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(Silwa, P. 2017)

* Knowing right from wrong
* Personal > secondary moral experiences
* Secondary testimonies = limited

Personal = knowing right wrong

(AnimeUproar, 2019)

* Each sin is real
* Each sin is relatable
* Each sin overcomes

Sins real, relatable, overcomes

(Zhang, L. 2016)

* Good and evil dichotomy
* Audience roots telling
* Main characters gods

Good evil dichotomy characters

**Thesis:** A common misconception about philosophy and morals is that it is best taught in a learning environment through a curriculum. I however, would argue that one can still get a good understanding on those topics without having to commit to a learning environment. This strategy can be explored through many different media such as websites, movies, tv shows, books etc. I’m going to be looking specifically at what exactly morality is and how animated shows like - The Seven Deadly Sins and Death Note – portray different perspectives of philosophy.

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Looking at mort