

Micro-Assignment 2

Spine/Concept Statement and Concepts Explained (Rough Draft):

- The unquenchable desire of addiction
- The limitless of what is addiction
- The Great Indulge and uncontrollable addiction
- **At some point the virtual word can become reality if the virtual reality evokes problems from the “real world”**
- Self-Restraint vs unscrupulous proclivities
- Is the inside or the outside more deceiving?
- The dichotomy between worlds and the lack of separation
- The Nether: Where your dreams and worst nightmares can become your reality
- Indulging in Temptation and the underlying repercussions
- In a world without repercussions are there truly NO repercussions?
 - o **In a world without repercussions there really is no such thing as NO repercussions**
- Pushing the realm of reality in the virtual world

2. Concepts Explained:

- 1) At some point the virtual word can become reality if the virtual reality evokes problems from the “real world

The Nether is about this dichotomy between what is real and what is fake, albeit the fake world is predicated on extremely real-world tenants, addictions, and emotions. Sexual perversion is an addition, and although it is not being exercised in the real world, by indulging in this desire in the Nether, it is still augmenting these “real world” desires. Thus, the Nether is not an alternative for these pedophiles, but it is a way of “practicing” for the real world.

- 2) In a world without repercussions there really is no such thing as NO repercussions.

Similarly, to the previous one, I believe that the Nether World is responsible for the burgeoning the desire of these sexually perverted individuals, and it is by no means an evasion of repercussion. As has been said before, by doing this avoidance of this “behavior” it will ultimately lead to a “binge” of the activity later, which will have extreme repercussions in the real world. In my philosophy, something in this Nether world will eventually erupt into the real world: as the real world is not impervious to this virtual reality.

