

The Fairyland of Second Life:
Virtual Social Worlds and
How to Use Them

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Dopplegangers...

"Doppelganger" - is the german term for "shadow self." It is the dark reflection of oneself or the personification of one's inner demon.

In multiple examples of literature, art, music, TV, etc. that involve or use doppelgangers, there is usually a basic theme of light-dark imagery.

The character who has the doppelganger often has to face their darker side and conquer it, learning more about him/herself:

Man vs. Self

Doctor Who

“The End of Time”

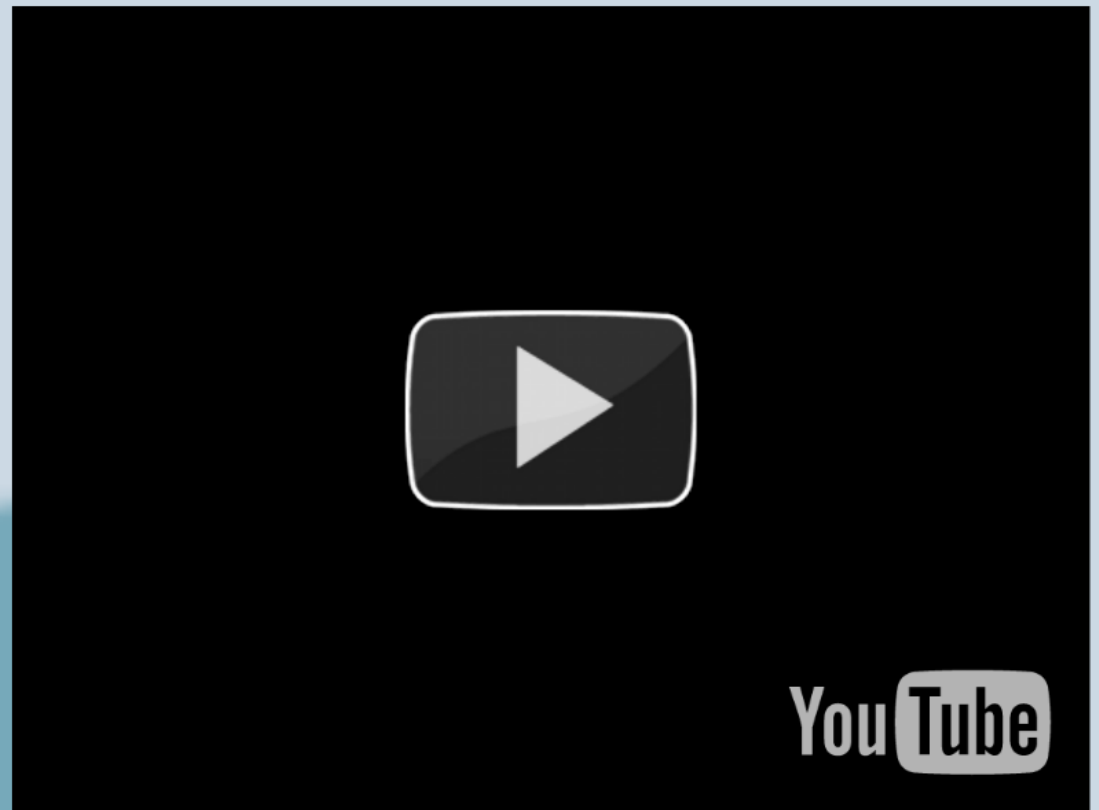
The Doctor, a time-traveling alien known as a Timelord, comes to present-day earth because he has been told of the end of time itself. He finds that his arch-nemesis, another Timelord named the Master, has been resurrected from a world that never existed due to a paradox. They are the only two left of their kind after a great war. He must find the Master, which involves a lot of running, and try to find a passive solution as he always does. When they meet, the Master is crazy and furious at the Doctor, however, after some discussion, the Master allows the Doctor to see into his mind to find the source of his madness, the sound of drums. Later, the Master hatches an evil plan, where he uses a gigantic machine to reflect himself in the minds of all humans on earth. The faces of those he loves being turned into the Master torment the Doctor. The Master himself represents the darker, violent side of the Doctor without his compassion and sympathy.

Amy's Choice

- Situation: the Dream Lord versus the Doctor
- the Dream Lord, later discovered to be a dark manifestation of the Doctor himself, causes the Doctor and his companions, Amy and Rory, to experience two realities in which they face mortal danger—one fake and one real—must choose correct reality in order to survive
- later proven that both “realities” were dreams, as the Dream Lord can't actually change reality
- Similarities: Doctor and Frankenstein both created respective doppelgangers, both constantly haunted by creations, both doppelgangers seek to torment creators---Dream Lord: fatal dreams, creature: murders
- Differences: creature chooses to end own torment, the Dream Lord returns to the Doctor (not by his own choice), the Doctor is not fully responsible for the creation of his doppelganger

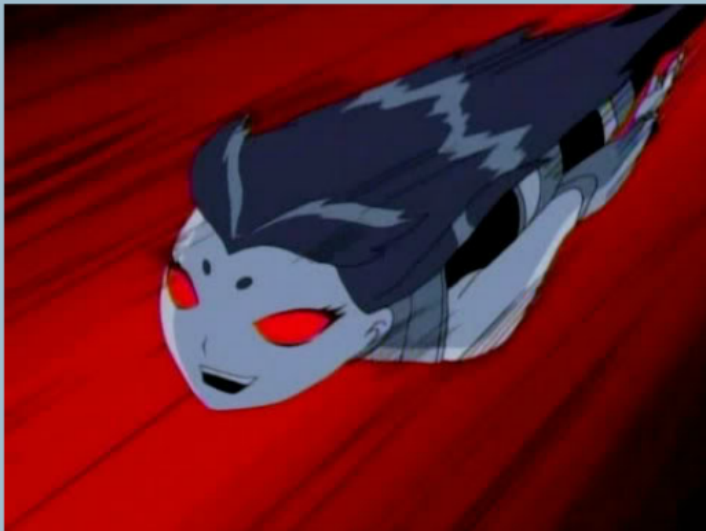
Ichigo, a teenaged guy who could talk with ghosts, became a Soul Reaper, a spirit who protects humans from the evil Hollows, soulless spirits. When he is turned back into a human, he must train to find his inner power again. To do this, he is put into a dangerous situation where if he cannot find the strength, he will lose his soul and turn into a Hollow. Just as the situation reaches a climax, he finds himself in the nonsensical plane of his mind. There, he faces an alternate doppelganger version of himself, who represents himself as a Hollow. Ichigo defeats this double, but it remains in his subconscious, haunting him in the form of a mask, which, no matter how many times Ichigo throws it away, always reappears mysteriously. Finally, when he is pushed to the limit by one of his other enemies, this other form of himself manifests itself as the mask on his face. Fearing the Hollow in him would take over, Ichigo has to suppress its massive power.

Bleach



Teen Titans

Trigon is an ultimate evil power who has taken over the world, however, because the Teen Titans possess a magical ring, he cannot harm them directly. Instead, he has to destroy them with their own selves. He creates shadowy doppelgangers of three of the Titans, equal in mind, strength, and knowledge, to destroy them. They appear from the Titans' bodies and begin to fight them.

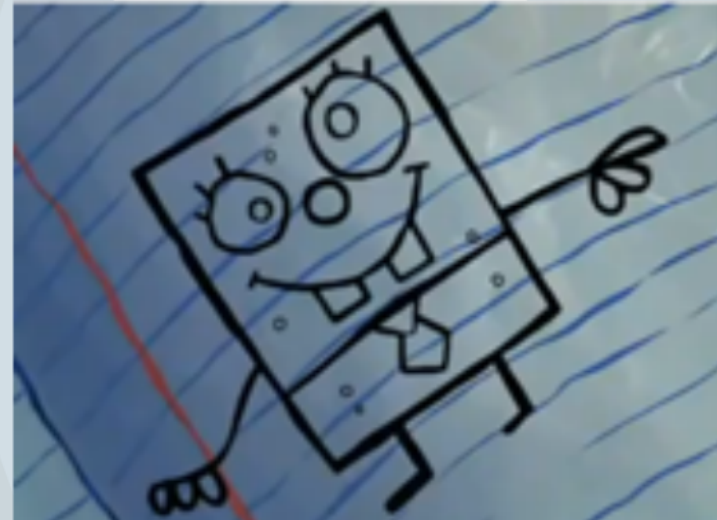


This is similar to Frankenstein in that everyone, even heroes, have dark sides. The fact that the doubles come from the Titans shows that they are parts of themselves, that the evil was in them to begin with. However, it is different because unlike the creature, who is motivated to bring Frankenstein to justice by his own morals, the shadow doubles serve their master, Trigon.

Spongebob - Frankendoodle

Frankendoodle”

When Spongebob is given the power to create and erase with a magical giant pencil from the sky, he immediately abuses his power to play a prank on Squidward, then as an even funnier practical joke, he hastily creates a living doodle in the image of himself, without thinking of the possible consequences of bringing a new living creature into the world. The doodle turns violent and takes control of the situation by stealing the magic pencil. He then proceeds to create his own doodle house and cause mayhem to Spongebob and Patrick. They take it upon themselves to erase the monstrous creation, and in the end Spongebob conjectures that it was misunderstood and that it only needed a friend.





You Tube

Ron and the Locket

When Harry tells Ron to destroy the locket Horcrux, he shrinks away from the task, fearing the influence the locket has over him, how it increases his darkest thoughts. When the locket is opened, it shows ghostly versions of Hermione and Harry, who tell Ron how he is inferior and insignificant compared to Harry. The doppelganger Harry and Hermione show Ron his greatest fear, the embodiment of his doubt.

The creature also becomes the embodiment of Frankenstein's worst fears by destroying the doctor's family and friends. This example is different from Frankenstein's story because Frankenstein fails to act when his fears begin to realize themselves.

Harry in Kings Cross

"He was afraid of it. Small and fragile and wounded though it was, he did not want to approach it. Nevertheless he drew nearer, ready to jump back at any moment. Soon he stood near enough to touch it, yet he could not bring himself to do it. He felt like a coward. He ought to comfort it, but it repulsed him" (Rowling 707).

“Can you wrestle with yourself and win? Perhaps. But I cannot say which of us is the stronger, because I cannot which I desire more. To continue this existence, in a sick and lonely condition, or to end it” (Kostick 317). –the Avatar

--Situation: the Avatar versus Count Illystivostich

--reality where a video game—Epic -- has become reality and livelihood depends on well-being (and wealth) in the game—no motivation to enjoy game

--Avatar (embodiment of the game) slowly dying because of players’ refusal to play game the way it was meant to be played

--the count is the part of the game that wants to live—the Avatar wants to end its existence because of its misery

--the game’s conflict is which one it wants more: to continue to exist in misery and loneliness or to die

--Similarities: both the creature and the count murder and cause their opposites (Frankenstein and the Avatar) internal problems, both are desperate

--Differences: the count is desperate to exist, the creature is desperate to be loved