**INSTRUCTIONS for CRITICAL REFLECTION 1**

**worth 10% of grade**

**Quiz answers DUE before 11:59 pm on Jan 29, 2025**

In this assignment, you will apply the concepts you have learned in the course so far to critically reflect on a couple conflict between Monica and Chandler in an episode of the “Friends” tv show.

In the clip, Monica and Chandler are preparing to live together (at Monica’s place). They are talking about their ideas for what to do with the empty room when Monica’s roommate (Rachel) moves out and Chandler moves in.

Please:

1. Watch the video clip at [**https://www.youtube.com/watch?v=\_I0N-w7QEHc**](https://www.youtube.com/watch?v=_I0N-w7QEHc) Feel free to pause and rewatch the clip as necessary.
2. **You will be critically analysing minute 0:06 to minute 3:15.** See the video transcript (provided on the next page) to assist you in your critical reflection as necessary.
3. Apply what you have learned in class to answer the “Critical Reflection 1” multiple choice and true/false questions in the Quiz tool. Your answers are due before next class starts.

**Video Clip Transcript**

Monica and Chandler from the “Friends” show

What to do with the empty room?

Note: M = Monica C = Chandler

M:, LISTEN, YOU KNOW WHEN YOU MOVE IN, RACHEL'S ROOM'S GOING TO BE EMPTY. YOU WANT TO TALK ABOUT WHAT WE WANT TO DO WITH IT?

C: SURE.

M: OKAY. I WAS THINKING WE SHOULD HAVE A BEAUTIFUL GUEST ROOM, RIGHT? WITH A MAHOGANY SLEIGH BED AND BEDSIDE TABLES WITH FLOWERS ON IT ALL THE TIME AND THEN WE CAN HAVE A ROLL-TOP DESK WITH LITTLE COMMENT CARDS SO PEOPLE CAN TELL US HOW MUCH THEY LOVED STAYING HERE. OR WHATEVER, YOU KNOW. I REALLY HAVEN'T THOUGHT ABOUT IT MUCH.

C: WELL, I LIKE THAT IDEA. OBVIOUSLY. BUT I WAS THINKING MAYBE, MAYBE... MAYBE IT COULD BE A GAME ROOM, YOU KNOW. I MEAN, YOU CAN BUY OLD ARCADE GAMES LIKE, UH, LIKE SPACE INVADERS AND ASTEROIDS FOR $200. THE REAL ONES, THE BIG, BIG, BIG ONES.

M: NO.

C: OKAY, SO YOU MEAN "NO" AS IN, "GEE, CHANDLER, WHAT AN INTERESTING IDEA LET'S DISCUSS IT BEFORE WE REJECT IT COMPLETELY."

M: OH, I'M SORRY. OF COURSE. YES, INTERESTING IDEA. TALK ABOUT IT, BUT... NO.

C: SO THAT'S IT?

M: I JUST DON'T THINK THAT, YOU KNOW, ARCADE GAMES GO IN THE BEAUTIFUL GUEST ROOM. THE BEAUTIFUL GUEST ROOM'S GOING TO BE FILLED WITH ANTIQUES.

C: WHICH IS WHY ASTEROIDS IS PERFECT. IT'S THE OLDEST GAME.

M: WHAT DO YOU HAVE AGAINST THE BEAUTIFUL GUEST ROOM?

C: NOTHING. I DON'T HAVE ANYTHING AGAINST THE BEAUTIFUL GUEST ROOM. ESPECIALLY SINCE EVERYBODY THAT WE KNOW LIVES ABOUT 30 SECONDS AWAY.

M: ARE YOU MOCKING ME?

C: NO, I'M NOT MOCKING YOU OR YOUR "BEAUTIFUL GUEST ROOM."

-----Later

C: HEY LISTEN, I'M SORRY ABOUT BEFORE. I DON'T NEED TO HAVE A GAME ROOM. I MEAN, WHEN I WAS A KID I ONLY PLAYED THOSE GAMES BECAUSE I COULDN'T GET GIRLS AND NOW I CAN GET 'EM. NOW I HAVE YOU. NO,-N-NOT THAT I THINK I *HAVE* YOU...OR THINK OF YOU AS PROPERTY IN ANY SORT OF WAY. I SEE WOMEN...

M: STOP IT, CHANDLER. I'M SORRY, TOO.

C: REALLY?

M: YEAH. LISTEN, WE DON'T HAVE TO MAKE THAT A GUEST ROOM. WE CAN THINK OF SOMETHING TO DO WITH THE ROOM TOGETHER.

C: THAT'S A GREAT IDEA.

M: WE CAN EASILY THINK OF A WAY FOR US *BOTH* TO ENJOY THE ROOM.

C: TOTALLY. (both in a long pause) WE DON'T HAVE TO COME UP WITH THIS NOW.

M: OH, GOOD.

C: HEY WHY DON'T WE THINK ABOUT CHANGES WE CAN MAKE IN THE LIVING ROOM.

M: CHANGES?

C: YEAH, I MEAN, WE'RE GOING TO HAVE TO MOVE AROUND SOME FURNITURE TO MAKE ROOM FOR MY CHAIR.

M: Y-Y-YOU'RE GOING TO BRING THE BARCALOUNGER OVER HERE?

C: IS THAT A PROBLEM?

M: WELL... IT'S JUST THAT THEY'RE A SET AND THEY SHOULD PROBABLY STAY TOGETHER.

C: OH, THAT'S COOL. THEN I'LL JUST, UH, BRING THEM BOTH OVER.

M: SEE, NOW, NOW, YOU'RE TAKING THEM AWAY FROM THEIR HOME.

C: OKAY. I GET IT. SO I GET *NOTHING*. NOTHING HERE IS MINE. *EVERYTHING* IS YOURS. I'LL GET UP IN THE MORNING PUT ON YOUR CLOTHES, AND HEAD OFF TO WORK.

M: YEAH, YEAH, YOU KNOW WHAT? THAT'S IT-- EVERYTHING WILL BE MINE. NOTHING WILL BE YOURS. THAT'S WHAT I SAID. COME ON, I'M TALKING ABOUT THE BARCALOUNGER! IT JUST, IT DOESN'T MATCH. WHERE IS IT GOING TO GO?

C: IN THE GAME ROOM!

M: LOOK, IT IS NOT MY FAULT THAT YOUR CHAIRS ARE INCREDIBLY UGLY.

C: ALL RIGHT, THAT'S FINE. THAT'S FINE. I WON'T BRING THE CHAIRS. I WON'T BRING *ANYTHING*. I WOULDN'T WANT TO RUIN THE AMBIANCE OVER HERE AT GRANDMA'S PLACE!