

**GRAND
FINALS**

Based on the idea of Plato's perfect world, The Good Place is an eternal and utopia-like version of the Earth. Everyone has a soulmate whom they are wired to be with (by occupation, interests, morals etc.), houses befitting one's desires and a Janet who gets you whatever you want, whenever you want. It is based in curated neighbourhoods of people who can be harmonic together.

The heaven-like utopia could allegedly turn into hell, because when it's so good, it's actually bad. It doesn't acknowledge human nature, its complexities and lived experiences and deems fit a specific way of being and stagnancy.

Nikku is an average upper-middle class individual. They have comforts as well struggles. They have ambitions as well procrastinations. They feel responsibility as well as escapism. They feel ecstasy as well as plight. They experience fulfilment as well as emptiness.

**GIVEN THE IRREVERSIBLE CHOICE TO LEAVE THE
CURRENT WORLD,
TH (NIKKU) W GO TO THE GOOD PLACE**

A generation of young white collared workers have begun to balk at society's high-minded calls for "continued struggle" alongside an deeply engrained culture of overwork without the promise of real advancement. They opt instead for "lying flat", a movement that calls on young workers and professionals, including the middle-class to opt out of the struggle for workplace success, and to reject the promise of consumer fulfilment. For some, "lying flat" promises release from the crush of life and work in a fast-paced society and technology sector where competition is unrelenting.

THW LIE FLAT

**THE CHARACTERISATION OF CONTENT
CREATION AS ART**

SUMMARY SLIDE

Motion 1: Given the irreversible choice to leave the current world,
TH (Nikku) W go to The Good Place

Motion 2: THW lie flat

Motion 3: THR the characterisation of content creation as art