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### Micro-Assignment 2: Spine for *The Nether*

Major themes/concepts:

- reality v. imagination
  - o Tangibility?
- **consequences** of imagination
- morality in virtual reality/technology
  - o Things not tangible?
- consequences of anonymity are smaller but matters to mention I think
- How does technology erase one's humanity or understandings of what is right and wrong?

Possible spines:

- As the lines between reality and technology blur, so does one's morality and ethics.
- **One's imagination carries consequences in the tangible world.**
- There comes a point where reality and virtual reality become one.

Concept Statement for Spine: One's imagination carries consequences in the tangible world.

I struggled with the word "imagination" because in *The Nether* explores more than just one's imagination but it's what I came up with. But Haley explores the ways in which the consequences and unethical actions of those in the Hideaway spill over into the real world (for example, pedophilic actions/thoughts/tendencies, relationships, etc.). There are some points in *The Nether* where Morris asks what stops you from doing what you do in the Hideaway in the real world. There is also the idea that the Hideaway brings out desires – killing a child and engaging in pedophilia – that one didn't know they had, which could also have consequences in the real world.