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LBST 330

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19 October 2018

Response Paper 3

The reflections in module two have helped to further develop my chosen research topic by asking me to think critically about what it is that I will be seeing; how I see them; and the interconnections that make up each component of research. Before these last few readings and reflections I had a very basic idea of what direction I wanted to go in for my tutorials based on my own previous personal and academic interests. However, these last few reflections have shown me that my preliminary ideas regarding the directions in where my research could go in module one were too broad just to be one assignment. I had originally wanted to focus on primarily textual work for my research projects but the readings and films have made me *see* that connections go far deeper than what is written on the page and especially regarding my topic of myth and its creation which ties deeply with how people connect to other people.

In my first Fields of Interest Assignment, I stated that I wanted to explore three different but connecting topics for my tutorials: myths and community; myths and identity and modern fiction and folklore. However, I see now that my first topic choice is composed of the other two questions as identity is often shaped by community, and modern storytelling is written to reconcile with a certain community. Therefor, all three of my tutorials will explore community and mythology but I will break it down to different using different academic disciplines to get a interdisciplinary look at just how community is shaped by myth and vice versa. My first tutorial would look at myth and the creation of it in historic context through literature review. I could start by looking at what was happening in the community and what factors were in play to create these myths as well as how people responded to to them. The second tutorial would look from a geographical viewpoint to see if and how myths connect with other communities and how the physical geography of the community impacts the creation of the myth. My final tutorial would look at the nature of myth and storytelling through an anthropological lens. I would look at how these myths were told to people and who were they told to as well the device of storytelling. I would attempt to answer the question(s): what is the purpose of a myth, and what is the lesson it’s trying to tell and why thorough story.

In the film *Arrival* twelve spaceships land strategically in countries around the world and those nations respond by sending teams of experts in to attempt contact and dialogue in order to understand why they have come. The American army enlists the help of a linguist and physicist to work together to get the answers they need. There context of the film in really drives the point of working together to understand the other which is an important point we’ve talked about previously after reading Vilhauer’s essay "Gadamer and the Game of Understanding" but what struck me as being important was the multidisciplinary approach that the American team used to create dialogue with the “other” and second, the idea that those twelve countries would have to work together to find the answers and therefor bring different lived experiences, different disciplines, and different ways of thinking to find a solution. Naturally, as someone who is introverted, I tend to shy away from creating dialogue, asking questions and interacting in community initiatives and events. Therefor, most of my knowledge is conceived from reading books, or listening to interviews but my own data is not gathered first hand which means it lacks originality. Questions I may have could be left unanswered because of a lack of dialogue between myself and the thing or person I may need to answer that question. There is also no sense of spontaneity that was discussed in Ruspoli’s documentary to keep ideas genuine. When it comes to myths it may be safe to look at the historical context through texts, however if I want to get beyond that, I need to look beyond my comfort zone so that I get more holistic and three dimensional answers.

Works Cited

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Vilhauer, Monica. "Gadamer and the game of understanding: Dialogue-play and opening to the other." *The Philosophy of Play*. Routledge, 2013. 89-100.

Villeneuve, Denis, et al. *Arrival*. Sony Pictures Home Entertainment, 2017.