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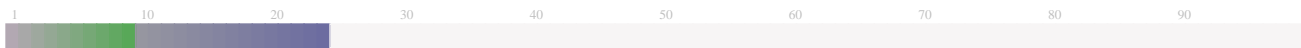


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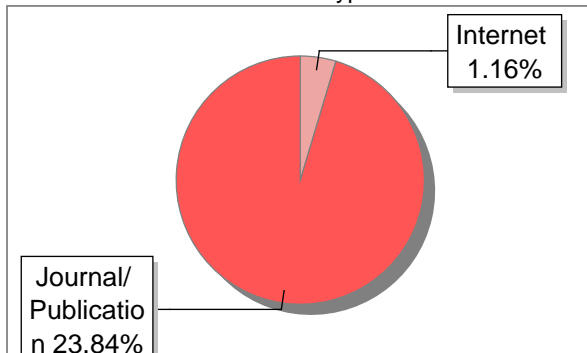
Author Name	V. Jeyakala
Title	Usage of E- Journals in Holy Cross College library : A Case Study
Paper/Submission ID	1699747
Submitted by	jeyakala@holycrossngl.edu.in
Submission Date	2024-04-26 10:23:11
Total Pages, Total Words	9, 1468
Document type	Article

### Result Information

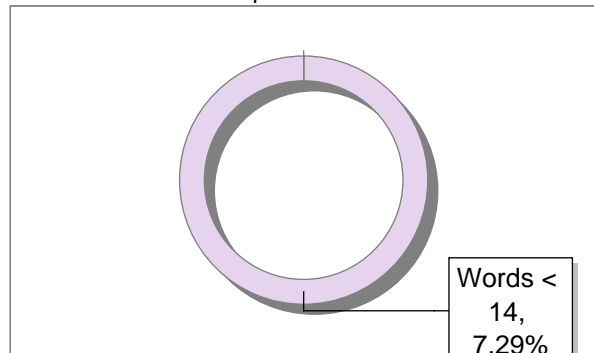
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## **Usage of E- Journals in Holy Cross College library : A Case Study**

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### **Abstract:**

This study tried to analyse the e-journals by the users of Holy Cross college (Autonomous) Nagercoil. The researcher identified for the study only the Arts and Science College library users of Kanyakumari district. This study is to analyse the usage of E-Journals staff members and students of Arts and Science Colleges Kanyakumari district. It analysed the frequency of using E- Journals and purpose of using E- Journals .

**Keywords: Online Journals and Periodicals , Online Resources, Usage.**

### **Introduction**

E- Journal can be used simultaneously by more than one user. It provides timely access. Online journals support is different searching capabilities and says physical storage. An E- Journal is a serial publications often scholarly that is made available in digital format and distributed over the Internet. There are many advantage of e-journals including we can access e-journals both on campus and off campus (from home). We can easily search through the e-journal content and full text online. We can get up-to-date information and published research.

## About the College

Holy Cross College Nagercoil (Autonomous) was established in the year 1965. This college was affiliated with Manonmaniam Sundaranar University. This college offers different courses in arts, commerce and science. The motto of this college “In the Cross and Mary is our hope”. It was administered by the Sisters of the Cross Chavanod, France founded by Mother Claudine Echernier. It has well furnished class rooms well equipped laboratories and well stacked library with more than 50,000 books,

## E- Journals

E- Journals or electronic journals are periodicals in form of magazine in specialist newspapers. Which are published in electronic format (Online). An electronic journal is a periodical publication which is published in electronic format. Usually on the Internet. Electronic Journal have several advantages over tradition printed journals. We can search the content pages the full text or journals to find articles on a certain subject.

## Review of Literature

Anit Kumar (2016) carried out study on “A study on the use of e-journals by research scholars at GADVASU library, Ludhiana”. The study revealed that research scholars are fully aware about the availability of the e-journals in this library. The library was found to be clear choice for the accessibility of the e-journals. The library professionals and Internet were revealed as the chief source for information about the e-journals.

Shajarul Islam khan (2012) conducted a survey on “Use of E-journals by students and Research scholars in the department of Botany of Aligarh Muslim University.” The study revealed that research scholars (100%) are aware of e- journals while majority of M.Sc.

(100%) and B.Sc. students (90.91%) are aware of e-journals. In the articles search result as a depths material preferred for the reading research scholars (73.33%) and M. Sc. Students (66.87%) while B.Sc. students (52.27%) preferred relevance search in journal article. The study found that 20% research scholars search by subject headings 40% keyword and 20% through the title and 20% through the author prefer to search the article. M.Sc. students also most keyword searching.

**Masoom Raza (2006)** carried out a study on “ Usage of E-journals by researchers in Aligarh Muslim University: A Study”. The study reveal that 30.69 per cent of respondents access e-journals from a departmental lab, and 86.53 per cent access e-journals from the computer center. It is also reveals that 38.46 per cent of respondents use e-journals to update knowledge and 80.76 per cent use for research purpose , 26.92 per cent use for study and 3.84 per cent use for teaching assessment.

### **Definition of e- Journals**

According to Harold's Librarian's Glossary it is a journal for which the full end product is available on optical disk, over a network or in any other electronic form, strictly a journal in which the entire process is carried out electronically. In order word, an electronic journal is one where writing, editing , refereeing and distribution of item are carried out electronically without paper intermediaries.

According to Lancaster “an e-journals are those journals which are available in electronic medium and is available only in this medium. In general a journal that is available in electronic form through online host is called e- journals.

### **Need and Significance of the study:**

The purpose of the study is to present that how e-journals play a vital role in Arts and Science college libraries.

### **Scope of the study**

The researcher has chosen Arts and Science College Libraries of Kanyakumari district. There are 22 Arts and Science colleges available in Kanyakumari district with well established libraries. Among them 10 colleges Kanyakumari district are selected and analyse the usage of e-journals and periodicals for the study.

### **Objectives**

1. To find out the usage of e-journals and periodicals.
2. To evaluate the user satisfaction of online journals and periodicals
3. To identify the challenges of user while using e-journals.

### **Methodology**

Survey method is used to collect primary data Questionnaire method will be followed to collect the relevant data. Purpose random sampling will be followed for collecting the data. To collect data and other necessary information related the research topic. A structured and well designed 215 questionnaires were distributed in each Kanyakumari district for analysis. The collected data were tabulated and applied simple percentage is calculated and analysed.

### **Limitations of the study**

The researcher has selected only few colleges and respondents in Kanyakumari district Arts and Science College libraries.

### **Data Analysis and Interpretation**

**Table 1: Sample Size**

S. No	Type of Respondents	No. of respondents Selected	Percentage
1	Faculty	25	20
2	Students	100	80

	Total	125	100
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**Source: Primary Source**

**Interpretation:** Table 1 shows in the Holy Cross College (Autonomous) total students are around 2500 and faculty members are 149. The table depicts the questionnaire distributed among respondents were 125. Out of these respondents 20% of the population under study consists of faculty and 80% respondents are students.

**Table: 2 User Preferred Form of Journals**

Preferred Form	Respondents	Percentage
Print only	55	44
Online only	45	36
Both Equally	25	20
Total	125	100

**Source: Primary Source**

**Interpretation:** Table 2 depicts that 44 per cent of students and faculty members preferred only printed journals. 36 per cent of respondents preferred only Online journals and only 20 per cent of respondents preferred both print and online journals.

**Table 3: Regularity for Using E- Journals**

Regularity	FM	Percentage	S	Percentage	Total	Percentage
Daily	2	8	12	12	14	11.2
Weekly	8	32	28	28	36	28.8
Monthly	10	40	36	36	46	36.8
Rarely	5	20	24	24	29	23.2
Total	25	100	100	100	100	100



**Source: Primary data**

**Interpretation:** Table 3 reveals that 8% faculty members and 12% of students use e-journals daily. 32% of faculty members and 28% students use e-journals in weekly. 40% of faculty members and 36% of students use e-journals monthly. 20% of faculty members and 24% of students are use e-journals rarely.

**Table 4 : Average Time Spent by the Users on Use of E- Journals**

<b>E- Journals</b>	<b>Faculty</b>	<b>Students</b>	<b>Total</b>	<b>Percentage</b>
One hour	18	79	100	77.6
Between 1 to 2 hour	4	15	19	15.2
Between 2-3 hour	1	5	6	4.8
Above 3 hour	2	1	3	2.4
Total	25	100	125	100

**Source: Primary data**

**Interpretation:** Table. 4 reveals that usage of E- Journals by the faculty members and students. 77.6 per cent of respondents use e- journals one hour. 15.2 per cent of respondents use e- journals between 1 to 2 hours. 4.8 per cent of respondents use e-journals between 2-3 hours. Only 2.4 per cent of respondents use e-journals above 3 hours.

**Table 5: Motivation for using E- Journals**

<b>Motivation</b>	<b>FM</b>	<b>%</b>	<b>S</b>	<b>%</b>	<b>Total</b>	<b>%</b>
To update Knowledge	6	24	16	16	22	17.6
To prepare for class work	4	16	12	12	16	12.8

Self Improvement	3	12	20	20	23	18.4
Publishing Journal article	7	28	24	24	31	24.8
Project Work	5	20	28	28	33	26.4
Total	25	100	100	100	100	100

**Source: Primary data**

**Interpretation:** Table 5 shows that 17.6 per cent of respondents use e- journals in update knowledge. 12.8 per cent of respondents use e- journals in to prepare for class work. 18.4 per cent of respondents use e- journals in self improvement. 24.8 per cent of respondents use e- journals in publishing journal article. 26.4 per cent of respondents use e – journals in project work.

\

**Table 6: Inconvenience Encountered by the Users**

<b>Inconvenience Encountered</b>	<b>Faculty</b>	<b>Students</b>	<b>Total</b>	<b>Percentage</b>
Slow Speed Connectivity / PCs & others	15	40	55	44.0
It takes too long to View Download Web Pages	5	25	30	24
Overload of Information on the Internet	3	33	36	28.8
Lack of Knowledge / Training on Use of Web resources	2	2	4	3.2
Total	25	100	125	100

**Source : Primary data**

**Interpretation:** Table 6 shows (44%) respondents are inconvenience encountered slow speed connectivity/ PCs & others. 24 per cent of respondents inconvenience encountered it takes too long to view download web pages. 28.8 per cent of respondents overload of Information on the Internet. 3.2 Per cent of respondents encountered opinion about lack of knowledge / training on use of web resources.

**Table 7 Opinion regarding Satisfactory level for using e-journals**

Satisfaction level	Faculty	Students	Total	Percentage
Excellent	10	35	45	36.0
Good	10	30	40	32.0
Moderate	3	30	33	26.4
No Opinion	2	5	7	5.6
Total	25	100	125	100













**Source : Primary data**

Interpretation: Table 6 shows 36 per cent respondents are regarding e-journals excellent. 32 per cent of respondents opinion about the usage of e-journals good. 26.4 per cent of respondents opinion regarding the usage of e-journals moderate. Only 5.6 per cent of the respondents feel no opinion of impression.















## Document Information

<b>Analyzed document</b>	(21912) Asmin Janisha P.docx (D124038172)
<b>Submitted</b>	2022-01-05T10:02:00.0000000
<b>Submitted by</b>	Mary Johnsy
<b>Submitter email</b>	jansialanrose@gmail.com
<b>Similarity</b>	5%
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## Entire Document

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Forecasting Techno Millennium:

A Study on H.G.Wells' The Time Machine and Ernest Cline's Ready Player One

Dissertation submitted to Holy Cross College (Autonomous), Nagercoil [Affiliated to Manonmaniam Sundaranar University, Tirunelveli] in Partial fulfilment of the requirement for the award of the degree of Master of Philosophy

Submitted by P. Asmin Janisha Reg. No. 21912

Under the guidance of Dr. J. Bhavani, M.A., M.Phil., Ph.D.

PG & Research Department of English Holy Cross College (Autonomous) Nagercoil 629004 June 2020

Holy Cross College (Autonomous) [Affiliated to Manonmaniam Sundaranar University] Nagercoil 629004

Bonafide Certificate

This is to certify that the thesis entitled "Forecasting Techno Millennium: A Study on H.G.Wells' The Time Machine and Ernest Cline's Ready Player One" submitted by P.Asmin Janisha (Reg. No. 21912) to Holy Cross College (Autonomous), Nagercoil [Affiliated to Manonmaniam Sundaranar University] towards partial fulfilment of the requirements for the award of the degree of Master of Philosophy in Department of English is a bonafide record of the work carried out by her under the guidance and supervision of Dr. J. Bhavani.

Supervisor Head of the Department

Dr. J. Bhavani Dr. Alby Grace

(Department Seal)

Submitted for Viva Voce examination held on

External Examiner

Dr. J. Bhavani,

Assistant Professor,

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Holy Cross College (Autonomous), Nagercoil.

Certificate

This thesis entitled "Forecasting Techno Millennium: A Study on H.G.Wells' The Time Machine and Ernest Cline's Ready Player One" submitted by P.Asmin Janisha (Reg. No. 21912) in partial fulfilment of the requirements for the award of the degree of Master of Philosophy in the Department of English is a record of bonafide research work done by her and it has not been submitted for the award of any degree, diploma, Associateship, fellowship of any University/Institution.

Station: Nagercoil Signature of the Supervisor Date: June 2020

Declaration

I hereby declare that the thesis entitled "Forecasting Techno Millennium: A Study on H.G.Wells' The Time Machine and Ernest Cline's Ready Player One" submitted by me for the degree of Master of Philosophy in Department of English is the result of my original and independent research work carried out under the guidance of Dr. J. Bhavani, Holy Cross College (Autonomous), Nagercoil and it has not been submitted for the award of any degree, diploma, associateship, fellowship of any University or Institution. I hereby declare that the facts are genuine and not based on any other research work.

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Date: June 2020 Reg. No: 21912

Acknowledgement

I owe a debt of gratitude to number of people without them; the completion of this research study will exist only as a dream. I thank the Lord God Almighty for showering his blessings throughout the process of this accomplishment. Without his presence, nothing would be possible. I'm grateful to my guide Dr. J. Bhavani for her enthusiastic patient guidance made it possible to work on the topic that is of great interest to me. Her constant lovable support, suggestions and thought provoking ideas which makes possible to bring best study from me. I express my sincere thanks to my Head of the Department of English, Dr. Alby Grace and to my former Head of the Department of English, Ms. A. Esther Leema Rose and all the members of my department for their constant support and encouragement. I record my deep sense of gratitude to my professor Ms. Margret Mary,

Coordinator of the M.Phil Programme for her encouragement, motivating vibes and informative data which have helped me immensely throughout my journey of M.Phil programme. I also broaden my credits to Sr. Fathima Kattar, President; Dr. Sr. Gerardin Jayam, Secretary; Dr. Sr. Anne Perpet Sophy, Principal; Dr. Sr. Leema Rose, Vice Principal; and Dr. J. Vinoliya Josephine Mary, Controller of Examinations for providing this opportunity to pursue my research endeavour. I'm thankful to my librarian Dr. Sr. Mary Johnsy and all the staff in the library for helping me with the relevant reference books. I accord my sincere gratefulness to all my friends and family for supporting me

in every possible way. They have been a source of inspiration and encouragement

throughout my life. I also thank the participants for spending their precious time by filling up the survey questionnaire to achieve end result in my research work. I also thank my proprietor of the NRS Printers for computerizing my dissertation neatly on time.

P. Asmin Janisha

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Preface

This thesis entitled "Forecasting Techno Millennium: A Study on H. G. Wells' The Time Machine and Ernest Cline's Ready Player One" strives to bring out how the world has a tie-up with cyberspace through the development of science and technology, which is projected in terms of futuristic vision by the author. The introductory presents the hypothesis, and gives a brief introduction on various movements associated with the milieu. It also gives a detailed description of cyberspace, cyberculture, Role-play game, science fiction and introduces the author with brief facts. It explains the authors' perspective towards society, which are reflected in their works. A brief summary of the novel and the details concerning the core chapters are presented in the research work. The second chapter entitled "Dystopian Reality versus Techno-Utopianism" brings out the relationship that exists between the real space and utopian space. The third chapter entitled "Psychological Approach on the Far-future and the

Age-so-far" exposes the psychological mindset that acts upon the technological development and impact. The third chapter (a) entitled "Psychological Approach on Far-future and Age So Far" presents analytical data based on the survey questionnaire and the report of the researcher. The fourth chapter entitled "Apocalypse Now: Forecasting the Imminent Epoch" pictures the trials and tribulations of the future because of the impact of technology and scientific advancements among human beings. The concluding chapter sums up the views discussed in the core chapters, records the findings of the thesis, gives suggestions and a fitting conclusion.

## Chapter I Introduction

Chapter I Introduction "Technology makes it possible for people to gain control over everything, except over technology." – John Tudor The current study brings to light the concept of the present millennium which is about to witness a massive and drastic paradigm shift. The shift is done through the explosive advancement being made in the domain of cyberspace, through technological invention and cyberculture. The world now is engaged in a perennial quest by tracing the evolution of human beings and life on earth. Humans struggle to find an answer to the paradoxical question regarding the creation of the universe. But the creatures on the earth are still tracing its life history and past elements with the help of growing technology. Human-centeredness or the anthropocentric nature of humans is to believe that the world given to them is to rule. People start to gain new ideas from their keen observation from natural species such as birds and animals. The flight of the bird made the humans to design an aircraft. Their observation and keen thinking made them discover more advancement in science and techno field. People foresee the developing enrichments that will benefit their life's survival. Of course, it aids comfort but unknowingly the gimmick destroys the natural surroundings. Europeans believed that Christianity is the true religion and the world has been created by God. The basic concept of humanism is that the human feels as if they are at the centre and other creatures remain at the margin. Those people accept the concept of creation of the universe in the Holy Bible. According to the Holy Bible, God is the one who thinks to create heaven and the earth with amazing and beautiful

creatures. He is the one who separated the light from the dark, water from water, sky, land, plants, animals, birds and so on. Towards the end, he decides to create man in his own image from mud and name him as Adam. In order to accompany Adam in good and bad, God create Eve from his backbone. The maker made both to rule the livestock, birds and animals. The Book of Genesis, chapter one, from the Holy Bible, describes the beginning of the world. The below extract clearly projects the creation of mankind: ...God said, "Let us make mankind in our image, in our likeness, so that they may rule over the fish in the sea and the birds in the sky, over the livestock and all the wild animals, and overall the creatures that move along the ground." So God created mankind in his own image, in the image of God he created them; male and female he created them. God blessed them and said to them, "Be fruitful and increase in number; fill the earth and subdue it. Rule over the fish in the sea and the birds in the sky and over every living creature that moves on the ground." (Genesis 1: 26- 30) Adam and Eve start their life amidst natural surroundings. Satan makes them to eat the wisdom fruit which changes their life strikingly and dramatically. They gain knowledge about the worldly wisdom. Years pass but people's mind fills with unwanted stuff by tracing the lost roots. T.S.Eliot questions about the lost knowledge, "Where is the knowledge we have lost in information? Where is the wisdom we have lost in knowledge?" (Gluck). Knowledge is considered to be the major element of wisdom but it falls severely from it and lost. The Humanists trust the biblical words about the birth of this beautiful world until the book of Charles Darwin's On the

Origin of Species (1859). The concept of Darwin made humans think in-depth and shaped them to accept the fact that humans are born out from chimpanzees. Human knowledge leads to generate ideas to feature unique doohickey (gadgets). The technological invention of doohickey altered nature for the survival of humans by increasing the control over the environment. According

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to Frank Herbert, "Technology is both a tool for helping humans and for destroying them. This is the paradox of our times which we're compelled to face" (Herbert).

The characteristic of post humanism is that it rejects the traditional western humanism. It seeks to subvert the traditional boundaries between the human, the animal and the technology. According to Keeling and Lehman, Post humanist philosophy constitutes the human as (a) physically, chemically, and biologically enmeshed and dependent on the environment; (b) moved to action through interactions that generate effects, habits, and reason; and (c) possessing no attribute that is uniquely human but is instead made up of a larger evolving ecosystem (Keeling). Humans create change and they participate to do their work smarter and easier. Keshav Aneel, an author, projects the life on Earth in his work

Promise me a Million Times, "Life is an athletic event. The rules are well-defined - precise and lucid. However, when there is a crisis, commonsense wobbles, leaving the player in cold sweat. Subsequently, when things were meant to be addressed with a calm mind, a sudden move ruins it all" (118). Every second, the milieu changes and it urge the humans to run a race along with the techno changes. People admit using gimmicks and make their life easier in a lethargic manner. Today's society is surmounted with cyberculture. To have a smart life, the human clan destroy, pollute nature and natural species. Everything in this

world is money-based. To lead a peaceful life, each individual needs to work smart and hard to earn money. And for that people smash love, peace, freedom, nature and so on. Techno development dismantled the culture and tradition in a widespread. Technology plays a vital role in today's world, where cyberspace is a main ingredient. It is a double-edged sword, which has benefits and detriments. Newton Lee comments on the technological inventions as, "

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Every major technological innovation propels humanity forward to the point of no return" (Lee).

In this present millennium, cyberspace rules over the people, it takes a central position in the universe. The major reason for the usage of technology is that the people try to escape from reality and enter into the world of imagination. As

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Carl Honoré says, "Technology enables us to work every minute of every day from any place on the planet" (Honoré).

Though humans speak about getting back to their roots to follow their tradition,

they start to follow their routine habit as day pass by. Their promises are hallow. As the saying goes, "Actions speak louder than words" (Fern), but in today's world it is just an opposite that, "Words speak louder than actions" (my emphasis). The science fiction continued to evolve from the 19th century to the early 20th Century. It flourished as a genre only in the beginning of the 20th century.

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This started with the pulp magazine that has been immensely popular during that time. It started with the publication Amazing Stories, which was published by Hugo Gernsback in 1926. He also coined the phrase "Scientifiction" to this nascent literary genre ("

History of Science Fiction"). Many novelists expose the current technology and dystopian world through their writings. From the beginning itself, science fiction is an important genre in literature. Modern science fiction includes the ideas of time travel, mechanical birds, avatars, robotics etc.

The main and the recurring theme in this genre is adventure. Science Fiction has two divisions, the first division is adventure and new experiences; and the second division is that it projects negative implications of scientific advancement and understandings. The

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science fiction has transferred into cyberpunk whose emphasis is high on new techno and information techno, strap with many elements such as detective fiction and post-modernism. Cyberpunk also draws the negative and dystopic side of techno and its dehumanizing impact on people, hence the phrase "high tech and low life" ("

History of Science Fiction"). As techno field grows higher and higher, it provides a negative impact on the environment and daily life. Cyberspace is a global and dynamic domain characterized by the combined use of electrons and the electromagnetic spectrum, whose purpose is to create, store, modify, exchange, share and extract, use, eliminate information and disrupt physical resources. Cyberspace includes a) physical infrastructures and telecommunications devices that allow for the connection of technology and communication system networks; b) computer systems software that guarantees the domain's basic operational functioning and connectivity; c) networks between computer systems; d)

networks of networks that connect computer systems, the distinction between networks and networks of networks is mainly organizational; e) the access nodes of users and intermediaries routing nodes; f) constituent data or resident data. Just as in the real world there is no world government, cyberspace lacks an institutionally predefined hierarchical centre. To cyberspace, a domain without a hierarchical ordering principle, we can, therefore, extend the definition of international politics coined by Kenneth Waltz: as is "with no system of law enforceable." This does not mean that the dimension of power in cyberspace is absent, or that power is dispersed and shattered into a thousand invisible streams, or that it is evenly spread across

myriad people and organizations, as some scholars had predicted. On the contrary, cyberspace is characterized by a precise structuring of hierarchies of power, subject to variation in space and time (Mayer 1). It is difficult to define the range of cyberculture because it is ambiguous and complex. However, the change has occurred in cyberculture after the late 1990s. The change has been seen in the arguments of Mark Dery and Pramod Nayar. Dery divides the main domain of cyberculture into visionary technology, fringe science, avant-garde art, and pop culture. These four areas are in the realm of subculture. Therefore, it seems that early cyberculture developed outside of the mainstream culture. On the other hand, Nayar states that "cyberculture is the electronic environment where various technologies and media forms converge and cross over: video games, the internet and email, personal homepages, online chats, personal communications technologies, mobile entertainment and information technologies, bioinformatics, and biomedical technologies". Nayar defines cyberculture as the mainstream in our society. Currently, cyberculture constitutes a major part of our everyday life. This section divides cyberculture into two periods - early cyberculture and contemporary cyberculture to explore the development of the body view (Nemura). A role-playing game (RPG) is a genre where the gamer controls a fictional character that undertakes a quest in an imaginary world. It is very challenging to define RPGs due to the range of hybrid genres that have RPG elements. Traditional role-playing video games shared three basic elements: a) levels or character statistics that could be improved over the course of the game; b) a menu-based combat system; c) a central quest that runs throughout the game as a storyline. Modern and hybrid RPGs usually feature one or two in combination with elements from another genre.

("Role-Playing Game") The present millennium is very much fond of the video game

PUBG. The gamers play to escape from reality boredom and tension.

Herbert George Wells, an English writer, futurist, prolific in many genres. He has written dozens of novels, short stories, social commentary, history, satire, and so on. He is famously commemorated for his science fiction novels. He is known as the 'Father of Science Fiction,' along with Jules Verne and the publisher Hugo Gernsback. He has written many dystopian books and he foresees the future world through his writings. His science fiction imagined time travel, alien invasion, invisibility and biological engineering. He is referred to as 'Shakespeare of Science Fiction' by Brian Aldiss. The interesting fact is that he used to draw and sketch by calling the images as 'picshuas.' His novels were considered as 'Science Romances' in his early career. It includes

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works like The Time Machine (1895), The Island of Doctor Moreau (1896), The Invisible Man (1897), The War of the Worlds (1898).

Ernest Christy Cline is an American Novelist, Slam Poet and Screenwriter. He is well-known for his works Ready Player One and Amanda. Before his fame, he spends much time in tech support jobs, which made him surf the web all day and laid the foundation for his 80's pop culture. His literary career began as a spoken-word performer, competing in slam poetry competitions where he performs live before the judges. He was the Austin Poetry Slam Champion in 1998 and 2001. One of his spoken-word pieces called Dance Monkeys Dance is about a little blue planet run by monkeys who don't think of themselves as monkeys. He turned out this piece into a short film. When it became a viral video, it was translated into at least 29 languages. His favourite video game is Black Tiger in which the hero fights enemies while finding hidden bonuses.

Both the writers, Ernest Cline and H.G.Wells expose the futuristic world through their imagination as well as by looking into the growth of science and technology. H.G.Wells projects the end of the world by diving into the far-future world. He foresees the future with the help of the time machine. Whereas, Ernest Cline projects the near future with Role Play Games (RPG). Though his writings pose the forthcoming world, the present world can feel the minuscule traces. The books which are chosen for the study can forecast the upcoming twist and turns in the future. It can also help them to be

cautious and a warning sign about the approaching world. Dr. Matthew Taunton reveals how *The Time Machine* reflects H.G.Wells's fascination with class division, the effects of capitalism and the evolution of the human race. As Carie Lemack tells *Ready Player One* has an important message about not just virtual reality, but reality itself. *The Time Machine* (1895) opens with the Time Traveller who shares his plans to travel in time. The setting shifts from the dinner party to the far-future world. In the beginning, the narrator's voice propels about the Time Traveller and then about the guests, who were dined for the dinner party. When the Time Traveller starts to share his experience, the narratorial voice switches to the Time Traveller himself. He enters the room in terrible shape. He tells them that he went to the year 802701 A.D. The distant future of England looks beautiful, but the civilization seems majestic ruin. He first encounters the Eloi, a race of pretty. Then he discovers that someone has taken his time machine. Eloi named Weena has been locked in the bronze base of a nearby statue and he saves it from drowning. He then soon discovers the existence of the Morlocks. It comes out to attack when the dark comes. The Time Traveller and Weena go on exploring in the countryside. They both were exploring a ruined museum. To escape from the Morlocks, he put a campfire. Unfortunately, the

campfire turns out to forest fire. Weena is killed in the Chaos. After the incident, the Time Traveller enters the house of Morlocks in search of his machine. Morlocks try to trap him, but he escapes and travels to the era near the end of the world, a time of darkness and cold. Then he returns back to his own time. The Traveller story was believed only by the narrator. Towards the end, the narrator goes to have a talk with the Traveller, but he and his machine are gone. *Ready Player One* (2011) is set in the year 2045 and it portrays the life in Oklahoma City, Oklahoma, resembles scenes from every Hollywood sci-fi, dystopian flick. Society is high tech with glowing neon everywhere. The book is about a kid who tries to solve the keys to find a billionaire's wealth in a sort of competition. Orphaned 18-year-old Wade Watts is the protagonist who lives in the stacks, dwellings, literally, formed from stacks of old cars, trailers, RVs, etc. Like most of the people, he escapes his grim surroundings by spending his waking hours jacked into the OASIS, a sprawling virtual utopia. Like millions of other people, Wade dreams of discovering a virtual Easter Egg that lies concealed within one of the virtual worlds by the OASIS's creator, the late James Halliday. The wacky genius has left clues to the Egg's location in puzzles scattered around his virtual worlds which, when solved in order, lead to the location of the prize - whoever discovers the Egg will inherit his entire estate, including management and control of the OASIS itself; a prize worth hundreds of billions of dollars. In order to claim the Egg Wade has to solve the series of puzzles hidden in various classic arcade games and media from the 1980s, as Halliday was mad about the era. Though Wade is an expert at classic arcade games, he doesn't know everything. Aiding him in his quest for the Egg are his 'gunter' mates: Art3mis, his best friend Aech, and the brothers Daito and Shoto. Our nerdy heroes, however, soon

gain the attention of Nolan Sorrento, the head of the 'Oology Division' at Innovative Online Industries. IOI is a multinational corporation bent on taking control of the OASIS for purely commercial reasons - charging for its use and bombarding users with advertisements. Currently, schooling in the OASIS is free. When Wade refuses to assist them in finding the first key, Sorrento and his associates attempt to murder Wade; they fail and the race is now on to find the Egg with Wade and his buddies representing the forces of good and Sorrento, the face of the evil IOI corp, the villain of the story. After huge many twist and turns, Wade succeeds in finding the Easter Egg. The dissertation entitled "Forecasting Techno Millennium: A Study on H.G.Wells' *The Time Machine* and Ernest Cline's *Ready Player One*" projects how the world has a tie-up with cyberspace through the development of science and technology. The first chapter "Introduction" introduces the technological development, Science Fiction genre, Role Play Game, about the theory and the authors. The second chapter "Dystopian Reality versus Techno-Utopianism" shows the difference between the real world and the imaginary world. The third chapter "Psychological Approach on the Far-future and the Age-so-far" shows how the impact of technology moulds people's mindset. The third chapter (a) "Psychological Approach on the Far-future and the Age-so-far" expose the mindset of the general audience with the help of survey questionnaire to test technological impact upon them. The fourth chapter "Apocalypse Now: Forecasting the Imminent Epoch" predicts the trials and the tribulations of the future. The final chapter "Summation" sums up all the chapters. It also records the findings and its social relevance in this existing scenario.

Chapter II

Dystopian Reality versus Techno-Utopianism

Chapter II

Dystopian Reality versus Techno-Utopianism

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Imagination is more important than knowledge. For knowledge is limited, whereas imagination embraces the entire world, stimulating progress, giving birth to evolution." – Albert Einstein

Reality shapes living, imagination carves thinking - both silhouette as a being from one another. Reality can be perceived whereas imagination is not visible to the

senses. Both are differentiated by a boundary line. When people learn to value imagination, it can change the life of the people by changing their attitude of how they see and live life. However, imagination is important than reality because it can create reality, provoke passion, inspires innovation and it can create magic within the person.

As Sean O’Faolain says, “There is only one admirable form of the imagination: the imagination that is so intense that it can create a new reality that it makes things happen” (O’Faolain). The ideas which burst out from imagination can change the whole setting of the world with the help of technology. The technology can create a utopian world beyond the real world. People can reshape their reality and can go to the places where they never have gone before. The word ‘Dystopia’ is formed by adding Latin prefix dys, which means ‘bad.’ It has two definitions according to Vocabulary.com, one, it is a

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state in which the conditions of life are extremely bad

as from deprivation or oppression or terror. Another definition, it is a work of fiction describing an imaginary place where life is extremely bad because of deprivation or oppression or terror (“Dystopia”). The intention to make the dystopia is to create a perfect society with the help of

technology and science, to make the missing essential in reality. Like Brave New World by Aldous Huxley, the bad place is more important than the setting. To project the author’s dramatic opinion of today’s lifestyle, dystopia acts as a vehicle. Dystopian literature gives a warning call to the people to face the consequences. The antonym of dystopia is utopia, which owes its existence to Sir Thomas More’s Utopia (1516) which is introduced in English that portrays a fictional island in

the Atlantic Ocean. It is a play on the Greek prefixes ou meaning no or not and eu meaning good. So a utopia is literally a ‘good place’ and ‘no place’ which implies that a utopia is perfect but does not and will not exist. A place, state, or condition that is ideally perfect in respect of politics, laws, customs, and conditions. More says that utopias are too good to be true. According to the Oxford English Dictionary, dystopia (noun) defines as an imaginary place or condition in which everything is as bad as possible. Dystopia is more than a story in the dystopian sane world, in which the character acts badly. In dystopia everything from setting to each character focuses on the evil premise. Utopias can also be defined as an ideal community or society possessing a perfect socio-politico-legal system. The term has been used to describe both intentional communities that attempt to create an ideal society, and fictional societies portrayed in literature. As

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A.E.Samaan tells, “All utopias are dystopias. The term “dystopia” was coined by fools that believed a “utopia” can be functional” (

Samaan). The characteristics of dystopian reality are: there won’t be any government. If

so, it is an oppressive and controlling government. There will be a financial gap between the rich and the poor. The world will face poverty strike. Ruling class or technological development rules the minds of the humans. People will be under

surveillance. Their freedom and thinking level will be restricted. The natural surroundings has been banished and dismantled. The society is a perfect illusion of a utopian world. Whereas the characteristics of utopian reality are: people are free to think independently. It can bring the society together, but not singular. They live in a peaceful and harmonious state. They don’t need to bother about the real world. People embrace social and moral ideas. Individuality and innovative ideas are welcomed. The natural surrounding is embraced and revealed. Only utopian can project the perfect world. Technological Utopianism is a basis that advances in science and technology which will help one or another utopian



ideology. It is an imaginary ideal society in which social conditions, government, laws solely operating for the benefit for human, set in near or far-future, when science and technology allow the ideal living standards to exist. It is often connected with the people to make technology as the agents of social and cultural change. It portrays that technology's impact are extremely positive. Douglas Rushkoff, a theorist says that technology provides everyone a chance to voice out their opinions, cultivate individual thinking, and weaken power structure and hierarchy by providing power to the humankind. He further says that the whole world is in the core of new Renaissance, which is in the middle of technology and self-expression. He makes clear, "People don't live their lives behind a desk with their hands on a keyboard" ("Technological Utopianism"). Techno-utopia doesn't ignore any trouble that may cause from technology. Strappingly, people believed that technology allows mankind to make social, economic, political and cultural advancements. On the whole, Techno-utopianism analyse technological impact as extremely positive one.

In the outskirts, Technology is one with the mankind from the primitive age. It provides the mankind with vast number of advantages. Technological innovation projects the forthcoming world through writing and inventions. Day by day, Humans transplant themselves by the growth of science and technology. The impact of technology is visually projected through the writings by the writers of the new era. With its help, people transform themselves from the reality and escapes to enjoy the utopian setting which is in the name of mobile phones, computers, laptops, VCR, etc. Technology takes its place at the centre and throws man towards the marginal

position. Mankind starts to replace human beings by creating robots and avatars. This shows that technology replaces mankind with great force. When technology becomes the driving force behind the life of humankind, they need to face more negative consequences. Humans can imagine the world with lots of wealth, prosperity and all other needs, which helps them to recover from a boxed life. The far future world can bring poverty, energy crisis, hunger etc into people's lives. To escape from these issues, mankind masks itself and take-up different roles in the online game world. With the aid of technology, humans can conceal IMPOSSIBILITY. Nothing is impossible before the eyes of science and technology. In Promise me a Million Times, the author Keshav Aneel projects how the mankind strongly believes that everything can be achieved through technology. The lines are as follows: Impossibility is just a blasphemy that survives in exhausted human minds, Charlie. It is simply a hostile disorder planted by excuses. It puts limitation to excellence of imagination. It truncates the power of love. Life means to see beyond the boundaries of possibility. That knack is what differentiates miracles from happenings. (88)

Technology reduces the bondage between the relationships. It provides many opportunities as well as disinformation. It can also be used as a weapon to stand against as anti-democratic forces. People are trying to hide themselves from the reality. Ishara's quotes the condition of the present world that: "In a dystopian world i pulled the trigger, / shattering reality, / breaking promises, In a desperate attempt to escape" (Mitra). Dystopian novels mostly speak about environmental destruction, nuclear warfare, terrorist attack and the sense of cultural loss that has accompanied the rapid globalization. Dystopian society as a imagined society terrifies the people and imposes a harmful and miserable existence. People feel as if that society is filled with boredom, stress bursting factors and responsibilities. Wells's The Time Machine exposes loss of identity, dismaying setting,

intellectual life, inter-personal relationships and re description. The novel acts as a vehicle to express the concern towards the future of humanity. The main Protagonist Time traveller invents the time machine to time travel anytime anywhere. Wells tries to revolutionize the reality and to scrutinize the truth behind the present state through the Time Traveller's voyage to future. He makes two voyages to the future: first voyage distinguishes that everything is crumbling. Second voyage is he finds the life which ends as it begins. H.G.Wells poses a question by echoing Nietzsche's nihilism: "Are we not straying as through an indefinite nothing?" (Abdelgawad 7). The projected future is spaced in the novel The Time Machine that exposes the simulacrum where humanity becomes suspicious. The Time Traveller shares and reports his experience in the journey to the future, through the voice of narrator. The voice of the narrator and the Time Traveller interlay throughout the novella. It's so hard to find who is narrating the sequence.

Wells' is said to be the 'Father of Science Fiction in English Literature' after writing this novella. The writer tells the story that happened in the coming future. No one knows which description has exact truth, everyone express their views through their writing, with the help of imagining things. But the novella projects the reliability about the near future. Though the book has been published in 1989, the writer's experience with the science and technology made his to think in depth about the condition of the future world. The novella has no physical evidence about the Time Travellers time travel. The friends of the Time Traveller don't believe his journey to the future. They thought that he is in the imaginary state. The Time Traveller crosses the boundaries of the reality, the line between his reality and imagination has been vanished. The Time Machine mixes hyper reality with reality. The Time Traveller surpasses the boundaries of reality for

experimentation purpose only. Every man has his own fantasy world, to while away the boredom and stress factors. People lose themselves from reality and enter into their own Utopian World. The Time Traveller discovers that time travel is possible through the fourth dimension of time. He opens his imagination to those who witness his time machine. In the beginning, the Time Traveller conveys about the fourth dimension. He never minds what others think about the work. 'Well, I do not mind telling you I have been at work upon this geometry of Four Dimension for some time. Some of my results are curious. For instance, here is a portrait of a man at eight years old, another at fifteen, another at seventeen, another at twenty-three, and so on. All these are evidently sections, as it were, Three-Dimensional representations of his Four-Dimensioned being, which is a fixed and unalterable thing.' (7)

The friends of the Time Traveller are from various professions. They start to argue with him, but he provides various evidences and explanations. He further tells another way of looking into time

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that "There is no difference between Time and any of the three dimensions of Space except that our consciousness moves along it" (6). The Time

Traveller brings his machine from the lab to explain the mechanism and his invention. The narrator gives the description of the machine, which the Time Traveller holds: "The thing the Time Traveller held in his hand was

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a glittering metallic framework, scarcely larger than a small clock, and very delicately made. There was ivory in it, and some

transparent crystalline substance" (10). The Time Traveller then explains about the mechanism, 'Now I want you clearly to understand that this lever, being pressed over, sends the machine gliding into the future, and this other reverses the motion. This saddle represents the seat of a time traveller. Presently I

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am going to press the lever, and off the machine will go. It will vanish, pass into future Time and disappear' (10).

Destiny of the model Time Machine is to vanish. In present, it loses its entity and identity when it is set for functioning and becomes an irreparable nothing. H.G.Wells "strongly opposed the belief that progress, especially progress through

science, would bring about a perfect world" (Abdelgawad 8). By condemning the current social trends, H.G.Wells questions about the classical utopianism. The Time Machine pins down, "the very idea of creating a better world implies that there is something wrong with the present world" (8). It's hard to find out the trace between utopia and dystopia. The trait that amplifies in the world of future is loss of identity. When the Time Traveller makes his first journey to the far future world, he discovers that he has

already lost his identity. The people in the future resembles same, there is no difference between man and woman, parent and child. They seem to be one of the identical siblings. They were referred by their social class: Eloi and Morlocks. He first meet the Eloi people, they seem to be the elite people. And Morlocks seems to be the working class. Eloi people seem to be lazy because they enjoy their life. They don't carry out any heavy task. They just admire the nature and enjoy life. Both Eloi and Morlocks seem like a White Sphinx, a mythical creature combining features of several real creatures. Morlocks are humanoid species, particularly low class group of underground machine operators. They prefer dark because their eyes are sensitive to light. Morlocks are considered as the technically advanced species than Eloi. They live in underground wells and they made protective layer around the sun, which they use as their home. They make use of wells as the ladder to arrive at the world. The pictorial representation of the future world in the novella The Time

Machine is not equivalent to the real life situation. When the time traveller gets down in the far-future world, his first glimpse at the huge buildings, vast land and gigantic statue of a winged sphinx made him to feel minuscule. He feels as if he is naked in a weird world, because of the social milieu: "I



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felt naked in a strange world. I felt as perhaps a bird may feel in the clear air, knowing the hawk wings above and will swoop.

My fear grew to frenzy" (28). He hears the voice of the people; they look like a child fragile figure. He named them as Eloi. He describes Eloi as: "He struck me as being a very beautiful and graceful creature, but indescribably frail" (29). Eloi clan are about four feet tall, pink-skinned, curly hair with uniformity, tiny ears and mouth, petite pointed chin and hefty eyes. He further comments them as "hectic beauty of which we used to hear so much" (29).

After the journey, the Time Traveller recognizes about the social milieu to which he presently occupied. He presents the condition of the real world: After all, the sanitation and the agriculture of today are still in the rudimentary stage.

100%

**MATCHING BLOCK 13/52**

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The science of our time has attacked but a little department of

the field

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of human disease, but, even so, it spreads its operation very steadily and persistently. Our agriculture and horticulture destroy a weed just here and there and cultivate perhaps a score or so of wholesome plants, leaving the greater number to fight out a balance as they can. (39) Mankind grew plants and animals.

They have improved a lot gradually, but their ideals are vague and tentative. Wells also comments on the whole world, that: "

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The Whole World will be intelligent, educated and co-operating; things will move faster and faster towards the subjugation of Nature" (40).

People are restricted in the real world in so many ways. To escape from the world, they imagine their own utopian world filled with everything they have been longing for. Through various adventurous travels, he steps far more to the future. He watches the end life of the world, through his time travel. The alterations of night and day grew slower and slower, and so did the

passage of the sun across the sky, until they seemed to stretch through centuries The band of light that did indicated the sun had long since disappeared; All trace of the moon had vanished. The circling of the

stars, growing slower and slower, had given place to creeping light The

earth had come

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to rest with one face to the sun, even as in our own time the moon faces the earth. (100)

The Time Traveller then reverses the motion and returns back to the real world. He shares his experience with his friends, but no one believed his words. The friends enjoyed the party, which was given by the Time Traveller. They thought that the Time Traveller is day dreaming something nonsense. The narrator then meets him another day to verify the story told by the Time traveller about the far future world. The Time traveller gets ready for his third journey to the future. He tells the narrator that: "

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The story I told you was true. I'm sorry to have brought you out here in the cold" (108).

He also tells him to wait for some time to check the progress. The narrator has been engaged with something, so he needs to leave that place. When he returns to see the Traveller, he was missing. The narrator concludes in a note that the Time Traveller travels to the future to get away from his real life commitments. The fiction Ready Player One takes visual media and online gaming to a new level. The author Ernest Cline creates OASIS, an online virtual reality world through his novel. Almost everyone has their own access to it. It is a world, where children go to school. People enjoy their lives in a happy manner. Ernest Cline extrapolates the threat of climatic change and creates a new utopian world to escape from the reality. People massively escape from the terrifying reality and enters the happy fantasy online world OASIS. People crisscross and escape to the better reality of OASIS. Like the planet EARTH, OASIS is considered to be a planet – where happiness and peace stays with mankind. Wade Watts, protagonist of the novel, finds the Easter Egg and wins the game, which is created by James Halliday, the creator of OASIS. James Halliday, the antagonist of the novel, challenges mankind to find the Easter Egg, to own rights for his properties. The game was released after his death. The video has been popped in the window screen of the gadgets. He uses his

OASIS avatar, Anorak to explain about the game. Anorak speaks in a much deeper tone that I created my own Easter Egg, and hid it somewhere inside my most popular videogame - the OASIS. The first person to find my Easter egg will inherit my entire fortune."... "The egg is well hidden. I didn't just leave it lying under a rock somewhere it's locked inside a safe that is buried in a secret room that lies hidden at the center of a maze located somewhere"... "up here Anorak makes a grand gesture with his right hand, and the three keys appear, spinning slowly in the air. made of

copper, jade, and clear crystal. (5)

He uses more dramatic pauses to explain about the videogame. Anorak recites a piece of verse, and each line appears briefly across the bottom of

95%

**MATCHING BLOCK 19/52**

**SA** Analysis\_of\_Ready\_player\_one.docx (D16825216)

the screen: Three hidden keys open three secret gates Wherein the errant will be tested for worthy traits And those with the skill to survive these straits Will reach The End where the prize awaits

As he finishes, the jade and crystal key vanish, leaving only the copper key which now hangs on a chain around Anorak's neck (6). He concludes with the ado and announces that "let the hunt for Halliday's Easter egg begin!" (7).The game is totally based on 80's Pop Culture. Media is the one which creates big deal in the billionaire's death. Cline uses magical realism to deliver the content in the perfect manner. People consider it as real and not a mirage. The novel Ready Player One presents the offline world to be the dystopian reality. Though it explains about the far future world, the concept signifies the present situation. In the present scenario, Earth loses its self; many people suffer and starve

due to the war sequence. But in the OASIS, people live happily and they don't need to think about the real world. The protagonist feels as if that "growing up as a human being on the planet Earth in the twenty-first century was a real kick in the teeth" (16). Wade tells that the dark ages have fed him with the pretty old world. He shares his first thought to the readers that when he comes out from his mother's womb, he finds as if everybody is lying to him that the world which he see has so much beauty in it. They think that the situation around the people in their offline world is referred to be "the human condition" (16). He further portrays human beings as the unstoppable virus which spread across the entire planet. He then projects the condition of natural surroundings and how we destroy the energy crisis.

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**SA** 1580045479177\_readyplayeroneanalysis.docx (D62997958)

Our global civilization came at a huge cost. We needed a whole bunch of energy to build it, and we got that energy by burning fossil fuels, which came from dead plants and animals buried deep in the ground.

We used up most of this fuel before you got here, and now it's pretty much all gone. This means that we no longer have enough energy to keep our civilization running like it was before... burning of fossil fuels had some nasty side effects, like raising the temperature of our planet... polar ice caps melting, sea level rising and the weather is all messed up. Plants and

animals are dying off in record numbers, and lots of people are starving and homeless. (17) Wade shares his second thought that he feels lucky because he gets the access pass to enter into the OASIS. He finds OASIS to be his magical and memorable place, where he learns things. His mother always forces him to log out and return to the real world. But he hates returning to the real world. The reason is that "the real world sucked" (18). He further shares his view of his mother's generation, where she

experiences the world in plenty and sees the slow vanishing world. The offline world made the old cars as their apartments because of the population crisis and excess technological invention. People don't know how to dispose the scientific and techno waste. Wade projects the view that everyone in the dystopian world learns from the technological invention, mainly from 80's movies. The names of 80's games are also mentioned in the novel, which helps the characters to find the Easter Egg. To enter into the OASIS world, everyone needs to have their log-in phrase. The identification verifies the voice pattern of the player. Wade's log-in phrase is: "You have been recruited by the Star league to defend the frontier against Xur and the Ko-Dan Armada" (26). As they leave the real world and enter into the virtual world, the first thing visible to the OASIS user on the screen is "READY PLAYER ONE" (26). These three words are considered to be the boundary line between the real world and utopian world. The boundary line disappears as the novel progresses. The Capitalist Company IOI, wants to monetize the OASIS tries to enlist Wade to their cause. He refuses and later they discovered his real identity, which he thought to be impossible. He doesn't realize the consequence of refusing their favour until they bomb the trailer park in which he lives. He never logs into the OASIS world from home. The utopian world OASIS is beautifully created with ample number of happiness. After entering the utopian world OASIS, people will forget the real world. Wade speaks about the virtual world in OASIS: My virtual surroundings looked almost (but not quite) real. Everything inside the OASIS was beautifully rendered in three dimensions. Unless you pulled focus and stopped to examine your surroundings more closely, it was easy to forget that everything you were seeing was computer-

generated. And that was with my crappy school-issued OASIS console. I'd heard that if you accessed the simulation with a new state-of-the-art immersion rig, it was almost impossible to tell the OASIS from reality. (27) Items in the OASIS have the value same as in the real world, but they can't pay or use it anywhere. The OASIS credits them with coins but it's only functional in that utopian world. Like Instagram, people can create their own ID, avatar, etc. They had to pick the name uniquely which is not taken by no one. People rarely use their real identity; they take fake names so that no one can catch sight of them. They create their avatar with their dreamy salient features. "Anonymity was one of the major perks of the OASIS" (28). The names of the gunter will be floating above their heads. Wade only ambition after his education is to become a full-time gunter. He created double identity to escape from the situation. In school, he uses the student identity as Wade3. The first names are taken as their ID name. There were three people with the same first name, so they placed number after their first name. After his school time, he uses his identity as Parzival. When he created his first OASIS account, he named his ID as Wade\_the\_Great and later, he changed to Parzival. People make friends easily online, because they can hide their appearance or identity. But in reality, the truth is that it is rare to find a genuine friend. They feel as if they will mock at the real outward look. The speaker, Wade also had faced the same circumstances: I'd attended school in the real world up until the sixth grade. It hadn't been a very pleasant experience. I was

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**MATCHING BLOCK 23/52**

**SA** EE English Lit final.docx (D44059043)

a painfully shy, awkward kid, with low self-esteem and almost no social skills –

a side effect of spending most of my childhood inside the OASIS.

90%

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**SA** EE English Lit final.docx (D44059043)

Online, I didn't have a problem talking to people or making friends. But in the real world, interacting with other people – especially kids my own age – made me a nervous wreck.

I never knew how to act or what to say,... My appearance was part of the problem. I was overweight, (30) Wade opens up his heart, when he starts to chat with Art3mis. She explains that the OASIS world hides the real identity behind the avatar with more filters. The real identity fades ones they enter into the OASIS. Below extract show how Art3mis understood about the OASIS world and shares her thought to Wade: Parzival: I've had a crush on you since before we even met. From reading your blog and watching your POV. I've been cyber-stalking you for years. Art3mis: But you still don't really know anything about me. Or my real personality. Parzival: This is the OASIS. We exist as nothing but raw personality in

here.

Art3mis: I beg to differ. Everything about our online personas is filtered through our avatars, which allows us to control how we look and sound to others. The OASIS lets you be whoever you want to be. That's why everyone is addicted to it. (170-71)

When Wade reveals his love to Art3mis, she hesitates and explains the reality to him: "

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**MATCHING BLOCK 30/52**

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Essay Dystopian Novels Julian, Bo, Aryn 5Aa.docx (D108170227)

You don't live in the real world, Z. From what you've told me, I don't think you ever have. You're like me. You live inside this illusion." She motioned to our virtual surroundings. "You can't possibly know what real love is" (186).

People used to be lonely in the real world, whereas in the online world they enjoy their life. They consider themselves to be the great. They used to watch so

many videos and 80s pop culture games. In reality, they can't manage the daily needs. But in Utopian world, they were free from those troubles. When Art3mis comes to the first position, Wade got frustrated. He wants to win the contest and prove himself to Art3mis. It's just a game but the characters were used to that world. They consider that to be the real world and seriously battle for their success. After winning the Easter Egg, Halliday advises Wade to enjoy the real world by spending more time with the people around. By doing so, human in the real world can tackle the great change that's going to take place. The advice given by Halliday: "Listen," he said, adopting a confidential tone. "I need to tell you one last thing before I go. Something I didn't figure out for myself until it was already too late." He led me over to the window and motioned out at the landscape stretching out beyond it." I created the OASIS because I never felt at home in the real world. I didn't know how to connect with the people there. I was afraid, for all of my life. Right up until I knew it was ending. That was when I realized,

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Albin Jonsson Assignment 5.docx (D45307470)

as terrifying and painful as reality can be, it's also the only place where you can find true happiness.

Because reality is real. Do you understand?" (364) By hearing the words of Halliday, Wade proposes Art3mis in real. Art3mis' real name is Samantha. Wade finds her to be more beautiful than the avatar of Art3mis. The novel ends in a happy note that the characters in the story understand the

difference between the real world and the utopian world.

Reality can take away the life and make the people to suffer. But utopia creates everlasting relationships. Though the person dies in real, they can create that same person with the help of science and technology. The real life incident proves that any person can be given life with the help of virtual reality. Virtual reality made

IMPOSSIBLE to POSSIBLE with the help of technology by reuniting the heartbroken daughter with the deceased daughter after four years. In Korean TV show Meeting You, allowed grieving mother Jang Ji-sung to feel and see a virtual version of her dead daughter who passed away in 2016. The emotion of the mother burst out on screen beautiful. She can play with her daughter Nayeon, touch and even converse with her. Everything is possible with the help of technology. But it can't feed the hunger and natural distraction. The dystopia of the future is an inevitable outcome of re-describing the reality so as to change it into a better world. As Rhonda Byrne tells in his work The Secret about the reality of life: Everything in this world began with one thought. The bigger things get bigger because more people give their thoughts to it after it has appeared. Then those thoughts and emotions keep that very event in our existence, and make it bigger. If we took our minds off it and focused instead in love, it could not exist. It would evaporate and disappear. (143) People are enclosed by negative thoughts and state of affairs. They need to think positive and spread positivity. The technology develops day by day, even second by second. People finds utopian world to be the safe and happy place. Mankind create utopian world to while away the time and to come out from boredom. The utopian thoughts create dystopian world to be true in the coming ages.

Chapter III

Psychological Approach to the Far-future and the Age-so-far

“Open your eyes, look within. Are you satisfied with the life you’re living?”

– Bob Marley Just like nature, life on the earth is dominated by so many commitments and emotions. The commitments rendered by the people will definitely tear down life by

providing plenty of burdens in a psychosomatic way. The trauma kindles the emotions and makes them get depressed sooner. Holly Ruttenbur Dickinson says, “Some emotions are so deeply buried that when finally released from being bottled up for so long, the release is not just emotional exhaustion, but also intense physical exhaustion” (Dickinson).

This can be explained with Sigmund Freud’s two fundamental principles at work: one is ‘pleasure principle’ and the other is ‘reality principle.’ The former tells to do whatever feels good. But the latter, subordinate pleasure and channelize that energy elsewhere. Subordinating the pleasure principle to reality principle is done with the help of psychological process. He calls this process ‘sublimation.’ The desires of humans are subordinated when they face reality. They hide their emotions, happiness and desires. Those desires pop up when they are in deep sleep or in their loneliness. The mind, unconsciously, triggers the wounded unfulfilled wishes of the lonely person. The mentality of every individual changes from time to time. Though the individual seems to be present physically, the mind still waves out from reality. Some become hyper when some force act upon beyond their limits. In reality, they are restricted within limited boundaries. But only the mind can take them to their imaginary happy place, which gives them peace. Reality poses the entity to do as its

wish, but not giving space to the persons wish. Few are getting addicted and to recover from that stress, they take technology as their friend. They don’t even realise that technology is two-faced, which has positive as well as negative. It can take up roles within the fraction of second as a companion and as an opponent. It is not known to anyone that the mental stress is born out from the technology. Many can recognize the fact, but they can’t stop doing the same. Sigmund Freud defines trauma as “a wound inflicted not upon the body but upon the mind” (Vernon). It involves the work of sentiments and feelings. People take steps differently according to the situation. Multidisciplinary trauma has a close correlation with the other fields such as psychology, sociology, history, war, and politics and notably in literature. As a new observable fact, trauma makes a centripetal force for itself. It starts to exemplify the transformation of life in a way that the path of suffering and the pain continues to reach to a point of knowledge and understanding. One of the most unrecognized, undiagnosed and unreported forms of trauma is emotional trauma. Emotional stress brings illness and diseases. It suppresses the feelings and makes the person unhealthy, mentally as well as physically. Anxiety, depression, fear and loneliness acts as the agent for the traumatic disorder. Trauma is imagined as both an external agent that shocks the unprepared system an internal action of defence against overstimulation. According to Freud, the mind contains outer and inner layers as an organism, with the outer layer having a protective shield against dangerous peripheral motivation. When people addict to something serious, they start to face psychological issues. People carry their stress and emotion in a negative way. They think as if they are listened or loved by no one. They struggle for love and affection.

Information technology and genetic engineering emerged since 1980’s.

Technology comes from the Greek word techno meaning art and craft, and the word logos meaning word and speech. It describes the applied arts but it is used to describe advancements and changes that affect the environment around us. The process of technology acts as the driving force for the development of human civilization. Techno development is not a recent development. Its traces can be seen from the middle ages. It can refer to the simple methods from stone tools to genetic engineering and information technology. Some anthropologists and sociologists like

Leslie White, Lewis H. Morgan and Gerhard Lenski declared that the progress of techno growth is the prime factor that drives the development of human civilization. Technological milestone can be seen through Morgan’s three stages of social evolution. The three stages of social evolution are savagery, barbarism and civilization. Leslie White categorizes human development into five stages. In the first stage, people use their own muscular energy. Secondly, they use the energy of domesticated animals. Thirdly, they use the energy of plants as the agricultural revolution. Next, they learnt to use natural resources like coal, oil, gas. In their fifth stage, they try to tackle with nuclear energy. Human development made their mentality to change now and then. They started to believe the scientific facts when the technology developed. Humans feel as if they are the superior beings to use technology and rule. But the condition reverses; technological development rules the mankind and kills them traumatically. The function of the human brain reduces because they don’t use their brain to think deeply. After techno growth, the brain runs behind the technology to find an answer for their doubts.

Each character in the novels which are taken for the study portrays the traumatic effects that are caused by technology. In *The Time Machine*, the major characters like Time traveller and Narrator play a major role. The mentality fluctuation of Time Traveller can be seen throughout the novella. H.G.Wells has written the novella to express the condition of capitalism that takes place during his time. He feels that the condition which takes place in the society can affect the future. His imagination and pessimistic thinking are shared by him through his writings. The Time Traveller is well versed in the major theories of his time. The theories like maths, science to philosophy and economics. He is a man of wit and intelligence. He is considered to be the perfect man to interpret the future and it also guides. The observation of Time traveller made him draw the conclusion as a hypothesis. His conclusion changes when he receives more information. His conclusions make the reader to think as if he is a sympathetic man. He considered his experience carefully and provides a solid solution for the future. Though time travelling is a paradox, H. G. Wells interprets the forthcoming world with his imagination and social condition. In the beginning of the novella, the Time Traveller is considered to be the man who enjoys life. When time moves, he starts the argument about the fourth dimension. The argumentation makes the readers think him as a talent who is trying to discover more scientific things. His argumentation introduces the mock time travelling machine. "

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Our mental existences, which are immaterial and have no dimensions, are passing along the Time-Dimension

with a uniform velocity from the cradle to the grave" (8). This shift of speech shows clearly that his mind ebb and flow that tries to prove his invention. "This is the germ of my great discovery. But you are wrong to say that we cannot move about in Time I am recalling an incident very vividly I go

back to the instant of its occurrence: I become absent-minded,... I jump back for a moment. Of course we have no means of staying back for any length of Time,..." (9). The other people who participate in the party don't believe the invention. This mentality can be seen in real life too. When mankind tells others about his invention or ideas, the people start to negotiate their ideas with their negative criticism and feedback. The Time Traveller challenges the co-mates, who attended the party that he will be back with the proof within a week. The date of the challenge has also arrived. The Time Traveller delays for his own dinner party. When he arrives at the party with some bloodstains, all members in the party are astounded. He straight away goes to refresh himself. After refreshing, he dined for meat. "I'm going to wash and dress, and then I'll come down and explain things

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Save me some of that mutton. I am starving for a bit of meat" (17). And then he conveys his

time travel story to the guests. He tells them that he struck in the year 802,701. Reaching there alone without any experience, he saw a child-like creature Eloi. He wanders with Eloi without any guidance. When he left the place, the time machine was missing. This allows him to stay in the future with nothing to do, just wander around. The creatures during that time seem to be the same gender. There is no difference in their appearance. The Eloi are a group of people in that period of time. They are dumb and beautiful, they are too lazy to work. They are considered to be fragile creatures. They have their own machines to do their jobs and this made them slow-moving to do anything. The Time Traveller falls in love with Weena, an Eloi, named by the Time Traveller. He then finds another group of people who live in the underground. They are called as the creepy Morlocks. He starts to rise various questions like:

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**W** <https://www.litcharts.com/lit/the-time-machine...>

What might appear when that hazy curtain altogether withdrawn? What might not have happened to men? What if cruelty had grown into a common passion? What if in this interval the race had lost its manliness, and had developed into something inhuman, unsympathetic, and overwhelmingly powerful? (27)

The Time Traveller blames the present world for making the future to be drastic. "Our ancestors had no great tolerance for anachronisms" (10). His mind starts to apply the theory with his own knowledge. He starts to compare the life of Eloi and Morlocks. He draws a theory that the Morlocks are helpful workers for Eloi. He also states with a theory



that the Eloi are the descendants from the upper class and the Morlocks are the descendants of the working class. He

describes the Morlocks as disgusting and refers it with the Kentucky cavefish. He also finds that the creepy Morlocks care for the Eloi and they eat them as well. He describes that Eloi tastes like chicken. He then finds out that the Morlocks are sensitive and afraid of the light. In the beginning, the Time Traveller tells that the theories are almost wrong.

While constructing those theories, he depresses himself thinking about the time machine. He also tries to teach them his language. He plans himself to get back his time machine. He starves to return from the future and enter the reality. He sits in the top of the hill and enjoys the future, which looks pleasant and peaceful like a garden. The people from the future are comfortable and safer with technology and so they become inactive. The Time Traveller amuses the Eloi people by using match sticks. He goes in search for his time machine to big grey buildings and museum. The Eloi people are

strict vegetarians and they live their life leisurely. The Time Traveller's experience gives the impression that the upcoming future is too good to be true. The moment when he sees the Morlocks remains forever in his mind. He wants to go back to his real life. His unprepared and lack of guidance journey made him to find light to save his life. He strengthens and prepares his mind for the next journey. The serious and most harmful mental illness is depression. When he submerged in the culture of Eloi, he comes across the issues such as language barrier. The Time Traveller is totally disconnected from the current world, from his friends, the people who loves him. The only connection and love in the future is Weena, an Eloi who he saves from drowning. The Time traveller suffers from loneliness, which is so harmful. The Time Traveller worries a lot for the death of Weena. He thinks in a way that he is the reason for her death. The study which is performed by Dr. Lieberman proves that being lonely can cause pain physically. There he states that "social ostracism can lead to social pain which is the distressed experienced from physical or psychological distance between an individual or social group" (Green). If someone decides to time travel without returning to his origin, then he is trying to torn from the family and society. His culture and day to day activities changes and he need to relearn the new society entirely. Travelling far away from reality makes the life adventurous but his entire connectivity cuts off and it may lead to negative psychological effect. The Time Traveller gets addicted to time travelling. After his returning, he is interested to experience the future world. He is very much attracted to make his travel endless with time as the sign of his journey. He is addicted to the adventurous thrill. He doesn't want to live a normal life. On his First journey to the far-future , he gains experience about the new social community of people, different creatures and the last

minutes of the world. The novel psychologically portrays the present and future. The Time Traveller relates everything with his present world, which he has left behind. The narrator supports the Time Traveller throughout the novella. Though he is absent in the mid-start, his presence remains throughout. He is the one who begins the novella with beautiful description about the time traveller and the setting. The narrator name Hillyer is revealed towards the end of the novella. He is one among the Time Travellers friend. He trusts the theories and stories of the Time Traveller. He exhibits his open-mindedness and credence in the phenomenon of science. He is the one who patiently hears the Time Traveller's tale. At first the editor's mind oscillates to accept the fact. "Do you really travel through time?" (109). But the narrator believes and accept the words of the Time Traveller. After the party, the narrator visits the Time Traveller's house. He is preparing himself for the next journey. The narrator investigates with him. After investigation the narrator goes to attend the meeting. When the narrator returns, the Time Traveller as well as the time machine is missing. The narrator comes to a conclusion that the Time traveller has gone to travel through time. Three years has gone, but the Time Traveller has not yet arrived. "

The Time Traveller vanished three years ago. And, as everybody knows now, he has never returned" (110).

As a result, his epilogue directly addresses the reader. He talks about the 'Advancement of Mankind.' He further speaks about the future which is 'still black and blank.' He tells the readers that he might use the information in his daily life, which he gains from the Time Traveller's story. It is to suppose that the narrator belongs to the new generation, who has fresh young mindset. He ends his note with an overall optimism of life's possibilities, and should listen to the warning sign from the natural surroundings, for the betterment of future society.

In Ready Player One, almost every character is very much addicted to the virtual reality game. They hate reality because it is dumped with many techno waste materials, the house are made with the cars and caravans. In real, they suffer from various environmental crisis, poverty, hunger etc. They love the virtual reality because they have everything which they feel incomplete in reality. They have money but it can't be used in reality. They play games without taking up their daily routine. Wade Watts, the protagonist, from his very young age, he is introduced to the virtual reality game. His parents introduced him to the online virtual reality OASIS. In his very young age his father was shot dead while looting a grocery store during a power blackout. He doesn't remember his father but he remembers him with the old flash drives and comic books. His mother, Loretta, raised him on her own. She had two full-time OASIS jobs – one as a telemarketer, the other as an escort in an online brothel. His mother helped him to create his first OASIS avatar. Then to escape from his son's playtime, she kept her son at one corner to explore the new entire OASIS world. Wade spends his big chunk of his childhood with the virtual reality. Now-a- days, most of the parents leave their kids along with the phone. The kids play with the phone by seating themselves at one corner. They don't need any sort of food or water, when they are so much into the online games. They start to explore the techno world, through techno-gadgets. They are misguided by their parents in the very young age. They are addicted deeply to the techno-gadgets physically and mentally. They spend whole day to play Online games by sacrificing their sleep. Wade sacrifices his full time in virtual reality games. He created his own hideout to spend his whole day without any disturbance. He can repair all the gadgets and sell out for money. He recharges his gadgets by switching his hideout car.

According to them, life is very simple in the two dimensional universe in the game. "It's just you against machine. Move with your left hand, shoot with your right, and try to stay alive as long as possible" (14). Wade further explains that how he has raised himself with the help of OASIS's interactive educational programs. "I spend a big chunk of my childhood hanging out in a virtual-reality simulation of Sesame Street, singing songs with friendly Muppets and playing interactive games that taught me how to walk, talk, add, subtract, read, write and share." (15). They feel in a way that the cartoon characters are their friends and play thing. They are not used to social relationship with the neighbourhood children. After the death of Wade's parents, he is placed under the control of his aunt Alice. In his aunt's caravan, he couldn't play serenely. And so he sets up a hideout place for himself to play peaceful manner to complete his mission on finding the Easter Egg. The below extract exposes how Wade loves his hideout: "The van was my refuge. My Batcave. My Fortress of solitude. It was where I attended school, did my homework, read books, watched movies, and played videogames. It was also where I conducted my ongoing quest to find Halliday's Easter Egg" (25). Before finding the Easter Egg, the gamers need to find three keys – Copper key, Jade key and Crystal Key, and they need to unlock three gates. The players are pressurized to an extent to solve the riddles. To win the game, the players undertake strains and they use their brain in an active manner. They used to think differently to find the answer for the puzzle. They are very much curious to find the answer. At the same time, they undergo psychological stress. Their mind gets depressed to an extent. The players need the equipments for playing the game. For Wade, the school- issued the things such as Oasis console, haptic gloves and visor. These things are

considered to be the most valuable things. The gamers can't live without the things. They all love to be in the virtual reality world. They can make money and can buy anything in the virtual reality world. They consider the coins which they collect by playing are considered to be the valuable and the expensive thing. "The OASIS credit was the coin of the realm, and in these dark times, it was also one of the world's most stable currencies, valued higher than the dollar, pound, euro, or yen" (27). The gamers can set their avatar face and body look as their wish. They make their look and body more or less like their own. They can also modify their look as their own needs and imagination. Wade too designs his avatar to resemble as his own image. "

96%

**MATCHING BLOCK 27/52**

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My avatar had a slightly smaller nose than me, and he was taller. And thinner. And more muscular. And he didn't have any teenage acne. But aside from these minor details, we looked more or less identical" (28). The

school restrict them not to have any giant two-headed hermaphrodite demon unicorn avatar. The gunters can create their avatar ID as their wish as such in Instagram and Facebook. They have to pick a name for their avatar that shouldn't be taken by anyone. But the celebrities pay lump amount of money to buy an avatar name. People won't use their real names online. They hide their real identity, and mask themselves to play and live better in the virtual reality world. Wade creates his avatar ID name as Wade\_the\_Great. Later, he renamed as Parzival. Their identities are stored along with the OASIS account. Much of the OASIS's popularity and culture were built around this fact. Your real name, fingerprints, and retinal



patterns were stored in your OASIS account, but Gregarious Simulation Systems kept that information encrypted and confidential. Even GSS's own employees couldn't look up

an avatar's true identity. GSS had won the right to keep every OASIS user's identity private in a landmark Supreme Court ruling. (28) The school restricted them in many ways – no two-headed avatar, no fake ID names. They are asked to provide their real name, avatar name, mailing address, and social security number. They can't hide themselves in the game. The avatar identity appears above their heads. The students need to keep their first name as their avatar ID. If the name repeats, they need to number themselves as "Wade3" (29). Till sixth grade, Wade studied in the real world school. After that, the principal made an announcement – anyone with the passing grade can apply for OASIS online school. The extract of Wade's school ambiance: "I'd attended school in the real world up until the sixth grade. It hadn't been a very pleasant experience. I was

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a painfully shy, awkward kid, with low self-esteem and almost no social skills –

a side effect of spending most of my childhood inside the OASIS" (30). Wade gets the change to transfer to OASIS public school. He stays in his hideout all day. He feels safe because no one will criticize for his appearance. He enters the World History classroom. All students avatar seems motionless and their eyes are closed. He engages with the popup message but it was a poor OASIS etiquette to try to talk with an engaged avatar. He opens another webpage and engages with the avatar. IOI (Innovative Online Industries) plays an important role throughout the novel. It is a global communications conglomerate and the world's largest Internet Service Provider. Its business revolves around the OASIS in selling goods and services inside it. IOI creates new department within the company named "Oology Division" (33). Its only purpose is "to win Halliday's contest and seize control on his fortune, his company, and the OASIS itself" (33).

IOI starts to recruit hunters and they referred them as "oologists" (33). The hunters can use their employee numbers as their OASIS avatar names. They need to sign a contract demanding that if they find the egg, the prize would solely belong to IOI. In return, IOI provide them with food, lodging, health-care benefits and a retirement plan. IOI call their hunters as Sixer. It's really hard to spot the sixers, they seem to be identical with same hulking male avatar. IOI's mentality resembles the mind of corporate multinational companies. The companies need to get full access and property rights of the winning company. Each company wants themselves to be in the winning position. They use poor middle class members by caressing and torturing them to place their company in the first position. They kill anyone for their benefits, if they oppose or fight against them. For them, money plays the vital and major role. Emotionally and mentally, they torture the sixers to fulfil their purpose. The generation of Wade doesn't know the world without OASIS. To them, it is more than the game or entertainment platform. They even consider the real world as ugly world. They find OASIS to be the happy land. IOI stimulate and threaten them by saying that they will take away everything from their lives. IOI provide the sixers a common enemy hunter. If other solo hunters react or move forward against the company, the sixers have rights to banish the hunters. They killed the lives of many hunters. IOI also takes some hunters in their custody and torture to work in the virtual reality world. This same sequence takes place in the life of Art3mis. When she helped to save the life of Wade, she is caught up by the IOI team. The most important character, hero and the creator of OASIS is James Halliday. He belongs to 1980's culture and so he use 1980's nerd culture in OASIS. The gunters can get their clues for their game from that culture. According to this story, he died

before five years and only his spirit is present to hand over his entire property to the winner of Easter egg. Now and then, the video of him pop up as Anorak in OASIS. Most of his OASIS games are based particularly on his 1980's culture. Even his funeral is with the theme of Star Trek. Halliday leads a single life and he struggled to connect to the people. He is known as a eccentric loner without family or friends. He inspires the gunters to learn from his mistakes. Though he is not alive, he laid a correct plan for the game. In fact, the three keys and secret clue revolve around the life of Halliday. The gunters need to have gaming skill and pop culture knowledge. Halliday designed the game to test the spirit of the gunter and the character of potential successor. Hidden secret in creating this game is to make the gunters to understand the real face of reality and virtual reality. He tries to make a piece of advice to spend more time in reality. Towards the end, Halliday advises the winner to spend his life in reality alike he spends in virtual reality. He indirectly connects with the mind of the hunters. He creates the game to explain the fact of real life by projecting 80's world in the game with beauteous world facilities. He's in a mission to make the generation to avoid mistakes and wants them to lead a life like his generation. He teaches about the technological impact. Though he leads his life with lots of regrets, his kind-hearted spirit made him to realise that he could help other to avoid mistakes. IOI's CEO Nolan Sorrento, greedy, money-minded and ruthless

character, who wants to take control over the OASIS to make his company to be in the first position. Halliday created the game for the true gamers but Nolan decides to restructure the process. He decides to create researchers to dig the life history of Halliday and his love for 80's pop culture. He creates loyalty centers for the gamers and made contract with them. They are forced to work for them as a faceless IOI gunters. His only

interest is to create money. He doesn't care for the impoverished people. He forces them to work for his purpose. Wade, Art3mis, and Aech are loyal as a gunters. They all fight for the goodness of OASIS. They don't want to hand over the OASIS to the greedy and bad people. They all stand together for the benefit of OASIS. They play as a gunter in a loyal way. Aech, best friend of Wade, helps him in mechanical way and to find the clues. He warns Wade, when he starts to fall for Art3mis. He is one, who helped him by finding the real identity of Art3mis. Aech avatar seems like a burly, deep-voiced purple gaint. Wade knows Art3mis as a best blogger. He sees Art3mis in the virtual reality world. She reflects herself as a bold and confident gunter. The real name of Art3mis is Chuck. She is independent and self-sufficient. After seeing the love of Wade, she too shows the soft corner for him. Wade's true love for virtual reality wins. Towards the end of the plot, Art3mis and Wade make love for each other in the real world after winning the contest. Both the novels project the mentality of future generation and the people so far.

The characters venture their stressed life and future prediction through their imagination. Their psychological brain insists about their wrong doings. But the gadgets make their life style to be adventurous. Characters life style helps the readers to understand the fact of life, the benefits and disadvantages of science and technology.

Chapter III (a)

Psychological Approach to the Far-future and the Age-so-far

Chapter III (a)

Psychological Approach to the Far-future and the Age-so-far

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**MATCHING BLOCK 32/52**

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The goal is to turn data into information, and information into insight." – Carly Fiorina 3.1.

Data Analysis

This Chapter "Psychological Approach on Far-future and Age So Far: Data Analysis" is meant to analyse the present generation mindset using the collected data. It exposes the results which are informative and personal opinion particularly about time travel and Online Games. The survey is circulated among the general public to understand their knowledge and activities based on the topic. To get the response from the public, survey is carried out using a questionnaire as a tool. The survey questionnaire is circulated among the public with the help of Google Forms. In total, seventy public responses have been taken for this analysis. The questionnaire is based on personal opinion, general aspects, belief,

awareness, and science and technology. Set of twenty questions has been prescribed for the responders along with their personal data. In which, the responders are recommended to answer fifteen that are mentioned as required. Five questions are given as optional. Question number from 3.1 to 3.10 is about time travel, whereas question number from 3.11 to 3.20 is about online games.

Question: 3.1 Do you believe in Time Travel?

Figure 3.1: Response regarding 'Do you believe in Time Travel?'

Among seventy responses, nineteen of them believe in time travel. Twenty eight of them are in the oscillating state – whether to believe or not. Twenty three of them don't believe in time travel. This figure clearly reveals their mindset that time travel may be possible because of science and technological growth. Public has not been aware about the time travel and so they choose the option 'maybe' as majority. Question 3.2 Do you like to travel through time?

Figure 3.2: Response regarding 'Do you like to travel through time?'

Responses evidently proves that majority of the members has chosen the option 'yes.' General public are not even aware of the concept time travel, but they like to travel through time. The researcher is confused to see the first survey. They

have many doubts about time travel. To make it simple and clear for the public, the researcher comes up with another survey with clear definition about the concept. Even

though, the public doesn't believe in time travel, they are so much curious to make a journey through the time to experience it. From seventy responses, fifty two responses have been casted on the option 'yes.' Ten responses clicked the option 'maybe' and eight responses on the option 'no.' 74% of the people's interest in time travel shows their natural curiosity over time travel and their interest in science. This also implies they belong to the group of risk-takers and have easily adaptable to any new inventions. The remaining 14% of the group shows their speculation towards the technologies. Through the word "maybe" they expose that, they are in the cat on wall situation where they get a dilemma between curiosity and hesitation. The final 12 % of the people expose the condition of the mere amount of the people who are struggling over the future technologies. This group probably has suffered from tremendous hardships and violent behaviour of the technologies in the past. They also categorized as the people who have the fear of changes. Question 3.3 What's your opinion about time-travelling? (Optional)

Among seventy responses, People opine time travelling to be as interesting one, since no one experienced it so far. Some express that travelling towards the past might change their lives. At the same time, people strongly believe that it is a fantasy, magic or even just a theory. Believing it or not is solely on the person's belief over it. The idea behind the question is to find the perspective of the public behind this huge subject. It is quite an interesting fact that the people who said yes to time travel has a huge negative opinion on this question while who denied the option of time travel expresses the positive commends. Though they call it imagination, fantasy, and artificial one they also accept the fact that they believe that there is something beyond

our reality. Yet, there is some agnostic who is simply rejecting this question by saying that 'I believe in God.' These all show the different mentality of the people over the time travel. Question 3.4 In Future, will there be any possibility of time travel?

Figure 3.4: Response regarding 'In Future, will there be any possibility of time travel?'

Among the responses, many have selected the option 'maybe.' This shows that there may be more chances for it to happen. Thirty eight of them have selected the above option. There is no much difference between the responses for 'yes' and 'no.' Eighteen of them feel that there won't be any possibility in the future. Whereas, sixteen have selected the option 'yes,' this clearly shows that they believe in the upcoming growth in the science and technology. The people, however, doesn't seem to agree with this question to one extent.

They may think we have been living in the era of artificial intelligence where everything can become possible. On the other hand, they may think that time travel would happen only in fairy tale. It's a show of clumsy attitude of the people towards this question.

Question 3.5 If time travel is possible, what would you like to do? (Optional)

Though the question seems to be childish, the interesting answer can bring out their mentality. The respondents have stated that they would either travel to past to rectify their mistakes or to the future to see, how the world is. These two suggestions show up how vulnerable they are because of particular situation that has happened to them or how curious they are respectively. Least is bothered about the present life. They only think and regret about their past or future.

Question 3.6 If you are given a chance to travel into past or future. How likely are you going to take up the chance?

Figure 3.6: Response regarding 'If you are given a chance to travel into past or future. How likely are you going to take up the chance?' Among the seventy responses, thirty seven of them are hundred percent likely to

take up the chance, whether it is good or bad. Three of them are ninety percent likely to take up. Seven of them are eighty percent liable to take up the chance. Three of them are seventy percent probable to take up the chance. Three of them are sixty percent likely to take up the chance. Five of them are fifty-fifty in proceeding with the chance. Only one response is forty percent likely to take up the chance. Two of them

are thirty percent likely to take up the chance. Two of them are less interested in taking up the chance. Seven of them are not interested in taking up the chance. It's a common thing that is underlying in the human psyche to get a chance to correct the past incidents which are disturbing their present condition yet they know that the idea of changing the past is beyond their logic. So it's not a surprising one that the huge amount of people chose to use the chance of time travel.

These may choose it to correct their past to get rid of their present remorse or have the natural curiosity to see what future holds for them. While these people use this opportunity to reconcile themselves from the past, others are fully rejecting this opportunity due to their frightening experience of the past or disinterest to visit the future. Yes, here also some safe players who refuse to touch the chance to the extent. Unknowingly, these people have the traditional mind that prevents them to choose the accurate options.

Question 3.7 Do you think that the changes that happen during time travelling will affect the future?

Figure 3.7: Response regarding 'Do you think that the changes that happen during time travelling will affect the future?' The response shows that the public is very clear in the idea that the changes

which we make during the time travel will affect the future. In total responses of

seventy, half of the responses have selected the option 'yes.' Thirty responses have selected the option 'no.' This too proves that some are not aware of the concept. Only five of them have selected the option 'maybe.' Question 3.8 Does time-travelling psychologically affect the real life of the time traveller?

Figure 3.8: Response regarding 'Does time-travelling psychologically affect the real life of the time traveller?' From the collected responses, majority of forty one have selected the option 'yes.' This is evidently proven that time travelling can affect their present life psychologically. Though they are aware, they are curious to take up the chance to travel through time. Twenty four of them are not clear whether time-travelling affects the current life psychologically is not, and so they have chosen the option 'maybe.' Five of them strongly agree that time-travelling can't affect the present life mentally. For this question, most of the people chose the option 'Yes.' Psychologically it is true that if a person gets a chance to time travel it would definitely affect him both mentally and physically. For instance, he or she has a bitter experience in the past including the death of their beloved one, the physical injuries, confrontation of sexual

harassment or family problems. Generally, the time has the power to heal everything, but if a person planned reacts against the time, surely it causes him to put into the place of misery. Experiencing the miserable past once again induce his emotions psychologically. On the other hand, people can celebrate the idea psychologically that the time travel can do well to humans. Cherish the happiest moments once again is a good idea for these kinds of people. The remaining people simply chose the option 'No' by denied the theme of the question. Question 3.9 If you come to know that your friend has witnessed the far-future by time-travelling. How would you react and what would be your question? (Optional) The researcher placed this kind of interesting question to the public. Their answer reflects their real mental status. For now, the question seems to be interesting and silly. In future, there are many possibilities that the situation could become real. The public has expressed their idea on their reaction, on hearing about the time- travelling that has happened in their fellow mate's life. Many wanted to know how they are and how their relationship with the travelled person is or even how have they evolved in their lives. Whereas some fails to accept the fact suspecting that the person is rambling to them.

Question 3.10 There are books and movies that portray the technological development of the future, which is mind-blowing. Is there any possibility that they would come true sometime in the future?

Figure 3.10: Responses regarding 'There are books and movies that portray the technological development of the future, which is mind-blowing. Is there any possibility that they would come true sometime in the future?'

Among the responses, thirty seven of them believe that it may happen sometime in the future. This shows that they are somewhat concerned about the real life; they watch movies, and read books to improve their knowledge and relax themselves from stress. Some used to compare the situation with the present life. From that they believe that it may happen in the near future. There are many possibilities. Twenty has responded in a way, they strongly agree to the point that books and movies which portray the technological growth can be true in the coming future. Twelve strongly oppose to the point that the portrayal of technological growth in the books and movies is never going to happen. It fully shows their keen knowledge over time travel. Since nineteenth-century

H.G Wells to twenty-first-century Rysa Walker's time travel novels has been made a huge impact on the people. In addition to that number of movies is also produced

about the concept of time travelling; which can also influences the audience to turn their focus upon the field of time travel. Though these kinds of novels and movies present the possibilities of time travel, they also expose the destruction of the time travel that affects their whole life of the person. So, consequently, people get some awareness through this media that time travel would affect the future both in the positive as well as in the negative manner. Therefore, these

causes are might be the main reason why the major division chose the answer 'Maybe' Question 3.11 How interested are you in playing online games?

Figure 3.11: Response regarding 'How interested are you in playing online games?'

Among the seventy responses, majority of twenty four of them are not at all interested in playing online games. They spend their time in doing useful things. Though they are much interested in online games, they are more interested to dive into the social media platforms like Youtube, Whatsapp, Facebook, Instagram and so on. Six of them are ten percent interested. Five of them are twenty percent likely to be

interested. Two for thirty percent and two for forty percent are interested. Eight of them are fifty percent fascinated. Five of them are sixty percent are interested. Three for seventy percent and seven for eighty percent are interested in online games. Eight of them are much interested and paying attention towards online games. Unlike other questions, for this question, it is important to consider the age of the people who answer this particular question. The majority of people have no interest in online games. They are in their mid-twenties and they have some responsibilities than teenagers. So naturally, they have a lack of time to play online games but another interesting fact is they spend their time on other Social Medias to interact with others. Psychologically it shows the inner mentality of the adults who want to connect with the people though it's also a part of technology. Simply said, they choose reality over animation. Here also some people who have an interest in playing online games. They may love the spirit of competition or graphics of the games. Whatever it maybe there are some people has the time to spend on online games. The remaining group of people has a slight interest in online games. They may play online games to spend their leisure time or some stress relief purposes.

Question 3.12 How much time do you spend daily playing games online?

Figure 3.12: Response regarding 'How much time do you spend daily playing games online?'

To make the respondent clear, small description is placed along with the

question. The statement is 'If you don't play games, then rate '0'. If you play games, then rate from '1'. '0' represents not interested in games. '1' represents less than 1 hour.' Question 3.11 clearly opines that twenty four of them are not at all interested in online games. And so they have selected the option '0'. Eighteen of them play online game for one hour. Six of them play up to two hours. Eleven of them play unto three hours. Four of them take part unto four hours. Four of them play unto five hours. Only one plays online games up to six hours. Two of them plays online games maximum of eight hours. This opines that the online games make the public to get addicted if it is too interesting. The majority option of playing for one hour that shows the healthy mind of the present society. They have played the games for some stress relief

purposes or for some time pass. Few of them accept that they are plunges in the game for three hours. These kinds of people show the mentality of the present teenagers. Question 3.13 When are you most likely to play online games?

Figure 3.13: Response regarding 'When are you most likely to play online games?'

From the responses above, maximum of forty nine respondents play online games when they feel lonely. This shows that gamers are not interested to mingle with the surroundings. They feel as if they are alone. So they spend their valuable time with the gadgets in playing games. Now, the gamers call up their friends online to play with them. Ten of them play when they are under stress. Seven of them play when they are happy. And only four play when they are sad. This question and answer reflect the universal reality. In this fast-changing world no one has the time to hear another person's problems. Everyone carries their own bags of problems. Unlike past times, the limited families of the present also are the main reason for the solitary confinement of the people. So knowingly or unknowingly, people go back to the technical apps. To escape from being alone he plays online games. The above survey also shows that people chose online games

only when they alone. Few people said they play online games when they are hardly hit by the stress. The constant stress and sadness also play a prominent role to pull the people towards online games. And only little number of people accept that they happily play online games. Question 3.14 Do you think that playing games online gives you relief from stress?

Figure 3.14: Response regarding 'Do you think that playing games online gives



you relief from stress?’

From the responses, maximum of thirty seven of them placed their vote for ‘sometimes.’ The public are in an illusion that the game played online relieves them from stress. But the truth is that they are getting stressed compared to their real life stress. They are very much stressed and curious to win the game and want to watch what’s going to happen in the next level. Twenty two of them are very clear that playing games online doesn’t relieve from stress. And so they casted vote for the option ‘no.’ Only eleven of them feels in a way that online games relieves them from stress. A lot of people chose the option “Sometimes” which shows that simultaneously they have experience both stress and fun from online games. Everything has certain limits either it’s a communication media or online games. When it crosses its limits absolutely it creates a sense of stress among the users. Though, a little amount of

people accept that they underwent stress, while playing the games. In history one can see such similar incident which was even destroys the life of the users. The little loss in the game affects them psychologically and they connect the failure in the game with their life incidents that even add the stress in the mind of users. People also accept that they ever experience the feeling of stress while playing. These kinds of people are the best; they know the difference between reality and technology that loss in the game never affects them. Question 3.15 How well do the Online Games develop your skills and learning ability?

Figure 3.15: Response regarding ‘How well do the Online Games develop your skills and learning ability?’ Among the collected responses, twenty-two of them deny the statement ‘Online

games develop the skills and learning ability.’ Seven of them have registered that online games improve their skills by twenty percent. Seven of them have listed that games develop their abilities by thirty percent. Four of them have designated that online games increase their skills by forty percent. Five of them have selected fifty

percent by considering the useful games and loutish games. Thirteen of them have chosen sixty percent. Three of them have picked seventy percent. Six of them have nominated eighty percent. Only one person has selected ninety percent. Two of them have chosen that online games developed their skill and learning ability by hundred percent. Most of the online games created with the purposes of only entertaining purpose. There is little thing that has learned by the users. A Number of inline games which is prevailing in the play store only encourage the spirit of competition. So most of the people chose the option “No” as they think there is nothing in the online games to learn. Other huge amounts of people somewhat accept the idea that they can learn something from online games. The learning can be including tactics, different strategies and words related to games. Only a few numbers of people fully accept that there is something to learn from online games. These online game users may see the game from a different perspective which other cannot see. Also, they might give importance to games like puzzles and quiz from which through they can gain some knowledge.

Question 3.16 How well do the Online Games motivate you and inculcate a competitive spirit to excel in life?

Figure 3.16: Response regarding ‘How well do the Online Games motivate you and inculcate a competitive spirit to excel in life?’ Among the responses, five of them have selected hundred percent and it shows

that they are motivated by the online games. Three of them have chosen ninety percent and it shows that they are almost motivated by games. None of them have selected eighty percent. Nine of them have enumerated seventy percent. Two of them have registered sixty percent. Six of them have listed fifty percent. Four of them have chosen forty percent. Nine of them have selected thirty percent. Ten of them have designated twenty percent. Twenty-two of them strongly deny the statement. This shows that online games de-motivate the players. People can be easily motivated if it’s outdoor games. They have their personal role models in particular games. So, by following the footsteps of the particular player the people motivate themselves. Also, games like football and cricket encourage the competitive spirit among the players. But in online games, one cannot expect this competitive spirit like the Outdoor game. Meanwhile, we cannot disagree with online

games, because there is some kinds of games in which people develop the spirit of competition and motivation.

Question 3.17 How much do the Online Games develop your responsibility and bonding in society?

Figure 3.17: Response regarding ‘How much do the Online Games develop your responsibility and bonding in society?’ Thirty one of them selected ten percent and it shows online games break the

bondage. Seven of them have chosen twenty percent. Eight of them have listed thirty percent. Six of them have registered forty percent. Eight of them have selected fifty percent. Five of them have voted sixty percent. Three of them have listed

seventy percent. None of them has chosen eighty percent. One person has selected ninety and hundred percent respectively. These answers fully show that people's inner opinions on online games.

Moreover, their intellectual power to differentiate the online games from the real games that there nothing in the online game that can make a bond between the societies. There might be a chance to arise the question from the mind of readers

while answering this question that how can online games connect the people and society while it has the main purpose to seclude the individual from the society. Meanwhile, we cannot reject online games by considering them as anti- social. There are some possibilities that create the togetherness among the different kinds of people. Through online games, one can befriend anyone from anywhere yet these kinds of relationships are not everlasting as the real. Question 3.18 How much are you interested in playing outdoor games?

Figure 3.18: Response regarding 'How much are you interested in playing outdoor games?'

Only one person has registered ten percent. One person has designated twenty percent. Two of them have selected thirty percent. None of them have listed forty percent. These responses show that they are not interested in playing outdoor games. Two persons choose fifty percent. Four of them have sixty percent. Five of them have registered seventy percent. Eight of them have selected eighty percent. Three of them

have registered ninety percent. Forty four of them have selected hundred percent. It shows that people are interested in playing outdoor games. In the current scenario, it's impossible to play in outdoors at like our olden days. The urbanisation, technological improvements and the artificial intelligence hinder the way of outdoor games. As mentioned earlier the people who answers the above questions are all belong to the period of letter to twitter which means they all born in the late twenty and beginning of the twenty first century. So they had the experience of playing outdoor games in their childhood and still they have the interest that proves in the above survey. And remaining people show their disinterest upon the outdoor games. Question 3.19 What is your opinion about Online Games and Outdoor games with friends without any techno-gadgets? (Optional) Though technology has evolved immeasurably and are given to everyone in the hands, the respondents prefer playing or spending time with their friends in outdoor. The games are extremely vast and numerous. Now and then, animators and gamers create new games. Though some types of games are present only in gadgets, people wanted to recreate or bring back the traditional form of playing for almost many reasons. Though they do not completely reject the idea of playing game in online, their preference is more to play on the outer space. Interesting response from one of the respondent, who loves outdoor games the most, express in a way 'Online is Zero...Outdoor is Hero.' Question 3.20 Do you think Online Games can have a negative psychological impact on the users? If yes, please elaborate. (Optional) The data shows that the psyche of the person is affected directly. Ranking, Win

or lose, level etc play an important role in every games. Players tend to build a

negative energy within themselves and also on the opponent player and wants to defeat the adversary by hook or crook. This may result in stress, anger, loss of appetite, insomnia etc. Very few among the seventy respondents have explained that it in a way creates some advantage in the person. Through these answers of the people one can understand that people are caught up the situation where they neither accept the technology fully nor ignore them fully. They secure their opinions in intermediate position without having any extreme ideas. Though they are project themselves as a technological freak somehow they hesitate to take a step into next level. May be the views and thoughts of the people can change if they encounter the advancement in time travel science. Only the future has the power to reveal the in depth desire of the people on time travel.

Chapter IV

Apocalypse Now: Forecasting the Imminent Epoch

Chapter IV

Apocalypse Now: Forecasting the Imminent Epoch

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The trials and tribulations in your life make stronger." – Taylor Swift

Humans often make trials for themselves in most cases. They do hard trial to prove their best in day to day life. If their trial goes wrong, they undergo lots of

tribulations in life. Every individual in Earth go through happy and sad moments. In most cases, this trials and tribulations become the backbone for the best and worst moments. Mahatma Gandhi rightly opines a statement about life, "

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What is life worth without trials and tribulations which are the salt of life" (Gandhi).

Salt is used as a food preservative and flavouring agent. Likewise, trials and tribulations act as a preservative and add flavour in the life. Ancestors used man-power to get the benefit out of their hard work. Later, to make their work easy, they began to think smartly. So they used tools and animals to survive. Their thinking capacity began to increase highly, and the final product is the development of technology. Some people are lazy to do work, but they know the knack to achieve it. Bill Gates once said in an interview that he would always "hire a lazy person to do a difficult job" at Microsoft. Why? "Because a lazy person will find an easy way to do it" (Burn-Callander). 200,000 years ago, ancestors used stone tools, their first invention, for survival, hunting and food preparation. With the stones, they started to experiment and they invented fire and other weapons out of it. This proves that their trials and tribulations made them stronger and succeed with a good result. Now-a-days, people know the ways to complete their work in the best possible manner with the help of technology.

It is to say that technological development have made the people to behave in a lethargic way. Behind every scientific development, the developer has to do lot of trials to bring out best out of it. In those trial cases, they face lot of difficulties, sufferings, pain and struggles. Some quit their trial, and lead their life in different direction. Some extract beautiful and useful invention by facing every barrier. In recent times, people learn more things by experimenting it with the help of technology. Technology drives people to the future after many trialling. Peter Canelo clearly opines about the technology, "Technology is the driver here. The strength will continue, and this rally will take us to new highs" (Canelo). In this current state of affairs, technology carries the life of the humans. Albert Einstein, the physicist, gave theoretical framework about the concept of travelling through time. His thoughts made him to make plenty of experiments. He has to face problems out from his trials. In his leisure time, he thinks and connects each situation to make solution for his question. His continuous experiments helped him a lot for his success. He made conclusion from the everyday activities. The mind raises the playful question at least once in everyone's lifetime, when people make a travel via transport. The question is 'why are the surrounding outside the travel bodies moves faster than the travelling speed?' People used to raise lots of questions. Though the question seems to be silly, it may create some thoughts in some others life. Those thoughts make them as a successful person. Likewise, the thoughts and trials of Albert Einstein made him a successful person. Albert Einstein is the one who come up with the ideas of space-time dimension.

He also says that time doesn't stay constant. It acts according to the speed of the object. In 1905, he comes up with the theory of special relativity. And later in 1915,

he found the theoretical concept of general relativity. To discover the concept, Einstein examines the concepts of Sir Isaac Newton's Law of Universal Gravity and David Hume's philosophical ideas. Einstein's theory of relativity forms the base for the concept of time travelling. There are so many predictions about the future. Several philosophers and religious people have predicted about the upcoming world. In that case, people mostly know about the predictors of Maya (Mayan) calendar, Nostradamus, Vedas and religious books. Many have believed those predictions about the future. Maya (Mayan) civilization has created a calendar and the calendar ends in 2012. Because of this many supposed that the world may come to end in 2012. Towards the end, the prediction is considered to be a false statement. Nostradamus, French Astrologer, Physician and the reputed seer, who has predicted the future events in his book named Les Prophéties, which was published in 1555. The book contains 942 poetic quatrains. He is the one who predicted his own death. His prophetic calculation ends in the year 3797. Till now, many believe that the world may come to end according to the prediction of Nostradamus. His prediction has become true in most case. For example – the prediction of the crucial event of the history, from the French revolution to the rise of Adolf Hitler and even the Corona virus. The Nostradamus quatrain II.24



about Adolf Hitler - both the original and translated versions are as follows. The original version is given below: Bêtes féroces de faim fleuves tranner: Plus part du camp encontre Hister sera, En Caige de fer le grand fera treisner, Quand Rin enfant Germain observera. Translated version of the above quatrain is given below:

Beasts ferocious from hunger rivers to separate

The greater part of the region will be against the Hister, By an iron cage the great will separate When no German child will observe anything. ("Hister")

The above extract clearly shows that the Nostradamus thoughts have come true.

Some predict future accidentally and some predict with the help of developing technology and the universe. Humans used to believe a particular person if his/her prediction goes real. Till now, many have believed the predictions of Nostradamus. The rise of machine because of technology makes the man to become lazy. John Maynard Keynes, British Economist, predicted about the world that by 2030, "he expected a system of almost total "technological unemployment" in which we'd need to work as few as 15 hours a week" (Burn-Callander). This prediction has been believed by the devotees of the 'Pareto Principle,' which means 80-20 rule. Lazy people place their 20 percent effort and input in their work and they know the strategy to get the remaining 80 percent output. This principle was originated by Vilfredo Pareto, an Italian Economist in the year 1906. This is also used as one of the time management techniques. Sir Isaac Newton, English Physicist, natural Philosopher, and theologian, conveys to think patiently from his life, ""

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If I have done the public any service, it is due to my patient thought.' We don't spend enough time patiently thinking! Albert Einstein said, 'It's not that I'm so smart, it's just that I stay with problems longer'" ("5

Amazing"). Recent days in social media, people believe that kollywood actor Suriya has some powers to predict the future through his films. He has predicted six times about the future, right from the movie Ayan to recent movie Kaappaan. Recently, his film

7Aum Arivu (2011), talks about the deadly virus, which has taken away the life of many. People suppose that he has predicted earlier in his movie about the ongoing Corona Virus. The film Uriyadi 2 (2019) has been produced by actor Suriya, which articulate about the leakage of gas in a factory and its explosion. Sadly, the same incident took place in Visakhapatnam. Many people were affected due to the leakage of gas from the factory of Vizag. The film Kaappaan (2019), beam about the Locust attack. This film is his third collaboration with the director K.V. Anand. The director has made this film from his personal experience during his visit towards Madagascar in 2011. The same incident took place recently in some parts of India. As per the current scenario, the researcher suppose that may be his film 24, which predict about time travelling to past or future with the tiny watch may come true some day or the other. In this film, actor Suriya freezes the present moment and travels past and future to know about the situation. Actor Suriya is not intentional in portraying the incidence in the film, but the situation happens real in twist of fate. While connecting the theme of prediction with the chosen novel of H.G. Wells

The Time Machine, there is possibility of time travelling to be true in the coming ages.

H.G. Wells penned this novella to express the demerits about the capitalist rule with the concept of time travelling. But the theme of time travelling has been taken as a concept in most books, movies and series. In the novella, the Time Traveller argues with his party guest about the dimensions of space. He strongly speaks about the fourth dimension as space-time. He gathers points from his party guests. He explains his point of view about time travelling with the tiny apparatus, which has a time with a knob. The author wrote this novella to explain the future condition, due to the attack of capitalism. He expressed the working class people as Morlocks and the ruling class people as Eloi. He is not intentional in expressing about the time travelling, but he

used it as a weapon to explain the pathetic condition which is going to take place because of capitalism. Not only the movies, novels and books are considered as the source of prediction but also the religious scriptures too. Most of the religions in the world, preferably Christians, believe that this pandemic of corona is stated in the Holy Bible and this prediction transmits the vibes as 'The Second Coming of Jesus Christ,' which is not only mentioned in the Holy Bible but also in the Quran. At one hand, there is technological development in the name of producing masks, hand sanitizer, hand gloves and soaps. On the other hand, there is religious development among the people in the name of 'The Second

Coming of Christ.' Though the religious places like Jerusalem, Mecca and Varanasi are empty, the minds of the religious people are filled with lot of predictions about future. Not only astrologers are predictors now, even the common people, who are threatened by the cases of Covid-19 are predicting something with their own mind or wish. As a result, the outbreak of Corona virus and the following threatening events (like locust and so on) has made all the people to predict something like astrologers. But predicting is not something new now. It has always been there in the history of human minds. Now, it has taken a veracious form in the minds of all the living people. Godfrey Reggio rightly opines, "it's not just the effect of technology on the environment, on religion, on the economic structure, on society, on politics etc. It's that everything now exists in technology to the point where technology is the new and the comprehensive host of nature of life" (Reggio). Technology plays the essential role during the Covid-19 pandemic time. People are requested to be in their home to safeguard themselves. Before the pandemic situation people are free to go anywhere and everywhere. But now, they are locking

up themselves to get rid of from the virus. Not only children, but also the elderly people get boredom easily. To escape from their boredom and loneliness, they start to use and explore the technological gadgets. People use these technological widgets to earn money by doing their office work. People used to sense and feel the human touch from their day to day life activities, when they look back past twenty years. They are one with nature. They assemble in groups and expand their relationship levels. Though they have fewer level of technology, they can feel the touch of human. There activities like letter writing, phone calls and so on improve their love for them stronger and deeper. To watch a film, they need to wait for that particular time and they all sit in groups. In a street or village, there will be one television and the people gather together to watch television. They were united and together they made beautiful memories and widened their relationships. In the recent era, the rise of technology has separated people who are nearby and has united people from far away through social media. The art of letter writing has been vanished. Within a fraction of second, people can converse with anyone. The art of creating and spreading gossip has been replaced by the social media platforms like Twitter, Whatsapp, Facebook , Instagram and so on. They can spread news within seconds to anyone whether the news is real or fake. Many people are misguided by the fake news. The growth of meme culture can make the news or the product to a great extent. Peter Guber, an American business executive, entrepreneur, educator and author opines about 'oohs and aahs' of social networks: I think any new technology that helps connect and create social cohesion is great. But at the end of the day, you and I are analog creatures. We have to take 'oohs and aahs' and convert them to 0s and 1s and then convert

them back to 'oohs and aahs.' Narratives that work in the social networks are the exchange of stories that are told well. (Guber) Playing outdoor games has been fading in the recent times because of technology. Not only children but also the elders play games in the so called techno gadgets. They unite with friends in the virtual reality. They feel lonely, when they take a break from those games. Virtual space separates people from reality. Though playing games in virtual reality has benefits, it has equal share of demerits. Over addiction to virtual reality take away their life. Playing games in virtual space can boost their level of knowledge and skills.

Children can learn problem solving techniques, multitasking, gain hand-eye coordination and so on. When people lose their self-control, they enter into the troublesome situation. Astro Teller, British-American Entrepreneur and scientist, rightly share about the invisibility of techno usage, "

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When technology reaches that level of invisibility in our lives, that's our ultimate goal. It vanishes into our lives. It says, 'You don't have to do the work; I'll do the work'" (Teller).

Ernest Cline's Ready Player One explores the condition and habit of the gamer.

The protagonist of the novel exposes the situation that is going to happen sooner. Though the gamers have ample number of friends in the virtual space, they don't have true or real friendship in the real space. Their reality space will be empty and alone. They will reach the stage of depression. They cannot open up their pain and thoughts with the trust worthy person. To get fame and money, people use technology in many ways and they get stressed. Sushant Singh Rajput, Indian actor, who committed suicide because of his depression. He can be one of the best examples from the recent times. Not only him, but many actors also ended their life by committing suicide. He has ample number of

money, fame with huge number of followers. The sad part is that he doesn't have a single person to lend their ears to his voice during his state of depression. People usually adapt or imitate the lifestyle of actors from their movies. Later, when

they get hit in some place or the other, they realise their real strand. In the next twenty years or more, people are going to see the drastic change of technology. Artificial Intelligence (AI's) can replace humans with the machine (robots). Robots can be programmed with ample number of knowledge and with that people can export large amount of production. Already, this pandemic has started replacing real classrooms with virtual classrooms. Soon, the text books will be replaced by virtual space. Travelling to space will be like travelling in an aircraft to different places. Every space will be automated because of the rising technology. As Ernest Cline's Ready Player One portrays the buildings and houses are replaced with caravan and trailer, tall buildings can become mini streets and so on. The article "The Impact of Gaming: A Benefit to Society [Infographic]" clearly speaks out the downside of the gamers. The extract below unmistakably projects the future of the gamers: The voice of gamers is going to play a big role in the future as gaming culture continues to develop and grow. It's time we started listening to the people that actually play these games rather than people that just want someone to blame for the violence they see on the news. Gaming is not a perfect world. There are flaws such as gaming addiction that need to be addressed. But for the most part, it seems that gaming has a positive impact and should be treated as such. (Anderton) Humanitarian concept has been degrading in the recent times. Bio war, border fight and so on smash the population growth with the help of techno based tools

which can be used as weapons. To conclude with the quotes of American clergyman Lionel Kendrick, "We cannot always control everything that happens to us in this life, but we can control how we respond. Many struggles come as problems and pressures that sometimes cause pain. Others come as temptations, trials and tribulations" (Kendrick). Trials and tribulations can make warning from the future failures and lead the path to taste the real fruit of success. It is the one which makes as a real successful person in the life.

Chapter V Summation

Chapter V Summation "

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In Literature and in life we ultimately pursue, not conclusions, but beginnings." – Sam Tanenhaus

Life on the earth needs to face many challenges. For instance, the creatures on earth need to make an effort hard for their everyday food. Every living creature needs

to work hard for their survival. They think in a way that money and scientific advancement can only make their life simple. Because of this advancement, the brain gets troubled and stressed. Life resembles a coin, which has happy and sad moments. The human toss his own life like a coin. The toss can end up terrifying or delightful. Neil de Grasse Tyson's shares the condition of the present world, "So what is true for life itself is no less true for the universe: knowing where you came from is no less important than knowing where you are going" (Tyson). The concept of time travelling is not proved yet. It stays imaginary in the minds of everyone. Theories are there to satisfy the concept. Albert Einstein gives the way about time travelling. Time travelling is possible when the object or the machine travels in the speed of light. There are many paradoxes in relation with the concept of time travelling. When the speed of the object comes nearer to the speed of light, the mass raises to its peak and varies. Humans can't accelerate the object to move faster to the speed of light. To know the possibility of time travelling to the past, Stephen Hawking made an experiment by arranging the party for the time travellers. He printed and posted the invitation only after the party. Hawking told the reporters at the Seattle Science Festival in 2012. He says, "I have experimental evidence that time travel is not possible. I gave a party for time-travelers, but I didn't send out the invitations until

after the party. I sat there a long time, but no one came" (Kaufman). With this experimental evidence he proves that travelling to the past is not possible. In the novella The Time Machine, Wells projects the two dimensional views, one as time travelling is possible to travel to the future and can return to the present moment and the other dimension as the Time Traveller leaves the present world by travelling, but he never returned. The narrator has seen the whirlwind, when he made a travel in his time machine. "

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The Time Traveller vanished three years ago. And, as everybody knows now, he has never returned" (110).

The narrator ends with the note in his epilogue that the Time traveller may be travelling to different ages in the past or in the future. But for him, "...

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future is still black and blank – is a vast ignorance, lit at a few casual places by the memory of his story

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to witness that even when mind and strength had gone, gratitude and a mutual tenderness still lived on in the heart of

man" (111). To achieve the heights, people need the help of the technology. People learn

more positive and negative skills from the same technology through virtual space. They gather information, and can speak out and express their thoughts through the help of social media platforms. Earlier, people used to spend time with their kids by playing and sharing their day events. But now, it has been reduced because of techno gadgets. To do their work peacefully, parents make their kids to sit with the gadgets. Due to this kids may undergo mental depression when they are kept aside from those gadgets. They get addicted easily to the technology. Even the schooling has been changing into online versions. Reading has been replaced by audio and video book version. They can play the audio whenever they feel to read. Manuscripts have been vanishing. Though the technology provides ample

number of apps and platforms to develop their writing skill, on the other hand, it reduces the hand work with pen and paper. The first chapter "Introduction" enumerates a brief account of the technological development, cyberculture, cyberspace and Role Play Games. It also brings in the authors and their works that are chosen for the study. It also initiates about the study and the chapters that the researcher deals in the following study. The second chapter "Dystopian Reality versus Techno-Utopianism" deals with the comparison between reality and imagination, Dystopian and Utopian concept, and Dystopian Reality and Technological Utopianism. The research takes place by comparing the concept with the books that are selected for this study. The third chapter "Psychological Approach on the Far-future and the Age-so- far" exposes the mindset of the people by analysing the mentality of the characters in the novels. It also exhibits the challenges and struggles that are faced by the characters, due to the technological development. The third chapter (a) titled "Psychological Approach on Far-future and Age So Far" dwells extensively and in-depth on the perspectives of the general public, which have been collected with the help of survey questionnaire. The researcher made this survey questionnaire to understand the current status of this scenario. The survey result shows their urge in knowing about the future life. This chapter ends with the researchers view point. The fourth chapter titled "Apocalypse Now: Forecasting the Imminent Epoch" deals with the trials and tribulations that the world is about to witness in the near future. It also portrays how the world is traversing the path of science and technology. It exposes the real evidence that takes place throughout the ages.

The final chapter "Summation" concludes with the brief summary of all the chapters, findings and also talks about the social relevance in this existing epoch. The researcher has provided some insight into the scope and suggestions of future research processes for future researchers. Technology was behind man at the beginning. But now, man is behind technology. Everything in the world is possible in the hands of technology. People used to think and worry about the future, not the present. People often used to say that they are saving everything for their future generation, without even bothering about their present life. David Cronenberg rightly opines about the technology, "

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Technology is us. There is no separation. It's a pure expression of human creative will. It doesn't exist anywhere else in the universe" (

Cronenberg). This study opens up new ground for further research on the ecological perspective in terms of technology and the digital dystopian perspective. H.G. Wells' The Time Machine can be analyzed from a capitalist and Marxist perspective. The study can also be done by comparing Ernest Cline's Ready Player One with the adaptation of the film. The research can be done by exhibiting Ernest Cline's Ready Player One as a game of literature. There are many theories that arise in relation to technology. The wrong DEED of the mankind paves way to turning humanity DEAD. A single word can change the whole meaning by changing its spelling. Likewise, the little wrong deeds of mankind can destroy the

whole life. Only tech-savvy can lead their life and the future world forward. Trending cyberspace, cyberculture and so on proves that technology is the most important and most needed element on Earth.

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The dystopia of reality against a once envisaged utopia in H.G.Wells' The Time Machine." Academia, p. 7, [www.academia.edu/10258130/](http://www.academia.edu/10258130/)

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David-Cronenberg-Technology-is-us-There-is-no-separation-It-s-a-pure-expression-of-human# :~:text=..."%20(-, "Technology%20is%20us.anywhere%20else%20in%20the%20universe.

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Mahatma-Gandhi-What-is-life-worth-without- trials-and-tribulations-which-are-the-salt-  
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LIST OF FIGURES

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CONTENTS



## Hit and source - focused comparison, Side by Side

**Submitted text** As student entered the text in the submitted document.  
**Matching text** As the text appears in the source.

<b>1/52</b>	<b>SUBMITTED TEXT</b>	35 WORDS	<b>94% MATCHING TEXT</b>	35 WORDS
<p>to Frank Herbert, "Technology is both a tool for helping humans and for destroying them. This is the paradox of our times which we're compelled to face" (Herbert).</p>		<p>to face." Frank Herbert Quote: "Technology is both a tool for helping humans and for destroying them. This is the paradox of our times which we're compelled to face." Frank Herbert</p>		
<p><b>W</b> <a href="http://quotefancy.com/quote/1031703/Frank-Herbert-Teachnology-is-both-a-tool-for-">http://quotefancy.com/quote/1031703/Frank-Herbert-Teachnology-is-both-a-tool-for-</a></p>				

<b>2/52</b>	<b>SUBMITTED TEXT</b>	15 WORDS	<b>96% MATCHING TEXT</b>	15 WORDS
<p>Every major technological innovation propels humanity forward to the point of no return" (Lee).</p>		<p>Every major technological innovation propels humanity forward to the point of no return. — Newton Lee ••••• •••••</p>		
<p><b>W</b> <a href="http://www.idlehearts.com/1144450/every-major-technological-no-return.">http://www.idlehearts.com/1144450/every-major-technological-no-return.</a></p>				

<b>3/52</b>	<b>SUBMITTED TEXT</b>	27 WORDS	<b>90% MATCHING TEXT</b>	27 WORDS
<p>Carl Honoré says, "Technology enables us to work every minute of every day from any place on the planet" (Honoré).</p>		<p>Carl Honoré Quote: "Technology enables us to work every minute of every day from any place on the planet." Carl Honoré</p>		
<p><b>W</b> <a href="http://quotefancy.com/quote/1774499/Carl-Honor-Technology-enables-us-to-work-">http://quotefancy.com/quote/1774499/Carl-Honor-Technology-enables-us-to-work-</a></p>				

<b>4/52</b>	<b>SUBMITTED TEXT</b>	41 WORDS	<b>75% MATCHING TEXT</b>	41 WORDS
<p>This started with the pulp magazine that has been immensely popular during that time. It started with the publication Amazing Stories, which was published by Hugo Gernsback in 1926. He also coined the phrase "Scientifiction" to this nascent literary genre ("</p>		<p>This started with the pulp magazines (cheap kind of magazines) that were immensely popular at that time. It started with the publication Amazing Stories, which was published by Hugo Gernsback in 1926. Gernsback also coined the phrase "scientifiction" to this nascent literary genre.</p>		
<p><b>W</b> <a href="http://didyouknowscience.com/history-of-science-fiction/amp/">http://didyouknowscience.com/history-of-science-fiction/amp/</a></p>				

<b>5/52</b>	<b>SUBMITTED TEXT</b>	51 WORDS	<b>79% MATCHING TEXT</b>	51 WORDS
<p>science fiction has transferred into cyberpunk whose emphasis is high on new techno and information techno, strap with many elements such as detective fiction and post-modernism. Cyberpunk also draws the negative and dystopic side of techno and its dehumanizing impact on people, hence the phrase "high tech and low life" ("</p>		<p>science fiction transferred into Cyberpunk whose emphasis is on high new technology and information technology, laced with many elements such as detective fiction and post-modernism. Cyberpunk also draws the negative and dystopic side of technology and its dehumanizing impact on people, hence the phrase "high tech and low life."</p>		
<p><b>W</b> <a href="http://didyouknowscience.com/history-of-science-fiction/amp/">http://didyouknowscience.com/history-of-science-fiction/amp/</a></p>				

<b>6/52</b>	<b>SUBMITTED TEXT</b>	29 WORDS	<b>70% MATCHING TEXT</b>	29 WORDS
<p>works like The Time Machine (1895), The Island of Doctor Moreau (1896), The Invisible Man (1897), The War of the Worlds (1898).</p>		<p>works) The Time Machine (1895) • The Wonderful Visit (1895) • The Island of Doctor Moreau (1896) • The Wheels of Chance (1896) • The Invisible Man (1897) • The War of the Worlds (1898) •</p>		
<p><b>W</b> <a href="https://en.wikipedia.org/wiki/The_Time_Machine">https://en.wikipedia.org/wiki/The_Time_Machine</a></p>				

<b>7/52</b>	<b>SUBMITTED TEXT</b>	98 WORDS	<b>100% MATCHING TEXT</b>	98 WORDS
<p>Imagination is more important than knowledge. For knowledge is limited, whereas imagination embraces the entire world, stimulating progress, giving birth to evolution." – Albert Einstein</p>		<p>Imagination is more important than knowledge. For knowledge is limited, whereas imagination embraces the entire world, stimulating progress, giving birth to evolution. ALBERT</p>		
<p><b>W</b> <a href="http://www.goalcast.com/2019/10/16/quotes-about-imagination/">http://www.goalcast.com/2019/10/16/quotes-about-imagination/</a></p>				

<b>8/52</b>	<b>SUBMITTED TEXT</b>	11 WORDS	<b>100% MATCHING TEXT</b>	11 WORDS
<p>state in which the conditions of life are extremely bad</p>		<p>state in which the conditions of life are extremely bad •</p>		
<p><b>W</b> <a href="http://www.vocabulary.com/dictionary/dystopia">http://www.vocabulary.com/dictionary/dystopia</a>.</p>				

<b>9/52</b>	<b>SUBMITTED TEXT</b>	21 WORDS	<b>93% MATCHING TEXT</b>	21 WORDS
<p>A.E.Samaan tells, "All utopias are dystopias. The term "dystopia" was coined by fools that believed a "utopia" can be functional" (</p>		<p>A.E. Samaan "All utopias are dystopias. The term "dystopia" was coined by fools that believed a "utopia" can be functional." —</p>		
<p><b>W</b> <a href="http://www.goodreads.com/quotes/7610377-all-utopias-are-dystopias-the-term-">http://www.goodreads.com/quotes/7610377-all-utopias-are-dystopias-the-term-</a></p>				

<b>10/52</b>	<b>SUBMITTED TEXT</b>	26 WORDS	<b>97% MATCHING TEXT</b>	26 WORDS
<p>that "There is no difference between Time and any of the three dimensions of Space except that our consciousness moves along it" (6). The Time</p>		<p>that "there is no difference between Time and any of the three dimensions of Space except that our consciousness moves along it" (TTM [The Time</p>		
<p><b>W</b> <a href="https://www.enotes.com/topics/time-machine/critical-essays/time-machine-h-g-wells">https://www.enotes.com/topics/time-machine/critical-essays/time-machine-h-g-wells</a></p>				

<b>12/52</b>	<b>SUBMITTED TEXT</b>	24 WORDS	<b>100% MATCHING TEXT</b>	24 WORDS
<p>a glittering metallic framework, scarcely larger than a small clock, and very delicately made. There was ivory in it, and some</p>		<p>a glittering metallic framework, scarcely larger than a small clock, and very delicately made. ... There was ivory in it, and some</p>		
<p><b>W</b> <a href="https://www.enotes.com/topics/time-machine/critical-essays/time-machine-h-g-wells">https://www.enotes.com/topics/time-machine/critical-essays/time-machine-h-g-wells</a></p>				

<b>18/52</b>	<b>SUBMITTED TEXT</b>	29 WORDS	<b>100% MATCHING TEXT</b>	29 WORDS
<p>am going to press the lever, and off the machine will go. It will vanish, pass into future Time and disappear' (10).</p>		<p>am going to press the lever, and off the machine will go. It will vanish, pass into future time, and disappear'" (12).</p>		
<p><b>W</b> <a href="https://www.enotes.com/topics/time-machine/critical-essays/time-machine-h-g-wells">https://www.enotes.com/topics/time-machine/critical-essays/time-machine-h-g-wells</a></p>				

<b>11/52</b>	<b>SUBMITTED TEXT</b>	27 WORDS	<b>100% MATCHING TEXT</b>	27 WORDS
<p>felt naked in a strange world. I felt as perhaps a bird may feel in the clear air, knowing the hawk wings above and will swoop.</p>		<p>felt naked in a strange world. I felt as perhaps a bird may feel in the clear air, knowing the hawk wings above and will swoop" (</p>		
<p><b>W</b> <a href="https://www.enotes.com/topics/time-machine/critical-essays/time-machine-h-g-wells">https://www.enotes.com/topics/time-machine/critical-essays/time-machine-h-g-wells</a></p>				

<b>13/52</b>	<b>SUBMITTED TEXT</b>	13 WORDS	<b>100% MATCHING TEXT</b>	13 WORDS
<p>The science of our time has attacked but a little department of</p>		<p>The science of our time has attacked but a little department of</p>		
<p><b>W</b> <a href="https://www.enotes.com/topics/time-machine/critical-essays/time-machine-h-g-wells">https://www.enotes.com/topics/time-machine/critical-essays/time-machine-h-g-wells</a></p>				

<b>14/52</b>	<b>SUBMITTED TEXT</b>	60 WORDS	<b>89% MATCHING TEXT</b>	60 WORDS
<p>of human disease, but, even so, it spreads its operation very steadily and persistently. Our agriculture and horticulture destroy a weed just here and there and cultivate perhaps a score or so of wholesome plants, leaving the greater number to fight out a balance as they can. (39) Mankind grew plants and animals.</p>		<p>of human disease, but, even so, it spreads its operations very steadily and persistently. Our agriculture and horticulture destroy a weed just here and there and cultivate perhaps a score or so of wholesome plants, leaving the greater number to fight out a balance as they can. We improve our favourite plants and animals ...</p>		
<p><b>W</b> <a href="https://www.enotes.com/topics/time-machine/critical-essays/time-machine-h-g-wells">https://www.enotes.com/topics/time-machine/critical-essays/time-machine-h-g-wells</a></p>				

<b>15/52</b>	<b>SUBMITTED TEXT</b>	22 WORDS	<b>100% MATCHING TEXT</b>	22 WORDS
<p>The Whole World will be intelligent, educated and co-operating; things will move faster and faster towards the subjugation of Nature" (40).</p>		<p>The whole world will be intelligent, educated, and co-operating; things will move faster and faster towards the subjugation of nature.</p>		
<p><b>W</b> <a href="https://www.enotes.com/topics/time-machine/critical-essays/time-machine-h-g-wells">https://www.enotes.com/topics/time-machine/critical-essays/time-machine-h-g-wells</a></p>				

<b>16/52</b>	<b>SUBMITTED TEXT</b>	27 WORDS	<b>100% MATCHING TEXT</b>	27 WORDS
<p>to rest with one face to the sun, even as in our own time the moon faces the earth. (100)</p>		<p>to rest "with one face to the sun, even as in our own time the moon faces the earth" (77).</p>		
<p><b>W</b> <a href="https://www.enotes.com/topics/time-machine/critical-essays/time-machine-h-g-wells">https://www.enotes.com/topics/time-machine/critical-essays/time-machine-h-g-wells</a></p>				

<b>17/52</b>	<b>SUBMITTED TEXT</b>	22 WORDS	<b>100% MATCHING TEXT</b>	22 WORDS
<p>The story I told you was true. I'm sorry to have brought you out here in the cold" (108).</p>		<p>The story I told you was true. I'm sorry to have brought you out here in the cold." [</p>		
<p><b>W</b> <a href="https://www.enotes.com/topics/time-machine/critical-essays/time-machine-h-g-wells">https://www.enotes.com/topics/time-machine/critical-essays/time-machine-h-g-wells</a></p>				

<b>19/52</b>	<b>SUBMITTED TEXT</b>	53 WORDS	<b>95% MATCHING TEXT</b>	53 WORDS
<p>the screen: Three hidden keys open three secret gates Wherein the errant will be tested for worthy traits And those with the skill to survive these straits Will reach The End where the prize awaits</p>		<p>the rules: "Three hidden keys open three secret gates Wherein the errant will be tested for worthy traits And those with the skill to survive these straits Will reach The End where the prize awaits." (</p>		
<p><b>SA</b> Analysis_of_Ready_player_one.docx (D16825216)</p>				

20/52	SUBMITTED TEXT	40 WORDS	100% MATCHING TEXT	40 WORDS
	Our global civilization came at a huge cost. We needed a whole bunch of energy to build it, and we got that energy by burning fossil fuels, which came from dead plants and animals buried deep in the ground.			Our global civilization came at a huge cost. We needed a whole bunch of energy to build it, and we got that energy by burning fossil fuels, which came from dead plants and animals buried deep in the ground.
	SA 1580045479177_readyplayeroneanalysis.docx (D62997958)			

23/52	SUBMITTED TEXT	15 WORDS	100% MATCHING TEXT	15 WORDS
	a painfully shy, awkward kid, with low self-esteem and almost no social skills –			a “painfully shy, awkward kid, with low self-esteem and almost no social skills” 25
	SA EE English Lit final.docx (D44059043)			

21/52	SUBMITTED TEXT	45 WORDS	90% MATCHING TEXT	45 WORDS
	Online, I didn't have a problem talking to people or making friends. But in the real world, interacting with other people – especially kids my own age – made me a nervous wreck.			Online, I didn't have a problem talking to people or making friends. But in the real world, interacting with other people- especially kids my own age- made me a nervous wreck” 16 .
	SA EE English Lit final.docx (D44059043)			

30/52	SUBMITTED TEXT	49 WORDS	96% MATCHING TEXT	49 WORDS
	You don't live in the real world, Z. From what you've told me, I don't think you ever have. You're like me. You live inside this illusion.” She motioned to our virtual surroundings. “You can't possibly know what real love is” (186).			
	SA Essay Dystopian Novels Julian, Bo, Aryn 5Aa.docx (D108170227)			

25/52	SUBMITTED TEXT	20 WORDS	100% MATCHING TEXT	20 WORDS
	as terrifying and painful as reality can be, it's also the only place where you can find true happiness.			As terrifying and painful as reality can be, it's also the only place where you can find true happiness.”.
	SA Albin Jonsson Assignment 5.docx (D45307470)			

<b>22/52</b>	<b>SUBMITTED TEXT</b>	16 WORDS	<b>100% MATCHING TEXT</b>	16 WORDS
<p>Our mental existences, which are immaterial and have no dimensions, are passing along the Time-Dimension</p>		<p>Our mental existences, which are immaterial and have no dimensions, are passing along the Time-Dimension" (</p>		
<p><b>W</b> <a href="https://www.enotes.com/topics/time-machine/critical-essays/time-machine-h-g-wells">https://www.enotes.com/topics/time-machine/critical-essays/time-machine-h-g-wells</a></p>				

<b>24/52</b>	<b>SUBMITTED TEXT</b>	23 WORDS	<b>72% MATCHING TEXT</b>	23 WORDS
<p>Save me some of that mutton. I am starving for a bit of meat" (17). And then he conveys his</p>		<p>Save me some of that mutton. I'm starving for a bit of meat"—p. 18), and he tells his</p>		
<p><b>W</b> <a href="https://www.enotes.com/topics/time-machine/critical-essays/time-machine-h-g-wells">https://www.enotes.com/topics/time-machine/critical-essays/time-machine-h-g-wells</a></p>				

<b>29/52</b>	<b>SUBMITTED TEXT</b>	54 WORDS	<b>98% MATCHING TEXT</b>	54 WORDS
<p>What might appear when that hazy curtain altogether withdrawn? What might not have happened to men? What if cruelty had grown into a common passion? What if in this interval the race had lost its manliness, and had developed into something inhuman, unsympathetic, and overwhelmingly powerful? (27)</p>		<p>What might appear when that hazy curtain was altogether withdrawn? What might not have happened to men? What if cruelty had grown into a common passion? What if in this interval the race had lost its manliness, and had developed into something inhuman, unsympathetic, and overwhelmingly powerful?</p>		
<p><b>W</b> <a href="https://www.litcharts.com/lit/the-time-machine/characters/the-time-traveller">https://www.litcharts.com/lit/the-time-machine/characters/the-time-traveller</a></p>				

<b>31/52</b>	<b>SUBMITTED TEXT</b>	22 WORDS	<b>52% MATCHING TEXT</b>	22 WORDS
<p>that the Eloi are the descendants from the upper class and the Morlocks are the descendants of the working class. He</p>		<p>that the Morlocks are the descendants of the Working class of England, while the Eloi are the descendants of the Upper class. He</p>		
<p><b>W</b> <a href="http://www.successforall.org/wp-content/uploads/2020/09/34194_TREMS_7-4_TM.pdf">http://www.successforall.org/wp-content/uploads/2020/09/34194_TREMS_7-4_TM.pdf</a></p>				

<b>26/52</b>	<b>SUBMITTED TEXT</b>	24 WORDS	<b>100% MATCHING TEXT</b>	24 WORDS
<p>The Time Traveller vanished three years ago. And, as everybody knows now, he has never returned" (110).</p>		<p>the Time Traveller vanished three years ago. And, as everybody knows now, he has never returned" (12:117).</p>		
<p><b>W</b> <a href="https://www.enotes.com/topics/time-machine/critical-essays/time-machine-h-g-wells">https://www.enotes.com/topics/time-machine/critical-essays/time-machine-h-g-wells</a></p>				

<b>27/52</b>	<b>SUBMITTED TEXT</b>	40 WORDS	<b>96% MATCHING TEXT</b>	40 WORDS
<p>My avatar had a slightly smaller nose than me, and he was taller. And thinner. And more muscular. And he didn't have any teenage acne. But aside from these minor details, we looked more or less identical" (28). The</p>		<p>My Avatar had a slightly smaller nose than me, and he was taller. And thinner. And more muscular. And he didn't have any teenage acne. But aside from these minor details we looked more or less the</p>		
<p><b>SA</b> EE English Lit final.docx (D44059043)</p>				

<b>28/52</b>	<b>SUBMITTED TEXT</b>	15 WORDS	<b>100% MATCHING TEXT</b>	15 WORDS
<p>a painfully shy, awkward kid, with low self-esteem and almost no social skills –</p>		<p>a "painfully shy, awkward kid, with low self-esteem and almost no social skills" 25</p>		
<p><b>SA</b> EE English Lit final.docx (D44059043)</p>				

<b>32/52</b>	<b>SUBMITTED TEXT</b>	62 WORDS	<b>100% MATCHING TEXT</b>	62 WORDS
<p>The goal is to turn data into information, and information into insight." – Carly Fiorina 3.1.</p>		<p>The goal is to turn data into information, and information into insight." – Carly Fiorina</p>		
<p><b>W</b> <a href="http://quotefancy.com/quote/1187260/Carly-Fiorina-The-goal-is-to-turn-data-into-">http://quotefancy.com/quote/1187260/Carly-Fiorina-The-goal-is-to-turn-data-into-</a></p>				

<b>33/52</b>	<b>SUBMITTED TEXT</b>	63 WORDS	<b>95% MATCHING TEXT</b>	63 WORDS
<p>The trials and tribulations in your life make stronger." – Taylor Swift</p>		<p>The trials and tribulations in your life make you stronger." – Taylor Swift</p>		
<p><b>W</b> <a href="http://quotefancy.com/quote/1437324/Taylor-Swift-The-trials-and-tribulations-in-">http://quotefancy.com/quote/1437324/Taylor-Swift-The-trials-and-tribulations-in-</a></p>				

<b>34/52</b>	<b>SUBMITTED TEXT</b>	16 WORDS	<b>96% MATCHING TEXT</b>	16 WORDS
<p>What is life worth without trials and tribulations which are the salt of life" (Gandhi).</p>		<p>What is life worth without trials and tribulations which are the salt of life." – Mahatma Gandhi</p>		
<p><b>W</b> <a href="http://quotefancy.com/quote/858202/Mahatma-Gandhi-What-is-life-worth-without-">http://quotefancy.com/quote/858202/Mahatma-Gandhi-What-is-life-worth-without-</a></p>				



<b>35/52</b>	<b>SUBMITTED TEXT</b>	41 WORDS	<b>100% MATCHING TEXT</b>	41 WORDS
<p>If I have done the public any service, it is due to my patient thought.' We don't spend enough time patiently thinking! Albert Einstein said, 'It's not that I'm so smart, it's just that I stay with problems longer'" ("5</p>		<p>If I have done the public any service, it is due to my patient thought. We don't spend enough time patiently thinking! Albert Einstein said, "It's not that I'm so smart, it's just that I stay with problems longer."</p>		
<p><b>W</b> <a href="http://www.dumblittleman.com/5-amazing-lessons-from-isaac-newton/">http://www.dumblittleman.com/5-amazing-lessons-from-isaac-newton/</a></p>				

<b>36/52</b>	<b>SUBMITTED TEXT</b>	40 WORDS	<b>98% MATCHING TEXT</b>	40 WORDS
<p>When technology reaches that level of invisibility in our lives, that's our ultimate goal. It vanishes into our lives. It says, 'You don't have to do the work; I'll do the work'" (Teller).</p>		<p>When technology reaches that level of invisibility in our lives, that's our ultimate goal. It vanishes into our lives. It says, 'You don't have to do the work; I'll do the work.' Astro Teller</p>		
<p><b>W</b> <a href="http://www.brainyquote.com/quotes/astro_teller_720823?src=t_invisibility">http://www.brainyquote.com/quotes/astro_teller_720823?src=t_invisibility</a>.</p>				

<b>38/52</b>	<b>SUBMITTED TEXT</b>	64 WORDS	<b>100% MATCHING TEXT</b>	64 WORDS
<p>In Literature and in life we ultimately pursue, not conclusions, but beginnings." – Sam Tanenhaus</p>		<p>In literature and in life we ultimately pursue, not conclusions, but beginnings." – Sam Tanenhaus</p>		
<p><b>W</b> <a href="http://quotefancy.com/quote/1751586/Sam-Tanenhaus-In-literature-and-in-life-we-">http://quotefancy.com/quote/1751586/Sam-Tanenhaus-In-literature-and-in-life-we-</a></p>				

<b>37/52</b>	<b>SUBMITTED TEXT</b>	18 WORDS	<b>100% MATCHING TEXT</b>	18 WORDS
<p>The Time Traveller vanished three years ago. And, as everybody knows now, he has never returned" (110).</p>		<p>the Time Traveller vanished three years ago. And, as everybody knows now, he has never returned" (12:117).</p>		
<p><b>W</b> <a href="https://www.enotes.com/topics/time-machine/critical-essays/time-machine-h-g-wells">https://www.enotes.com/topics/time-machine/critical-essays/time-machine-h-g-wells</a></p>				

<b>39/52</b>	<b>SUBMITTED TEXT</b>	23 WORDS	<b>100% MATCHING TEXT</b>	23 WORDS
<p>future is still black and blank – is a vast ignorance, lit at a few casual places by the memory of his story</p>		<p>future is still black and blank – is a vast ignorance, lit at a few casual places by the memory of his story.</p>		
<p><b>W</b> <a href="https://wiki.uiowa.edu/spaces/flyingpdf/pdfpageexport.action?pageId=73672398">https://wiki.uiowa.edu/spaces/flyingpdf/pdfpageexport.action?pageId=73672398</a></p>				



<b>43/52</b>	<b>SUBMITTED TEXT</b>	3 WORDS	<b>96% MATCHING TEXT</b>	3 WORDS
	Carly-Fiorina-The-goal-is-to-turn-data-into-information-and-information-into-insight.		Carly Fiorina Quote: "The goal is to turn data into information, and information into insight."	
	<b>W</b> <a href="http://quotefancy.com/quote/1187260/Carly-Fiorina-The-goal-is-to-turn-data-into-">http://quotefancy.com/quote/1187260/Carly-Fiorina-The-goal-is-to-turn-data-into-</a>			
<b>44/52</b>	<b>SUBMITTED TEXT</b>	3 WORDS	<b>84% MATCHING TEXT</b>	3 WORDS
	Mahatma-Gandhi-What-is-life-worth-without-trials-and-tribulations-which-are-the-salt-of#:~:text=Mahatma%20Gandhi%20Quote%3A%20"What%20is,"%20(9%20		Mahatma Gandhi Quote: "What is life worth without trials and tribulations which are the salt of life." Mahatma Gandhi Quote: " What is	
	<b>W</b> <a href="http://quotefancy.com/quote/858202/Mahatma-Gandhi-What-is-life-worth-without-">http://quotefancy.com/quote/858202/Mahatma-Gandhi-What-is-life-worth-without-</a>			
<b>45/52</b>	<b>SUBMITTED TEXT</b>	8 WORDS	<b>70% MATCHING TEXT</b>	8 WORDS
	compelled to face." Quotefancy, 2020, quotefancy.com/quote/1031703/Frank-Herbert-Teachnology-is-both-a-tool-for-helping-humans-and-for-destroying-them-This.		compelled to face." QuoteFancy Studio Advertisement Frank Herbert Quote: "Technology is both a tool for helping humans and for destroying them. This	
	<b>W</b> <a href="http://quotefancy.com/quote/1031703/Frank-Herbert-Teachnology-is-both-a-tool-for-">http://quotefancy.com/quote/1031703/Frank-Herbert-Teachnology-is-both-a-tool-for-</a>			
<b>46/52</b>	<b>SUBMITTED TEXT</b>	3 WORDS	<b>100% MATCHING TEXT</b>	3 WORDS
	Technology-enables-us-to-work-every-minute-of-every-day-from-any-place-on-the.		Technology enables us to work every minute of every day from any place on the	
	<b>W</b> <a href="http://quotefancy.com/quote/1774499/Carl-Honor-Technology-enables-us-to-work-">http://quotefancy.com/quote/1774499/Carl-Honor-Technology-enables-us-to-work-</a>			
<b>52/52</b>	<b>SUBMITTED TEXT</b>	2 WORDS	<b>100% MATCHING TEXT</b>	2 WORDS
	www.academia.edu/7097256/How_would_you_define_Cyberspace?auto=downl		www.academia.edu/7097256/How_would_you_define_Cyberspace?auto=downl 1	
	<b>W</b> <a href="http://www.academia.edu/7097256/How_would_you_define_Cyberspace?auto=downl">http://www.academia.edu/7097256/How_would_you_define_Cyberspace?auto=downl</a>			

<b>48/52</b>	<b>SUBMITTED TEXT</b>	3 WORDS	<b>100% MATCHING TEXT</b>	3 WORDS
	all-utopias-are-dystopias-the-term- dystopia-was- coined-by.		All utopias are dystopias. The term "dystopia" was coined by	
	<b>W</b> <a href="http://www.goodreads.com/quotes/7610377-all-utopias-are-dystopias-the-term-">http://www.goodreads.com/quotes/7610377-all-utopias-are-dystopias-the-term-</a>			

<b>49/52</b>	<b>SUBMITTED TEXT</b>	3 WORDS	<b>95% MATCHING TEXT</b>	3 WORDS
	Taylor-Swift-The-trials-and-tribulations-in- your-life- make-you-stronger.		Taylor Swift Quote: "The trials and tribulations in your life make you stronger."	
	<b>W</b> <a href="http://quotefancy.com/quote/1437324/Taylor-Swift-The-trials-and-tribulations-in-">http://quotefancy.com/quote/1437324/Taylor-Swift-The-trials-and-tribulations-in-</a>			

<b>50/52</b>	<b>SUBMITTED TEXT</b>	3 WORDS	<b>96% MATCHING TEXT</b>	3 WORDS
	Sam-Tanenhaus-In-literature-and-in-life-we- ultimately- pursue-not-conclusions-but.		Sam Tanenhaus Quote: "In literature and in life we ultimately pursue, not conclusions, but	
	<b>W</b> <a href="http://quotefancy.com/quote/1751586/Sam-Tanenhaus-In-literature-and-in-life-we-">http://quotefancy.com/quote/1751586/Sam-Tanenhaus-In-literature-and-in-life-we-</a>			