**<thesis, conclusion>**

thesis: The drama is a thought experiment about changing the educational system when it doesn’t seem possible. At surface level, the conclusion of the drama seems like as happy of an ending as one could envision, with some kids in the castle ended up in alternate education and their families undergone a change in mindset about prestigious education. However, the characters that suffer any real moral consequence are those that were borne out of the working class.   
In effect, the drama’s conflicts and result to this struggle (conclusion) upholds the SK education system despite attempts to disturb it, leading to little change while eliminating the power of characters borne out of the working class that caused anxiety.  
conclusion of drama —-- processed

**<process(exact phrasing)>**

The adventure is the game itself; the process of finding out where the algorithm placed you in the world

**<neoliberal>**

confucian/neoliberal enhance each other here

**<uncategorized>**

(introduce context)  
Because she is now very close to yeseo’s everyday life and her perceived “most important to her success in college” because that is how the family defines her worth (and internalized by her)  
Counselor’s justification is that yeseo’s family (like any wealthy family) is already dysfunctional, even though part of that comes from her actions as counselor for yeseo and other kids  
Tension; working class challenging the cracks that comes from strategies wealthy family trying to keep their status  
  
The point-and-click adventure (PAC) lens can replicate/explain this —-- preprocessed  
Moving by clicking - if you want to move fast, you would click at a regular, quick pace; just as the pedestrian is signalled by traffic, the player is signalled by the lag/affordance of the street view to move at a predetermined pace  
The act of clicking produces an audible sound/rhythm/beat just like walking;  
Just as people “nod along” to the beats of a song, this acts a sort of backtrack to the flow of travel + flow of game  
“Csikszentmihalyi’s book on the subject was published in 1990, but a definition for the phe- nomenon is often cribbed from a 1996 Wired interview: “Being completely involved in an activity for its own sake. The ego falls away. Time flies. Every action, movement, and thought follows inevitably from the previous one, like playing jazz. Your whole being is involved, and you’re using your skills to the utmost.”1 In musical terms, flow means being in the groove; in athletic terms, we call it being in the zone. Flow is a state of being, one in which a task’s difficulty is perfectly balanced against a performer’s skill, resulting in a feeling of intense, focused attention.”   
  
The nature of the focus of this drama encourages viewers by showing that there multiple ways for an individual to pursue education - therefore, pursue happiness - in life, but this happiness relied on the labor and elimination of the working class actors that caused more anxiety.  
All sky castle families have a more lenient perspective on education (the counselor/super stress/traditional way isn’t the only way to success)