources.
423. Super Earth: A planet in the habitable zone which is much bigger than Earth but still a rocky planet. Less likely to actually be habitable.
424. Kardashev scale: A scale for how powerful a civilization is based on their energy consumption and space taken. With 0 being very undeveloped, with no control, to 5 with multiple universes in control!
425. Interplanetary contamination: The contamination of different plant or life species from planet to another planet. Like bringing crops from Earth and then spreading them on another planet, or the other way around.
426. Space mirrors: Reflective mirrors 1.5km^2 in area to heat up and reflect a certain part of Mars, heating it up to 20°C instead of the normal -100°C !
427. Shell worlds: A case for planets, made of Kevlar, dirt, and steel. Covers a whole planet so that an atmosphere can be built underneath it.
428. Artificial magnetospheres: Artificial versions of magnetic fields. Must be at a lagrange point. Shelters a planet from a lot of harmful radiation to grow an atmosphere.
429. Nitrogen importation: Smashing asteroids with NH_3 (Ammonia) into a planet to release hydrogen and nitrogen, two crucial gases for the atmosphere.
430. Extremophiles: Beings like tardigrades which are able to survive and thrive in very strange environments, like volcanoes, the arctic, and lots of radiation.

- 431. Team Al SpaceFactory: Made a winning design for an idea for a Mars space colony. Made to be spacious, comfortable, etc.
- 432. Outer Space Treaty: Preventing Weaponization in space, although allowing nuclear weapons to be located in space, not used. Also states that no country can claim land in space.
- 433. MarsOne: A failed campaign to get a person on Mars by a private company. Their idea was to do challenges and get funding from making a tv show. They declared bankruptcy in 2019.
- 434. Lagrange point: A place between two objects in space where the third one could be located and not move at all.
- 435. Biocentrism: The idea that consciousness created the universe, and without competent life, the universe doesn't essentially exist. What's the point of something when there's no one there to see it?(This is not the belief that "Gods" exist)
- 436. Planetary protection: Protecting a planet from interplanetary contamination and preventing any life forms from going from planet to planet.
- 437. Artemis project: The project and goal to send the first woman to the moon and the next man in 2024. Supported by NASA, ESA, CSA. and JAXA
- 438. Space tourism: The concept of human space travels for recreational purposes. NASA already provides this for a night at the ISS for 35k. Companies like Blue Origin and SpaceX are already preparing for this.
- 439. Dyson sphere: A contraption which can harness all the energy of a star. Something that a type II civilization would use.
- 440. New studies on rising sea levels: Stating that by 2050, over 150 million people would be climate refugees and that 11 major cities would sink by 2100. Much more severe than older projections, with Vietnam being in danger.
- 441. The Afsluitdijk Dike: A dam to the sea that drains out water to prevent the Netherlands from flooding. Also acts like a highway from Noord-Holland to Friesland. Protected by 75k concrete blocks on the flanks of the dike.
- 442. Singapore: Practicing the form of land reclamation to gather more land for itself. Tripled its GDP and doubled its population in only 20 years!

443. Penang: Wanting to catch up with the other asian countries which are practicing land reclamation. Taking off where China left off. However, there are problems because the nature and environment of the sea are being killed, and fishermen are losing their jobs. China even suppressed all projects of this.
444. Wildlife connectivity corridors: Bridges from habitat to habitat for animals to move across, in case something bad happens to one habitat. However, can be very impactful to the animals, because the environment in different places vary a lot.
445. Dubai: In 2006, the city with the largest ecological footprint. Since then, moving all technology away from oils and gases and towards solar power, and having carbon negative neighborhoods. Now, Dubai is around the average US City. Transitioning to 75% renewable energy in 2050.
446. Underwater cities: Hypothetical structures which require future technology to take place. Has many problems with it, like no emergency procedures and other factors. However, should at least be considered.
447. “The Concession to Climate Change He Won’t Make” - Jedediah: A story about how someone raises their child to be aware of the circumstances of climate change, and also justified their choice to do so. Telling the truth instead of shielding their child from the harsh reality.
448. E.O. Wilson: Stated that the constraints of the biosphere are fixed, so that Earth will run out of stuff eventually.
449. Eco-Modernist: People who believe that we should use technology with nature and ecosystems we need such that it is better for us, and neglect the natural part about it. Also supporting CDR(CO2 Removal)
450. Kim Stanley Robinson: Made a novel about New York in 2140. Has unrealistic flooding happen to it, but the purpose of the study is to scare people into taking action for climate change. The ideas are right, but the circumstances are extreme.
451. Moving the Earth away from the sun: A somewhat doable idea, although having many problems. For one, there are millions of asteroids until a farther orbit is reached.

452. Delta works: Considered one of the great wonders of engineering feats. Protecting the Rhine Meuse delta from the sea, and was constructed in 1954 to 1997. Works alongside nature and consists of 14 structures.
453. Messinian crisis: When the strait of Giralta closed, making the Mediterranean evaporate and condense into very salty water. Finally ended with the Zanclean flood. Was around 5 myo.
454. Continuous Global farming: Suggesting that humans started to have a major impact on the world as early as 1000 BCE instead of the before hypothesized 500 years ago. That the Anthropocene happened long before it supposedly was.
455. Shrinking of the Aral Sea: The Aral sea dried up from the 4th largest lake in 1960 to a shadow of its former self. Kazakhstan made an effort to save the lake with Dikes and raised the level of it in 2009.
456. Year without a summer: Mount Tambora, in Indonesia, erupted in 1816, causing ash to flood the atmosphere, cooling the world down by 0.5c and being cold throughout the year. This also caused a lack of crops and food.
457. Telosa: A proposed utopia by Marc Lore. Hiring the company B.I.G to handle the city blueprints and planning. Currently, the problem is the function of the city being different from others and the absurd expense.
458. Atlantropa: An engineering idea proposed by Herman Sorgel in 1920 that the Mediterranean should be drained a bit for a connection with Europe and Africa, more resources and land. It was rejected, though, for having money problems and political conflict over the new areas drained.
459. Sahara sea: Devised by Donald Mackenzie, this was to dig and build straits in Africa, giving more resources to water in the northern parts of it. Later, in the 1900s, Edmund Etchegoyen repurposed the idea, making more connections and a deeper path. However, that was rejected by the French government. Finally, it was picked up again in 2010 by Cooperation Road and approved by the Tunesian government in 2018.
460. Venus: Another possible contender for the next place to colonize. 50 km above its surface, the temperature is actually only 20c and has a very similar atmosphere density. Doesn't have to be conditioned as much as Mars may

have to. Landis proposes a ship or a bubble city above Venus as a colony for it.

461. Ceres: A dwarf planet in the asteroid belt rich in materials. Proposed for a satellite colony to take resources from there, as well as build space elevators and make infrastructure for a type II civilization. Proposed by Pekka Janhunen.

ART AND MUSIC(I didn't actually write a study guide for this)

462. Notre-Dame de Paris - Paris, France: This is a world famous cathedral built in Paris around 1160 to 1260 AD. However, it was destroyed in the French revolution and there was a major project to bring it back to its original state. However, on April 15, 2019, parts of the building burned down in a fire, which then the PM of France declared a competition to restore the building. This had controversy, as many people believed that it was best to keep the original and restore it like that.
463. The Hunchback of Notre Dame - Victor Hugo: Victor wrote a novel about the Notre Dame de Paris, and how it should be preserved and restored to its original because of its sentimental value.
464. The Last Supper - Sister Plautilla Nelli: Plautia was a nun who painted at the time when women were not allowed to paint. However, being a nun allowed them to. Their depiction of the event which happened was on a giant live sized canvas, which was stored later in the 1990s and then acquired by the AWA. It's now displayed in the museum of Santa Maria Novella in Florence, Italy.
465. Edo Castle - Tokyo, Japan: Built in the 17th century by the Shoguns, this castle was to serve as a symbol of peace and project the authority of their empire. However, after the Great Fire of Meireki in 1657, it was burned down. Now, in Tokyo, people are attempting to rebuild the tower and believe that it is the ultimate symbol of Tokyo. The problems arise though because there were only 1800 backers and the original blueprints were lost.
466. Zodiac heads - Ai Weiwei: These were busts of the Chinese zodiac animals based on the work of Giuseppe Castiglione for the palace Yuanming Yuan during the Qing dynasty. The original palace was destroyed but the statues were looted when France and Britain invaded China. Then, Ai

Weiwei decided to recreate it in a way which sparked controversy in the politics and history of art. Criticized to be unauthentic.

467. Ecce Homo: Cecilia Gimenez: The original picture Ecce Homo, meaning “The Man”, was fading in a local church in Borja, Spain. They then tried to recreate the artwork, but what came out was more of a joke. It was posted on the internet, and boosted more than 4x! However, there was controversy because the meaning of the town was supposed to be for the great views but are now for a meme.
468. The Thinker - Rodin’s replicas: “The Thinker” is one of the most famous sculptures in the world, depicting an individual sitting down, lost in thought. Originally by Michelangelo, this sculpture was very similar in resemblance and was separated for another exhibition. After a larger version was created in 1904, it was created 28 times in his life and many more afterwards. Now, they lie in several museums, the most prominent being the Rodin Museum with the original sculpture.
469. Notre Dame du Haut - Zhengzhou’s clone: The original Notre Dame du Haut was a chapel constructed by Le Corbusier in 1955 in Ronchamp, France, and is now widely regarded as one of the best pieces of architecture in the world. However, this was copied by the Chinese city Zhengzhou. Eventually, Le Corbusier intervened and had it taken down.
470. Guggenheim Abu Dhabi: The Guggenheim is a series of galleries which started in New York. This was founded in 1955 and is funded by Solomon R. Guggenheim. It has been recognized as an architectural marvel and has been proposed to be a UNESCO World Heritage site. Since 1980, this has been able to spread around to other places and now is being built in Abu Dhabi next to the Louvre Abu Dhabi and consists of large blocks and has a floor space 12x the original! This is essentially a place to show and celebrate art in the Middle East as a whole.
471. The Empire Strikes Back - Roger Kastel: This is the fifth(Or second) film in the Star Wars franchise and is thought as one of the best movies that has been created. The poster, used to promote this movie, wasn’t even used. Roger took inspiration from Gone With the Wind, but then it was changed by George Lucas(Again?). They removed Lando Calrissian, Boba Fett, and the

cloud city as well as adding yoda and muting bright tones. However, the original was still valued at 26k at an auction, showing that something can still have high value while being old!

472. Impossible Triangle - Barti Kher: They used a wooden chair she found at an antiques store, and stored it in concrete. They then tied it together using electrical wires. Kher's artworks tend to be unbalanced and unresolved. If you didn't know, it forms an impossible triangle shape.
473. Vintage McDonald's - Downey, LA: This was the fourth McDonalds to even open, and the oldest one that's still standing. This was the last McDonalds to be separate from the larger food chain, only updating and being bought in 1990. Instead of the iconic look, it has only one golden arch and an anthropomorphic hamburger named speedee suspended above it. Now, this is used as a museum as well as a McDonalds to show the evolution of the fast food chain over the years.
474. Jaegersborg Water Tower - Copenhagen, Denmark: This was created in 1952 in, you guessed it, Copenhagen, Denmark. It was created due to an elevated demand for water and a growing population. However, there was little use later on and was won by Dorte Mandrup to convert it into a youth center.
475. Stamba Hotel - Tbilisi, Georgia: This hotel was originally a soviet printing press. After the Soviet union fell, it was bought and transformed into a hotel by Valeri Chekheria. They didn't change the walls too much and kept the original infrastructure because they wanted to preserve the memory of it.
476. Tate modern: London, England: One of the UK's most known and best art galleries, focused on modern art. Until 1981, this was the site of the Bankside Power Station, and plans were made to demolish it until the Tate gallery decided to make that building their new location. After the transformation, the interior of the actual building didn't change a lot and kept the spirit while combining it with newer ideas as well.
477. Zeitz MOCAA - Cape Town, South Africa: Originally comprising 116 grain silos, this is a museum which is known for having the largest collection of contemporary art from Africa. The building is a prominent symbol of the

renaissance within Cape Town. The building still retains its original integrity and hasn't changed much.

478. Salt Building - Vancouver, Canada: This used to be a salt refinery in Vancouver. However, it was repurposed into a paper recycling plant and was eventually bought by the city, Vancouver. Then it was transformed into a bakery, coffee shop, and brewpub. By adapting it and keeping the original design, they saved a lot of money while still educating people about it.
479. Ladies celebrating Diwali - Unknown: This is a watercolour painting created in 1760 which depicts the third day of the Hindu Festival “Diwali”, AKA the festival of lights. This symbolized the victory of light over darkness, good over evil and knowledge over ignorance. Diwali is a five day holiday, and is about renewal and a new life. Note: The painting itself actually contains real gold, used to create the visual of sparks from the sprinklers.
480. Spring lantern festival - Zhang Daqian: This is a depiction of the Chinese lantern festival on the 15th day of the Lunar new year festival. This has originated from the Han Dynasty and involved lighting lanterns and hanging them. Symbolizing letting go of your old self and renewing as the New Year starts.
481. Giant Manure Rooster - Mikhail Bopposov: In 2016, he created this 4m tall chicken made of poop(!) in Northern Siberia, Russia for the Chinese New Year of the rooster. In the past, he has made similar statues out of manure for Chinese New Year. What made this more difficult was the fact that he injured his leg during construction. Overall, this is about the beauty of old rising from the new.
482. Android Lawn Statues - Google, Inc: These are a series of statues found at the Google Visitor Center, each based on a type of desert(!). These statues directly correlated to the AndroidOS release dates, with the first being called “C” for the alphabetical order of deserts. They were discontinued on their tenth iteration(Q), but people have continued to make online models, continuing this tradition.
483. The Passing of Shah Jahan - Abanindranath Tagore: Shah was the leader of the Indian Mughal empire, mostly known for the construction of the Taj Mahal. This is in the traditional Mughal style, which is based on small

drawings like the size of a book page. The style was first created from the 1500s to 1700s, but this painting is from 1902. Tagore used traditional art styles instead of modern ones creatively to make this small yet powerful image, using the concept of Bhava/Emotion. In the image, we see Shah on his deathbed, with his daughter at the end of it. Shah is paying attention to the Taj Mahal, the accomplishment he had made.

484. The Royal Family in 1846: Franz Xavier Winterhalter: This painting depicts Queen Victoria and Prince Consort Albert together with the children they had in 1846, being Victoria, Alice Helena, Albert-Edward and Alfred. The theme of royalty is apparent in their clothing and the stage-like background. This was originally supposed to be a private photo made by Winterhalter, but the queen released it to the public because they thought it was beautiful. It was criticized for making the royals more fleshy as well as not being painted by a native Englishman.
485. Inauguration - Jack Levine: When you first look at this painting, you focus on two people and a mess in the background. However, this painting is actually depicting the inauguration of a US President, notably the three mentioned being Wilson, Truman and Eisenhower. The Background is full of symbols which represent the US like an eagle and a US flag. The masked faces of the people in the attendance, though, show that everyone has something to hide, and not necessarily shows the lack of skill in the painting. Levin's main message is the idea of a Chaotic political situation in the US, how power changed very quickly.
486. Matrix of Leadership - Sara Pitre-Durocher: This is the cover art for the comic "Transformers: Historia". Sara recaps the OG series in preparation for the reboot of it. The Autobot Matrix of leadership present is a holy relic within the Transformers franchise, having the power to create new transformers and accessing the afterlife. This is essentially depicting current leaders reflecting on the past and consulting them, showing how the previous leader built what we have now.
487. Mural in Reactor No. 5 - Guido Van Helten: To commemorate the 30th anniversary of the Chernobyl disaster, Guido, with the help of many groups, painted a mural inside of the unfinished reactor number 5. These murals

were based off of a photo taken by Igor, a photographer who documented the disaster and the impacts. In 2015, Helten unfortunately died because of a lethal amount of radiation. The main purpose of this mural was to commemorate Igor for his incredible efforts and also to honour the importance of photojournalism as a medium for arts. Despite the original disaster in Reactor No.4 happening over 3 decades ago, we must engrave the memory of such a terrible disaster in our heads forever.

488. One Spring - Karl Bodek and Kurt Conrad Low: This is a piece of artwork painted during the holocaust, as a collab between the two artists after being sent to concentration camps. The artwork is only 15 x 10 cm but carries a powerful message. It depicts a yellow butterfly sitting on a barber writing, and a bus passing behind. The butterfly represents the hopes of the two and their desire for freedom. Kurt eventually escaped to Switzerland, but Karl died in the concentration camp. This artwork shows that there is always hope, even in the worst scenarios.

489. Mine Kafon Wind-Powered Deminer - Massoud Hassani: Over 110 million landmines are still active, and have the ability to kill someone. They cost a lot to actually disarm, with a hefty price of 1.2k per unit! Massoud is an Afghani refugee who lives in the Netherlands which was inspired by the issue. As a result, he created the wind deminer, a 17kg iron surrounded by bamboo legs making this weight an average adult. The product is actually genius, by just rolling it and letting the wind blow it, detonating these landmines. The thing is that every unit only costs \$47, and disarms many mines. Although very far away from the goal, this gives us hope that we can one day eliminate these landmines.

490. Geo Co Labs - Zachary Skinner: This is a collaborative piece of multimedia which evolved over time. Zachary is an artist who is passionate about climate change and the idea of geoengineering. As a result, he created a Geo Co lab, composed of areas in a room containing prompts about specific geoengineering solutions and ideas. The best ideas are drawn onto the walls, which generally tend to wear out and be replaced by new ideas. This shows that people are still enthusiastic about climate change and collaboration efforts.

491. Detroit Industry Murals - Diego Rivera: This is a fresco, commissioned by Ford with the only guideline being that it must revolve around the idea of industrial culture within Detroit. Although this seems like a restrictive theme, Rivera with help from Frida, their wife, made 27 murals about how we are in harmony with nature(East), how they are both good and bad(West), and the Four elements and the Four races(North + South). The North wall depicts a bustling factory line, while the south depicts the manufacturing process of the automobile with the two commissioners in the corner. Throughout the piece, we see symbols for Christian and Aztec culture. Rivera tries to depict a world in which industry can interact with nature in a good way and help us live in a more positive world.
492. The Last Supper(Again) - Julie Green: This is not the “The Last Supper” you may think of, but is much darker than that. This artwork is a collection of 800 plates depicting the last meals of inmates to be executed(!). Julie believes that the last meal requests, due to how specific they are, humanize the inmates. They used their art to show that the inmates sentenced to death were still human and were unique, unlike the monsters they were treated as. Julie heavily disagrees with the death penalty, and will continue making 50 of these pictures a year until it is abolished.
493. Gulf of Maine Temperature Variability - Jill Pelto: The Gulf of Maine is one of the most diverse places in the world, home to over 3k different species of fish and bird. However, due to climate change, the Gulf is rising more than 7x the global average, and the fluctuations between temperatures are becoming more apparent and dramatic. Pelto uses a graph of ocean temperatures to represent the waves, showing the dramatic changes which have happened over time. We see lobsters and shrimps retreating towards the button of the gulf, cods disappearing, everything going wrong because of the rising temperatures. There is also a boat, bringing attention to the fact that we are overfishing the area too much as well. Overall, this conveys the complex interaction which occurs within ecosystems and how we have to protect it instead of harm it even more.
494. Titanic - Muhammed Ansi: Muhammed learned how to paint while imprisoned at Guantanamo Bay. For 15 years, he created landscapes and

still lifes based on his memory and other stuff. The thing was, the movie “Titanic” was provided to the inmates and Ansi used the vivid imagery to draw his own depiction of this. He painted the ship travelling to the right, showing the hope and progress that could be made by those who designed and created the titanic. He was released from prison in 2017.

495. **Reborn Sounds of Childhood Dreams - Ibrahim Al-Salahi:** This artwork depicts many black flowing figures standing together ominously, almost merged into one another. Ibrahim is a Sudanese artist well regarded in creating a new vocabulary in art. They say that the figures in the picture represent the “Velis our moths and grandmothers used to wear in public, or the faces of the drummers and tambourine plates I had seen circling wildly during funeral ceremonies”. He often takes inspiration from his own life and memories to create art, in which this piece was infused with his idea of spirituality and social consciousness. The lines and communications within are inspired by Arabic calligraphy, which have connections to images in the work and how it captures the past, present, dreams and memories as they blur together. When Sudan gained independence in 1956, his works adapted closer to it. Fun fact: He was actually the first African artist to have an artwork, being this, at the Tate modern!

496. **Ussuriysk - Rossiya Airlines:** This company painted an endangered Amur leopard on the most of one of its Boeing 777s and named it Ussuriysk, a close town to that species. The more common name is leolyot, a portmanteau of the Russian words for Leopard and Flight. A campaign started which influenced this specific Boeing 777. On the plane, they give out Leopard themed souvenirs and games, hoping this will further assist in raising awareness for the Amur Leopard. Though it is concerning that multiple animals are being endangered, it is nice to see that some initiative is being taken in raising awareness for this problem.

497. **Hallelujah - Leonard Cohen vs Jeff Buckley:** Leonard Cohen originally wrote this song(This is not the Hallelujah you usually think of). However, he gained little success from it. Afterwards, Jeff Buckley decided to take his own interpretation on it and made the song more popular than it was previously.

498. I Will Always Love You - Dolly Parton vs Whitney Houston: Dolly's original song was a success when it dropped, reaching the top spots in the Billboard of Hot Country Songs. Afterwards, Whitney used this song for the 1992 film "The Bodyguard", and afterwards they formed a stronger relationship instead of fighting over the usage of the song.
499. The Man Who Sold the World - David Bowie vs Nirvana: David originally released this song in 1970, as part of his third album. Afterwards, this song brought much attention in the UK and Europe. Later, Nirvana made a cover of this song with their own twist and performed it on the AMS during 1993, which gathered a large American audience as well.
500. Africa - Toto vs Weezer: Everyone knows the iconic Africa, originally released by Toto as their last song on their fourth studio album in 1982. The song was about someone's love for Africa, how "It rains down there". Somewhat like that. Afterwards, Weezer(A Band) asked Toto if they could make a cover of their song in a tweet. After approval, they made a cover of "Africa" and Toto responded by making a cover of Weezer's song "Hash Pipe".
501. Can't Help Falling in Love With You - Justin Shandor vs Rudraksha vs Elvis Presley: This song was originally written by Elvis Presley over 60 years ago, and gained much success with his name already being big in the music industry. Afterwards, Justin Shandor sang the song on the Late Shot after winning an Elvis tribute contest, where he was recognized and made his tribute more real than other artists. After that, Rudraksha incorporated Hindi culture to the song, keeping the memory alive and renewing it in a different way.
502. New Year's Day - Blood Red Sky vs U2: Blood Red Sky is a tribute band unlike any other, because it plays the song of the Irish Rock Band U2 and performs in public spaces. Although their songs ran much longer, it was criticized because they were playing the songs of a band still alive. The original song was written for the Polish Solidarity Movement.
503. Айыптама - Ninety-one vs. Sober - Big Bang: Ninety one is a Kazakhstan boy band and the pioneer of Q-pop, which is inspired by k-pop. Sober, on the other hand, is a South Korean boy band which specializes in k-pop. Both

songs are similar in a way which imitate musical trends, showing that the line between imitation and a new creation is unclear. Айыптама is a direct translation to “Don’t Blame Me”. The structure and how they present the song is actually quite similar to one another.

504. Introducing Me - Nick Jonas vs. I’m Yours - Jason Mraz: I’m yours is a pop song written and sung by Jason in 2008, where it was very successful and stayed on the Hot-100 for 76 weeks! Two years later, Nick from the Jonas Brothers recorded a song written by Jamie Houston for Camp Rock 2. The cool thing about this song, though, was that the songs were incredibly similar, from the chord progression and mood. However, Mraz didn’t want to sue them because it would bring up complications.
505. Orville Main Title Theme - Bruce Broughton: Orville is a sci-fi comedy TV show which started in 2017. It used very similar plotlines and is regarded as the “Parody of Star trek”. They are often compared, leading to the attention on the Main Title theme, which replicates and mimics the opening of Star Trek Voyager 1. Thus, Orville shared many aspects with Star Trek, and even mimics the songs.
506. The Killers - Mr. Brightside & Miss Atomic Bomb: Mr. Brightside was the first single released by The Killers in 2003, and was repopularized with their later 2004 release. It stayed on the UK top 100 for a shocking 300 weeks! The story was about the lead singer, Brandon Flowers. The first song, Mr. Brightside, was about the pain and anxiety of dating a girl cheating on them. Afterwards, they made a sequel to the song “Miss Atomic Bomb” which shows that almost 10 years later, Flowers was still scarred. Both songs share very similar motifs and riffs.
507. Buddy Holly - Peggy Sue & Peggy Sue Got Married: This was a love song which has the focus of attempting to win back a broken relationship. The original song’s name was supposed to be Cindy Lou, after Holly’s niece, but it was changed because Alison, the writer of the song, had broken up with their girlfriend, Peggy Sue. After that, the song was a success and got Alison and Peggy back together. Later, they made a sequel to the song noting they had gotten married. This was notably one of the first times a rock song had a sequel.

508. Rebecca Black - Friday & Saturday: This song was infamous at the time of recording. Rebecca was only around 13 at the time! The song initially had little attention when released in 2011, but soon blew up, with critics and everyone hating the song. However, Rebecca persisted and didn't take the video down, because that would show a symbol of weakness. In 2013, they made a sequel to the song called "Saturday" which was regarded as more mature and serious than the Prequel. This time, there were many great reviews of the song, showing that Rebecca proved their critics wrong, despite the fact they were subject to hate throughout the whole process.
509. St. Matthew Passion - Johann Sebastian Bach (repopularized 1829): Bach originally wrote this song for two chapters of Gospel St Matthew Passion, depicting the events leading to Jesus' crucifixion. Told in two pieces, the first highlighting the arrest and events, while the second is softer and somber. This piece was easily forgotten, and stayed in Leipzig, Germany until 1829, when Felix Mendelssohn performed a version in Berlin and performed this piece to the public again.
510. Ding-Dong! The Witch is Dead - The Wizard of Oz (repopularized 2013): This song is originally from the 1939 film "The Wizard of Oz" and is played after Dorothy's house lands on them, outright killing them. It is sung by everyone as a celebration that the wicked witch is dead upon a new arrival(That's where the Ding Dong part comes in). However, it was repopularized when Margret Thatcher died and now trends when an important female disliked by the public dies.
511. Don't Stop Me Now - Queen (repopularized 2018): This is one of the more iconic songs in the curriculum. Originally written by Queen in the 1978 album "Jazz" and written by Freddie Mercury, this never really died out. However, this was featured on the film for the Autobiography of "Bohemian Rhapsody". After this film grossed \$903 million and brought the song back to people's memory in a sort of "Nostalgia" Style.
512. A new Argentina - Evita: Evita is a musical composed by Andrew Lloyd Webber and lyrics with Tim Rice. This musical is about Eva Peron, the wife of Juan Peron, the president. In this song, Eva sings to Juan about how he shouldn't resign from his role of president despite the controversies, just

because Eva wants to be at the same power extended to her control. This paints a great picture of Peron and his situation for the future president, although communist terminology and connotations are implied. The song isn't about Peron, but Eva who wants to climb the power ladder. A fun fact is that Eva's role was very difficult, because Andrew had no regard to human capabilities and limitations. The author of the song, Andrew, was also accused of plagiarism for other songs.

513. The Future Soon - Jonathan Coulton: This song was released in 2004 by Jonathan as his very first EP, where tradition meets tomorrow. Joco was a famous artist, composing songs for the Portal Series and more. This song is just about a boy who was in love with Laura, his crush, and was laughed at when rejected. He's still hopeful that he'll accomplish great things, becoming stronger and all his flaws "Engineered away". However, he would still be incomplete without Laura.

514. Big Yellow Taxi - Joni Mitchell: This song was written, composed, and recorded by Canadian Musician Joni Mitchell in 1970. They wrote their environmental concerns while in Hawaii for a vacation. About how there was too much deforestation, the endangerment of flora and fauna. It also notably mentions DDT, a popular insecticide which has effects on birds and causes cancer in people. This led to an outcry where the US actually banned this substance in 1972. The final verse states something about a big yellow taxi taking "his old man away" which could mean several things in the context provided.

515. Who I'd Be - Shrek the Musical: I'm sure everyone has watched shrek and knows what it's about. This song takes place after the events which led to Fiona being rescued. This song takes the ideas and deepest desires of Shrek, Donkey, and Fiona. Shrek's desire was to be accepted for who he is, and not what he looks like. Donkey just wants companionship and a friend, and Fiona wants her fairy tales to become true.

516. Sorry Seems to be the Hardest Word - Elton John: Released in 1976, this song is a mournful ballad about an ambiguous romantic relationship which was falling apart. The "Singer" has made a bad decision regarding their relationship and wanted to apologize. However, they couldn't seem to

muster up the courage to do so. Overall, this song focuses on how difficult it can be to overcome the feeling of guilt.

517. Symphony No. 7, 4th movement - Dmitri Shostakovich: Originally written to honour Lenin in 1941, this song was later repurposed to commemorate the city of Leningrad(St. Petersburg) when sieged for 900 days by Nazi Germany in WWII. Afterwards, this song became a symbol in the West and the Soviet Union when the song was smuggled out of the country.
518. 1812 Overture - Pyotr Tchaikovsky: What if we added cannons to classical music? This song was written by Tchaikovsky in 1880, a 15 minute song that finishes with a bang. Tchaikovsky was often known for composing ballets like Swan Lake, The Nutcracker, and The Sleeping Beauty. However, this piece was used to commemorate Russia's successful defence against Napoleon's invasion in 1812. Information about Napoleon's invasion can be found at terms 153 and 158.
519. Hugin and Munin - Corvus Corax: This is a song by the German neo-medieval band named after the scientific name for the raven. This song essentially refers to Odin's eyes and ears being represented by two ravens they send out to gather information and whisper it back to Odin. The lyrics and the meaning directly derive from Norse mythology, the Eddic poem Grimnismal.
520. Cloudbusting - Kate Bush: This is a song which is inspired by Peter Reich's memoir A Book of Dreams, which is about Peter's memories with his father before his father got imprisoned for selling these "Cloudbusters". Wilhelm was Peter's father who ran a research facility named Orgonon(Sound Familiar?). In the story, his father soon passes away in prison because of a heart attack. Overall, Kate expertly describes Peter's experiences, his reminiscence of his experiences with his father, and his trauma.
521. A Rumor in St. Petersburg - Anastasia: In 2016, a Broadway adaptation of the animated film Anastasia was released and is based on the living conditions of post-revolutionary Russia and how the royal family was overthrown. Then, it turns to the attention of princess Anastasia, who is believed to still be alive and is put on a 10 million ruble bounty by their grandmother to reunite them. An interesting thing about this song is that it

takes place in Leningrad, the same as the Symphony No. 7 song previously mentioned.

522. Amelie Film vs Amelie Broadway: The Broadway adaptation of the acclaimed 2001 French film Amelie, is more of a translation to the original instead of a sequel. Both of the songs referenced are drastically different, with the original being more culturalized than the remake. The original Amelie the Movie was a very good representation of culture while the remake was very bland and more americanized. The idea of these works are similar though, as they have the same characters and plots. However, the only reason that the music is different was because of a different audience. The OG film was more of a culturalist work while the remake was more westernized.
523. Bladelight - Blake Robinson: This is the opening theme of Star Wars, but reimagined by Blake with the trailer of Star Wars - The Rise of Skywalker in 2019. Blake's version follows the same melody and idea as Williams' version(William is the person who created the OG theme song) but has a much different mood and feel. While the original version was like a marching band style, Blake's version was more grandiose and orchestra-like.
524. New World Symphony, 3rd movement - Antonin Dvorak: This one is of, if not the most popular symphonies composed by Dvorak(Which is not the guy who created the Dvorak keyboard system lmao). Composed in 1893, he wrote this song influenced by the song "Hiawatha's wedding feast", in the scene "Where the Indians dance". This was referring to the Native Americans and their inspiration on the song, not actually referring to Indians but the more slang term generally used to call aboriginal Americans. Neil Armstrong actually took a tape recording of this song, making it the first music to leave Earth.
525. Qaumajuapik - Riit: Riit grew up in Paniqtuuq, Nunavut. This is where Inuktitut is mostly spoken, and was their mother tongue. Released in 2019, this song was a love song about her experience in Australia. The songs Riit makes are almost all 100% Inuktitut, with some English for other guests to say within their songs. Riit's main purpose for creating these pieces is to express their life as well as motivate younger generations to learn Inuktitut

such that the language isn't forgotten. Qaumajuapik translates to "You Are Shining".

526. Auld Lang Syne - Traditional Folk Song/Robert Burns: This is a Scottish Gaelic Poem by Robert Burns which roughly translates to "For old times' sake". The poem, written by Robert in 1788, is about how the year has passed and not to forget the past, what has made you who you are today(Which is the exact opposite of the meaning of "Burning the old year" by Naomi Shihab Nye). This song and poem tends to be recited or expressed at the end of the year.
527. The School of Athens - Raphael: This is a painting created in 1509-1511 as a part of Raphael's commission(Stanza della Segretaria) to decorate the rooms known as the "Stanze di Raffaello" in the Apostolic Palace in the Vatican. This is one of the more famous paintings Raphael created, and is depicted as a perfect representation of the classical spirit of the Renaissance. This artwork also contains many figures prominent within the renaissance as well. Modern reuses of this painting can be found in the Use Your Illusion I and II albums of Guns N' Roses.
528. Florence Cathedral's dome - Filippo Brunelleschi: Perhaps the most prominent and special part of Florence's Cathedral was its unique dome. Created and built between 1420 and 1436, this masterpiece was engineered by Filippo. This dome was a major innovation, being the first to have no supporting structure! Instead, this only consisted of two domes. One in the inside, a two meter thick shell, and the other on the outside, in a sort of herringbone pattern. The oculus is surmounted by the large lantern built after Filippo's death, and the golden copper ball on the top is a work by Verrocchio[Leonardo's teacher-ish-thing-idk]. Over a century later, from 1572 to 1579, the internal vault of the dome was painted by Giorgio and Federico with an enormous "Last Judgement", inspired by the mosaics of the Baptistery. Overall, the meaning of the dome shows a prominent symbol in humanism.
529. Cornelia Pointing to Her Children - Angelica Kauffmann: Angelica painted this in 1785, where it didn't receive much attention at all. Angelica was born in Chur, Switzerland, and was from a poor family. She learned how to draw

from her father, who constantly looked for commissioners. This painting was essentially a visitor coming over to Cornelia's (Idk who this is) home looking all fancy, rich, and posh. They then tell Cornelia to show their treasures, but to their dismay, Cornelia shows their children instead of the expected diamonds and minerals. This story behind the art is a great representation of what Angelica thinks, especially economic classes and possessions. It is also implied that Cornelia is more pure by their appearance, and looks down on the richer visitor.

530. Ancient Airs and Dances, Suite No.1 - Ottorino Respighi: [I literally get information from the most random places lmao I got this from a concert website] This piece consists of three suites which were created at separate times, notably 1917 for the first Suite. Ottorino was a scholar of early music, studying ideas and the mood of older music from the Baroque era and Renaissance composers. In this series of Suites, Respighi edited works from Caldio and Tomaso. However, because the pieces reflect the Baroque era and the Renaissance, it has been criticized for its idiosyncratic nature.
531. Eternal Sonata - Scrap and Build Ourselves: I couldn't actually find much information about this piece, but it's the only one which was created modernly. In 2007, the RPG game Eternal Sonata was released. Around 1 month before, the OST was released for the first time. Composed by Motoi Sakuraba and somewhat Stanislav Bunin, the pieces in the soundtrack all heavily reference significant Chopin songs, trying to make such music fit in with the style of the game being about classical music.
532. Def Leppard's Forgeries: Not really forgeries, more like remakes of their older songs. Having already created forgeries of "Pour Some Sugar On Me" and "Rock of Ages", their band says that they plan to do more soon. However, they've come in trouble with Universal studios because of copyright and production issues. Leppard stands his point of doing this by replacing older versions with more polished newer ones. There are also problems with recording older songs, as the band was younger beforehand and it brings up complications with it. This idea has gotten Producer Mutt Lange's approval though.

533. Other notable remakes(I did not expect this to be this long lmao): In 1986, Wang Chung, a pop band, released the very popular and catchy “Everybody have fun tonight” and now two of the musicians from the band made a decision to convince the whole band and remake it again. A reason they decided to do so was to give them more freedom for their song, instead of relying on a publisher to manage them. Under a typical contract, money is paid to license the song between the publisher and the band, although the extra cost can be bypassed with new remakes. Because of the benefits, a number of aging pop and rock stars are returning to recreate their songs for purposes, like the faint sounds of remakes including Twisted sister and Simply Red in commercials. However, one problem with this is that these songs are old, and are difficult to recreate the past vibe and vocals. In that case with Twisted Sister, a loose plan to recut some songs from the 1984 album “Stay hungry” and package them with a DVD turned into a more serious situation. From 2004, TV advertisers and other companies like 7up and Wendy’s have licensed the new versions, making other TV shows and media pay hefty prices to use them. While this idea or renewal isn’t new, it started to happen a lot in the mid 1990s and continues on today, as more nostalgic tones and jingles are present. An example could be Aerosmith, where they recorded a new version of “Sweet Emotion” for a General Motors ad. These remakes can cause huge problems for these publishers and licensors because they lose out on a lot of money for the older songs because they’ve been remade. Sometimes, this is actually encouraged by the publisher because they want to retain control over it and they can strike a deal more easily because they can connect to the creator of the song again. Another consideration are singular artists remaking such pieces, like Prince rerecording multiple portions of his catalog which rival the originals. Sometimes as well, they market their new songs as CDs to compete with the older record labels. Twisted sister “Still hungry”, a rerecording of “Stay Hungry”, has sold an estimated 25k CDs since it came out 3 years ago. Not too bad.

534. All too well - Taylor swift: This is a song by Swift, taken from her fourth studio album, Red(Released on October 22, 2012) by BMR. Swift wrote this

as the first song for *Red*, while on her Speak Now World Tour. The original song was 10 minutes long, but was shortened to 5. Afterwards, in 2021, due to controversies, Taylor re-recorded two versions of the song, a 5 minute and 10 minute one for her second re-recorded album of *Red*. Surpassing the original, this reached number 1 after being released via Republic Records making a world record for the longest song to be the top hit. It was also accompanied by the short film of the same name which was a romantic drama directed by Swift. Needless to say, the remake was much more of a success than the original.

535. 99 Red Balloons - Nena: This is a song by German band Nena from their 1983 album named "Nena" as well. Named "99 Luftballons" in German, this song was translated into another English version(Although not 100%). While the German release was successful across the world, the English one was not(Although it still reached the top in Canada and Ireland). Nena then released this song on the album with the same name as the song in 1984 after the original success in Europe and Japan. After the success of the song when released in 1983/1984, they tried to re-release it in 2002 with the same title and idea. However, that gained little popularity and traction. Although it became somewhat popular in Germany and other places in Europe, it never reached its former success, the only song they would ever make which would reach such an achievement.

536. Chicago - Sufjan Stevens: This song, made in 2004, is a track from the 2005 concept album "Illinois" released on Asthmatic Kitty. It depicts the story of a young man on a road trip with his youthful idealism. This was a success, and is one of Steven's more popular songs. He usually ends live concerts with it. Since the initial success, he has made many alternate versions, including the MPD version(Which is only here because WSC curriculum lol), the Adult Contemporary Easy Listening Version[which was a baroque pop], and others. The main reason the Multiple Personality version was created, though, was because his drummer was there and they thought it would be fun to do a reconstruction of the song itself. It didn't gain as much popularity, but was instead a fun activity they did while bored.

537. Visual design in Dune - Patrice Vermette: Dune, originally a sci-fi book and fictional universe, was translated into an entire "World"(film) throughout steps conducted by Patrice. The task could've been overwhelming, but they decided to take a very direct approach instead of a more smothered one. Vermette started by collecting pictures and potential designs for research in similar topics with Denis(Director). Afterwards, the team hired some concept artists to work off the reference boards, so they could see the mood and scale of the project. His ideas were to be authentic with elements of the story, instead of making it easier(An example being Arrakis' winds of up to 850 km/h which they planned such that the city would work). The thing about their film and designs, though, is that they're off a branch. Not connected to the original Dune(David Lynch), but different and unique from their style and basis of sci-fi. That's what Patrice is most proud of about their design.

538. The Force Awakens - Rick Carter, James Clyne, Iain McCaig: When designing the ideas and creating the mood boards, Rick's team was shaping where they wanted the new star wars movie to go before J.J.Abrams was even appointed director! When the story became more developed, an art director continued the process of visualizing the key elements in the film as well as brainstorming ways to bring it into the movie. Artists who worked on this process include VFX director James Clyne and concept artist Iain McCaig. Both of which presented their thoughts in a presentation at Gnomon, a VFX school in Hollywood. Overall, they talked about their unique process of planning. This included the basis, making solid shapes and adding a small bit of sci-fi in it, making the design more simple and memorable. Then, they went on to express the mood in the film, talking about shades and the ominous feeling within the movie. Clyne described the process like problem solving, how the process from day to day is. Sometimes ideas get kicked out and then reinterpreted(Like the shaman with a stormtrooper head). Finally, the most important part was asking if it fit. If it worked with Star Wars, or if it was just an ambiguous figure. (A note is that McCaig describes their team like a band which developed great music. Sometimes

they would work together and weave in, and other times the solo stood out.)

539. “Tron: Legacy” - Daft Punk: The duo of Guy-Manuel de Homem-Christo and Thomas Bangalter, known as “*Sans* headgear” provided the beats which drove the sequel to the 1982 original. As only their 4th album in 14 years, this drove E-musicians around the world to make fake Daft Punk tracks. However, the authentic track is more vibrant and colourful with their wide variety of instruments and such, unlike any fake copies. They gave out a lot of information in an interview conducted with the duo. They were first contacted by the director, Joe Kosinski, to make the OST. They only complied after thinking about it for a year. Even without the production even starting, they were working on it, although they didn’t know whether the outcome would be successful. The relationship between society and tech from 1982 and now would be much different, changing from a more bright tone to a darker one(At least according to them). In the interview, they stated that they weren’t worried about the copies because they weren’t authentic and weren’t as good as their original. Finally, their thoughts on the film Tron itself are that it is minimalistic(Less is more) and that it was also timeless, changing between the new generations of technology and society(As well as creating another persona on the internet). They state that the soundtrack has an anachronistic feel, and reflects John Carpenter’s style and ideas of technology being dark. (An analogy to make is that the duo are like the people behind the curtains of Wizard of Oz, pushing buttons and whatnot)

540. Mistakes making art: Julia Margret Cameron’s photos were smudged, smeared, and out of focus. Her main fame wouldn’t even be her photos or any works, they were the interesting components of them, the mistakes in them. Immediately, they were controversial because they embraced mistakes instead of rejecting them. Back in her time, art was more science than creativity, and was about perfection in a sense. Her pictures used a very difficult technique called Wet Collodion, where it involves coating glass in collodion, sensitising it with a bath of silver nitrate, and exposing and developing the plate while still wet. Her art had a blurred focus, and her

camera was strange. However, this was a rebellion and all planned, not a mistake like many first thought. This began a revolt against the status quo of art. It also became an element in paintings and style, with Julia believing that her photos fit in the scheme of art. Their original devotion was inspired by many Renaissance artists, incorporating many techniques like heavy drapery, triangular compositions and diagonal lighting. The mistakes they made allow for a different perspective, like her process of drawing “Paul and Virginia”. With their techniques, that makes them ahead of their time for drawing with the mistakes counting in the process.

541. Renewing a musical: The musicals *Evita* and *Anything Goes* have been planned for renewal, using tactics to gain approval and actually do it. What a producer starts off with doing is talking to the person who owns the rights. Usually, the rights are not under the licensors, but the original authors. In the case of *Evita*, it's Andrew[Again]. Ted Chapin of R&H also states that if the creator is dead, they would find descendants of the estate for permission on behalf of their parent/elder. In the case of *Anything Goes*, it worked with the Cole Porter Trust. The difficult thing about getting rights is that you need to ask for permission for new inclusions, like plot points and others.

542. Lack of new Christmas songs: It's worth noting that Mariah Carey's “All I want for Christmas is You” song is over 2 decades old, turning 30 in 2024. A lot of memorable Christmas songs are actually very old, like *Wonderful Christmastime*, *Christmas Wrapping*, *Last Christmas*, etc. Aloe Blacc, made a new album with 8 new songs for his 2018 Christmas album. He talks about the old songs staying in place, and how it is intimidating to think about them while trying to compete. Dr. Demento, a “strange” composer, also made new Christmas songs for new occasions, like breaking tradition and talking about things like “Peach Pie” and *Doing the Dishes* instead of the traditional *Opening Gifts* and *Christmas Tree* ideas. He's made 9 new songs trying to avoid these cliches, risking the audience for a new tone and emotional currency every year. There's also Burch, a writer who makes holiday songs which sound personal but classic. Overall thoughts from all

are that the very old Christmas songs are only now becoming popular, and that songs from now will be trending in 2050-ish[Sound familiar?].

543. Franco Zeffirelli's *Romeo and Juliet*: Producer James Fitzpatrick and conductor Nic Raine have taken a major job restoring Nino Rota's score for the 1968 Franco Zeffirelli adaptation. Rota's manuscript is long lost, and thus they were forced to piece the songs together by ear[Perfect pitch gang]. The result is a much more complete rendering of the memorable music. The main attraction is the Love Theme, which is repeated several times. This accomplishment made it onto the million-selling Capitol Records soundtrack album. The Prague Philharmonic Orchestra is actually larger than Rota's, but the score's delicacy and feeling is not lost. This remains some of the best music for a Shakespeare production, and a gem in Rota's repertoire.
544. Yale Whiffenpoofs first acceptance of Women: In 1987, David Code, then a member of Yale's Whiffenpoofs (Oldest school acapella), stated a very controversial opinion that women should be allowed to join. The following debate was very harsh, being very personal and all. The idea was finally accepted 3 decades after the proposal, with Sofia Campoamor, a junior, being the first woman to be accepted into the acapella. After which, the campaign to accept more women was spread where a record number of female singers auditioned. Now, the Whiffenpoofs and the Whim 'n Rhythm (The Female version) stated that their choices would not be based on gender but rather voice. The Whim would function as a SSAA (Soprano, Soprano, Alto, Alto) group while the Whiffenpoofs would work as a TTBB (Tenor, Tenor, Baritone, Bass) group. The only controversy is that they believe that Alumni would not approve of this change, as was shown. Many people were actually surprised it took so long for action to be taken.
545. The unknown renewal: Ok so maybe unknown wasn't the right word, but perhaps Different is a better match. The singer Ian Hunter recently announced a reunion tour of Mott the Hoople, the British band from the early 1970s. However, this wasn't quite a reunion. Of four of the bandmates, only one of them actually stayed alive and are in the condition for such an event. What he decided to do was to team with the guitarist and

keyboard player for the 1974 swan song. They called their band Mott the Hoople '74, instead of the original, because it wasn't. He also picked some musicians off of a craigslist ad[Imao] and constructed the band, albeit not original. several other cases of remaking a band like this exist, none of which I'll talk about Imao

546. ABBA's Reunion(Older): Recently, they announced their reunion and are going to be touring for the first time in 35 years. However, this will not be in person or anything, but will be in an online format complete with special "Abbatars". Using VFX, they'll reenact the moments and the feeling in 1979. According to NYT, they will broadcast the recording and show in the UK and then have a world tour for 2019 and 2020. The interesting thing is that the avatars will not be human, but weird monotonous figures.