

**A Critical Evaluation Of The Lawless Utopia Proposed By
Golding's The Lord Of The Flies And The Gta Games.**

***Abhik Maiti,**

Pursuing M.A in English,

University of Calcutta.

M.A in History.

Diploma in Tagore Literature.

Diploma in Fine Arts.

****Deep Naskar,**

Pursuing M.A in English,

University of Calcutta.

Abstract:

The Raft of the Medusa (French: Le Radeau de la Méduse) is an oil painting of 1818–1819 by the French Romantic painter and lithographer Théodore Géricault (1791–1824). Completed when the artist was 27, the work has become an icon of French Romanticism. It is an over-life-size painting that depicts a moment from the aftermath of the wreck of the French naval frigate Méduse. According to critic Jonathan Miles, the raft carried the survivors "to the frontiers of human experience. At least 146 men and one woman—were piled onto a hastily built raft after Medusa ran aground on a sandbank off the West African coast, near the present day Mauritania. Crazy, parched and starved, the survivors slaughtered mutineers, ate their dead companions and killed the weakest." After 13 days, on 17 July 1816, the raft was rescued by the Argus by chance—no particular search effort was made by the French for the raft. By this time only 15 men were still alive; the others had been killed or thrown overboard by their comrades, cannibalized brutally, died of starvation, or thrown themselves into the sea in despair. (Wikipedia)

The Raft of Medusa that inspired many artistic endeavours is a classic portrayal of the ingrained violence in human nature that surfaces in a state of unalloyed freedom from societal

bondages. This display violence is not a stray phenomenon, as civilized people of Europe can also engage into barbaric and inhumane act under certain circumstances. This particular event stripped humanity of all their glory, education and proud civilized ideas, naturally it affected deeply to the masses as well as to the artists. This paper aims to evaluate the predominance of violence in human nature hidden under the guise of an apparent civilised being. William Golding's Lord of the Flies explores the same theme and Rockstar Games' Grand Theft Auto brings the motif of violence into one that may be lived through in the form of virtual reality in the game-space.

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Introduction:

Machiavelli in his The Prince, tried to establish it as a fact, that violence is humankind's innate nature. This fact provided him the reasons to be "realistic" enough to throw aside moral scruples in order to deal with people. The seventeenth century philosopher Thomas Hobbs indicated, "*I put forth a general inclination of all mankind, a perpetual restless desire for power after power that ceases only in death,*" this particularly chaotic element of human nature made him favour any kind of government, whether authoritarian or tyrannical, that would keep peace and order, by forbidding the innate instinct of human to strike violence to one another. He mentioned the "*dissolute condition of masterless man*" which requires "*a cohesive power to tie their hands from raping and revenge.*"

Utopia is an imagined community or society that possesses highly desirable or nearly perfect qualities. And a nearly perfect society requires no law or rule to govern itself. However implying such idealistic theory to reality sounds quite surrealistic. Chronologically, the first recorded utopian proposal is Plato's Republic. However Plato didn't advocate an entirely lawless utopia, he proposed a kingdom where wise rulers will eradicate poverty and chaos through justly distributed resources, and on their own will. According to Lyman Tower Sergeant *"[t]here are socialist, capitalist, monarchical, democratic, anarchist, ecological, feminist, patriarchal, egalitarian, hierarchical, racist, left-wing, right-wing, reformist, free love, nuclear family, extended family, gay, lesbian, and many more utopias"*

Lyman Tower Sargent (23 September 2010) in Utopianism: A Very Short Introduction. (Oxford. p. 21. ISBN 978-0-19-957340-0) describes how Thomas Moore in his famous creation Utopia depicted law as *"They have but few laws, and such is their constitution that they need not many. They very much condemn other nations, whose laws, together with the commentaries on them, swell up to so many volumes; for they think it an unreasonable thing to oblige men to obey a body of laws that are both of such a bulk, and so dark as not to be read and understood by every one of the subjects... They have no lawyers among them, for they consider them as a sort of people whose profession it is to disguise matters, and to wrest the laws; and therefore they think it is much better that every man should plead his own cause, and trust it to the judge, as in other places the client trusts it to a counsellor."* So it is kind evident that intellectual minds such as Plato and Thomas Moore though have favoured a lawless utopian society, yet they agree on the fact that establishment of an entirely lawless utopia is somewhat impossible.

In 1923, Albert Einstein, already recognized worldwide for introducing revolutionary metamorphosis in the field of physics, wrote a letter to another rebellious intellectual pioneer, Sigmund Freud. Einstein found himself in deep turbulence by the trauma of the First World War which he observed very closely, and also by the looming danger of the Second World War. He was horrified by such mass homicidal event. Considering the renowned psychologist Freud might shed some light upon it, he asked a simple yet profound question - *"Why do men make war?"*

"Dear professor Freud, is there any way of delivering mankind from the menace of war?" Einstein mentioned about *"that small but determined group active in all nation,* www.ijellh.com

composed of individuals who... regard warfare the manufacture and sale of arms simply an option of advancing their personal interest and enlarging their personal authority.” And then he asked, “How is it possible for this small clique to bend the will of the majority who stand to lose and suffer by a state of war, to the service of their ambitions.”

Einstein volunteered an answer, *“Because man has within him a lust for hatred and destruction.”* And then he presents the ultimate question to Freud, *“is it possible to control man’s mental evolution so as to make him proof against the psychosis of hate and destructiveness?”*

Freud replied, *“You surmise that man has in him an active instinct for hatred and destruction amenable to such stimulations. I entirely agree with you... The most casual glance at world history will show an unending series of conflict between one community and another”* Freud pointed out two fundamental instincts in human being- the Eros or life instinct and the Thanatos or instinct of death and destruction. After pointing to *“the psychoses of hate and destructiveness”*, Freud concluded, *“Experience proves that it is rather the so called ‘Intelligentsia’ that is most apt to yield to these disastrous collective suggestions”* Here are two of the greatest revolutionary minds of the century, helpless, depressed and frustrated for the recurring wars. Perhaps this despair of Einstein regarding the war led him to comment, *“I know not with what weapons World War III will be fought, but World War IV will be fought with sticks and stones.”*

In his last chapter of Socio-biology, E.O.Wilson, a Harvard University professor raises the question, *“Are human beings innately aggressive?”* two sentences later he says: *“The answer to it is yes”* And then he explains why: *“Throughout history, warfare, representing the most organised technique of aggression, has been endemic to every form of society- from hunter gatherer bands to industrial states.”*

So while evaluating the facts, it becomes more and more evident that violence is something very intrinsic to be embedded deep inside human nature. And the exhibition such acts become more visible and erupts into utter chaos while under a Free State without any authoritarian rule. . The inborn instinct of humankind, like any other beast, is to dominate the race called ‘survival of the fittest’. Hence open world games such as GTA opens up portal to such myriad and unrealistic possibility to the player. The games opens up in a virtual topography where his/her mind can roam free and venture in such acts which nurtures his

malignant will and satisfies his morbid desires, which Hobbs pointed out about. The game present the player with such virtual space which allows the gamer to seek pleasure from or channelise his capabilities from his inherent latent desires and sadistic acts of surviving in a situation akin to The Raft of Medusa, which seems practically impossible and irrational in a strictly lawful ordered society. GTA is a game that offers unrestrained freedom. By accessing 'the cheat codes' the player can attain such states which can be comparable to a semi-omnipotency, such as becoming immortal, or taking full control of their lives. The following is a list of cheat codes and the functions they serve.

Cheat Code	Effect it Produces within the Game-Space
Liquor	Drunk Mode
Highex	Explosive Ammo Round
Hothands	Explosive Melee Attacks
Catch Me	Fast Run
Incendiary	Flaming Bullets
Pain Killer	Invincibility
Turtle	Maximum Health & Armour
Power Up	Recharge Ability
Skyfall	Can fly
Dead Eye	Slow Motion Aim
Skydive	Parachute
Make It Rain	Change Weather
Floater	Moon Gravity
Snow Day	Slippery Cars/ Drifting/ Sliding
Slowmo	Slow Motion
Buzz Off	Spawn Helicopter with Weapon
Comet	Spawn Comet

It is this chance to enjoy the essence of unrestrained freedom that makes GTA so popular. Helen W. Kennedy comments, *“People have always invested emotionally in literary, film and television characters.”* The phantasmic mobility of virtual bodies not only

satisfies our infantile desires for omnipotence and omnipresence, but can provide hallucinatory satisfaction to those whose real body's mobility is impaired in some way" (Sofia 1999). This celebration of virtuality is also premised on an understanding that *"computers are machines for producing postmodern forms of subjectivity"* (Sofia 1999) and that these may help to bring about the collapse of other more oppressive subjectivities. Technology becomes a means of extending or transcending the body as the final site of the monstrous other, as well as providing opportunities for the playing out of fantasies of conquest and control of this other self.

Thus, as video games function to erase the gigantic wall between fiction and reality, it transcends from the text (Lord of the Flies) to virtual reality that may be lived through a secondary experience (Grand Theft Auto games). Lord of the Flies, written by William Golding (1911-1993), bears great relationship with the author's unique writing style—he puts symbolism in a delicate blending of fable, allegory and adventure story. The story depicts a group of English schoolboys stranded on a deserted island and their transformation into savagery when left without adult supervision (i.e. societal regulations). In the beginning, the children act in all humane behaviour and cooperate each other to survive, as they strive with the optimistic notion of being rescued, however as time passes on, they are faced with tide of fear and insecurities. Eventually leading to the homicidal cannibalism. We see the boy Ralph, spurred by his stern ideals of civilization and democracy, wants to establish a civilized utopia for all the children stuck on the isolated island. He blows the conch a summons all the children. He proposes to choose chief by voting. This brightly reflects his strong concepts of democracy, lawful society and order. After he is elected and ascends as a chief, he sets up the law of speaking; he puts his best effort to establish and preserve a civilized society administered by law and order. However when Jack rebels and challenges his authority, we see Ralph not hitting back with a firm counterattack, which shows his lack of determination which a stern ruler should have. He even wants to give up his position as a chief, and also takes part in Jack's feast and Simon's murder. Which very intricately reveals the collapsing of a weakly ordered society and also the uprising of savagery.

If we set the story against the social background during World War II, it is easy for us to find the boys in the novel from the politicians at that time. *"If Ralph is Chamberlain and Jack Hitler, Roger is the Gestapo."* (Kirstin Olsen: 14) Chamberlain was British Prime
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Minister before the war, who took a policy of appeasement towards Hitler's aggression. Critics have held his diplomatic policy to be partly responsible for Hitler's expansion, which finally caused the greatest tragedy in the history of the world. It can be said that Ralph has been portrayed upon the characteristics of Chamberlain. Though he is the elected leader of the boys, but while facing Jack's rebel against his authority, in most cases he chooses to remain ignorant and nonfunctional. He has utmost talent and potential, but he becomes infertile when it comes to put those ability into action. Even with his physical superiority to Jack, he could have utterly defeated him in a challenge; he could also provide assistance to Piggy in order to build up an alliance. Yet he remains idle and even ponders on thoughts such as "give up being chief". His ineffectual and ignorant treatment towards Jack to some degree makes everything leading into mayhem, and turning Jack's rebellious group more frantic berserk. The play and counter-play of violence in a society without strict hierarchical norms and regulatory authority, is made painfully aware and the impact of unrestrained freedom on the human mind.

Jack, Ralph's antagonist, represents the brilliant world of hunting, tactics, fierce exhilaration, skill and dictator, the authoritarian man-of-power. Jack is the strong-willed, egomaniacal boy, who is the novel's prime representative of the instinct of savagery and violence. He expose the concealed beast within every human. Like the protagonist Carl Johnson of the GTA San Andreas franchise who have to navigate through different levels by participating in a series of crimes and atrocities. It is not a journey from Innocence to Experience, but to unchain the latent beastly demon concealed behind our civilized and polished faces. Jack's appearance always reflects the dark and somber side of human characteristics associated with ominous shadows and obscurities while his infuriated glares exposes his angst. Since the very beginning, he claims to hunt for meat. Actually his argument is a filmy pretext for the fact that he needs blood. To him the pleasure of killing appeals more than hunting for meat, as he recalls, "He has outwitted a living thing, imposed their will upon it, and taken away its life like a satisfying drink". (William Golding)

However the treatment of violence and chaos in Golding's celebrated masterpiece is different in several ways from GTA (not to mention both belongs to two entirely different media), yet the fundamental underlying essence of raw bestiality remains the common motif and depicts and discovers with intricate graphical details that how a human's unrestrained

freedom of living in a lawless utopia can succumb himself and ultimately leading to the surfacing of his violent alter-ego. A more closer dissection of GTA San Andreas' few missions makes the fact more prominent how the lure of participating in violence triggers the sub-conscious mind of the gamer as he engages as an active protagonist in gore savagery and violent bloodbath.

Name of Mission	Nature of Violence in it
Cleaning the Hood	Taking out drug dealers in the territory and destroying a Ballas crack den
Drive-By	Performing drive-by shootings
Sweet's Girl	Saving Sweet and his girl from an onslaught of Seville Boulevard Families gang members
OG Loc	Picking up OG Loc from jail, chasing and killing Freddy
Running Dog	Chasing down a Los Santos Vagos gang member.
Wrong Side of the Tracks	Disrupting a gang meeting and follow a train.
Just Business	Helping Big Smoke against the Russian Mafia.
Home Invasion	Robbing a veteran for weapons.
Catalyst	Stealing weapons off a train.
Robbing Uncle Sam	Raiding a National Guard base.
Life's a Beach	Stealing a sound system for OG Loc.
Management Issues	Kidnapping and kill Alan Crawford and his girlfriend
Burning Desire	Burning down a gang house.
Gray Imports	Killing a Russian weapons dealer
Doberman	Taking over Glen Park and killing Little Weasel.
Los Sepulcros	Killing the Ballas gang leader Kane.
Badlands	Taking out an ex-policeman for Tenpenny.
Gone Courting	Choosing a Robbery mission
Tanker Commander	Hijacking a tanker truck in Dillimore.
Local Liquor Store -	Robbing a liquor store in Blueberry.

Against All Odds	Robbing the Off-Track Betting shop in Montgomery.
Small Town Bank	Robbing a bank in Palomino Creek.
Ran Fa Li	Stealing a car from the airport.
Jizzy	Helping Jizzy out with his pimp duties.
Supply Lines.	Killing Berkley's delivery boys.
Outrider	Transporting drugs past roadblocks
Mountain Cloud Boys	Sneaking onto and releasing some refugees from a boat and killing the Snakehead.
Snail Trail	Sniping a journalist and his contact.
Pier 69	Raiding a deal between the Ballas and the Loco Syndicate to kill T-Bone Mendez and Ryder
Toreno's Last Flight	Shooting down Mike Toreno's helicopter.
Yay Ka-Boom-Boom	Blowing up a drug factory
Test Drive	Stealing and testing some racing cars with Cesar
Highjack	Hijacking a tanker and driving it back to Doherty with Cesar Vialpando.
Stowaway	Destroying a government plane.
Fender Ketchup	Scaring Johnny Sindacco by driving around with him on the car's windscreen.
Cop Wheels	Stealing four HPV 1000 police bikes.
Up, Up and Away!	Stealing an armored truck using a Leviathan obtained from the K.A.C.C. military depot.
Misappropriation	Killing some federal agents in Bone County.
Vertical Bird	Stealing a Hydra from an aircraft carrier and using it to destroy some spy boats.
Beat Down on B Dup	Starting a gang war to re-claim Glen Park, confront B Dup

Much like the criminal acts that can be conducted with apparent ease in the GTA series, Golding in The Lord of the Flies portrays that when the restraints and ordeals of civilization become non-functional, the evil breaks out. Jack devises the painted mask of the

hunter, with which the recall of civilization covers. Then he is liberated from shame and self-consciousness and becomes the leader of the anonymous mob of murderous savages. Jack drastically becomes more savage and barbarous. As he immerses himself more and more into the oblivion of insanity with his infernal lust, the line between bestiality and humanity gradually blurs to him. In his homicidal frenzy he leads the hunters to kill pigs and also his companion Simon, Piggy and nearly Ralph. As Alastair Niven puts it, "*Jack represents more completely than anyone else in the novel the theme of 'reversion to savagery' and he finds that behind the disguise of paint and mask he can assume a more self-confident personality*" (Alastair Niven).

At the same time, Jack is a totalitarian, an authoritarian man-of-power who despises assemblies and conch and other aspects of a liberal democracy, And he ultimately ascends to become the absolute dictator of the place. The character of Jack does not only serve the purpose to expose how the primitive desires and actions are unshackled in the presence of an unrestrained society, but also the infernal lusts of a dictator which can drive him to make inhumane decisions.

However, Ralph knows the cause of barbarism at the end of the novel. When being hunted down, Ralph discovers the lord of the flies—the Beelzebub, He smashes the Beelzebub, and he grows mature and begins realize the reasons. So, at the end, when he gets rescued, Ralph cries, "*for the end of innocence, the darkness of man's heart, and the fall through the air of the true, wise friend called Piggy*" (William Golding:223). Though he failed to strive to return into the values of civilization, however it has not been presented as an individual flaw, but the flaw of humankind as a whole, how human despite all his achievements are still unable to gain victory against their carnal instincts.

Lord of the Flies simply began with as a utopia. Depicting children in an unrestrained society without any adult supervision. However this unrestrained aspect of their implied societal structure soon led to a chain of events which made the order crumple into dusts and ultimately turning it into dystopian. In the novel, we see the conch as the symbol of order and power, however as the story progresses, as the boys slowly starts their metamorphosis first by greed and then followed by a murderous instinct, the conch becomes more and more futile under such society of weakly implied laws. We even see Jack punching Piggy even though he has the conch, thus rejecting the very idea of law. Even the idea of utopia in the first seems

very delusional. The very concept that few young boys trapped in an island can establish their own utopia through order is quite idealistic, but not realistic enough. Golding vents out his idea that creation of such Utopia is utterly impossible due to the violent and barbaric instinct of human nature. It can be stated that the author selected children as the prime characters because readers would find less argument with his point. Though Ralph tries to initiate their establishment based on a 'civilized society', but we see a gradual diminish, and eventually the barbaric traits becomes more evident when the boys started 'offering' their hunt to the 'Lord of the Flies'. Ultimately Roger crushes the crunch, thus symbolically depicting the utmost destruction of any sane, ordered utopian society, ultimately turning into absolute dystrophic chaos.

Although some critics opine that Golding is a sheer pessimist and the story is a document of man's savage self that unfurls and unleashes itself and the manifested violence that gets a graphic revival in the game-playing space of Vice City.

VIOLENT VIDEO GAMES

In modern days video games have become an inseparable part of teen and children entertainment. Chronologically the first ever recorded creation of video game could be the "Cathode ray tube Amusement Device" by Thomas T. Goldsmith Jr. and Estle Ray Mann. Few other early games were OXO a tic-tac-toe, Tennis for Two , Spacewar! After the video game crash of 1977, Taito's 1978 shooter game Space Invaders was the first game to resurface popularity, which marked the beginning of the golden age of arcade video games. Perhaps from this time violence was becoming one of the elemental traits of video games. In contemporary times video games has evolved beyond imagination with its almost realistic graphical representation, at the same time violence, drugs, sex, gore has become a prime factor of mainstream games. Eg: Witcher, Bioshock, GTA, Elders' Scroll, Overwatch etc. ₂

Some of the violent video games that allow the players to enjoy freedom in the scope of virtual reality unlike that offered by real life are Metal Gear Solid V: The Phantom Pain released on September 1, 2015. The fifth entry in the Metal Gear Solid series recounts the adventures of Punished 'Venom' Snake, as he wakes up from a nine-year coma in 1984 to rebuild his mercenary paradise.

Dying Light, a first-person, open world game set in a zombie apocalypse. The player character is able to free-run to get around the environment quickly.

The Evil Within in which while investigating a mass murder, Detective Sebastian Castellanos descends into a gruesome, nightmarish world. This third-person survival horror game marks the debut of Tango Gameworks, a studio headed by Resident Evil progenitor Shinji Mikami.

Castlevania: Lords of Shadow 2 where the gamer gets to play as the vampire lord Dracula and wreak vengeance against his/her enemies in this continuation to the Lords of Shadow reboot of the Castlevania franchise.

Resident Evil: the technically eighth entry in the popular horror series features the return of leading protagonists Leon S. Kennedy and Chris Redfield, along with new character Jake Muller, to combat against the latest B.O.W. manufacturer Neo-Umbrella.

Developed by Day 1 Studios, F.3.A.R. (pronounced "Fear Three") is the final chapter in the F.E.A.R. franchise and continues the twisted story of Alma Wade and her two sons, Paxton Fettel and the Point Man.

Brütal Legend is a humorous heavy-metal, open-world, action-adventure game with light real-time strategy elements. As Eddie Riggs, lead the people of the Brütal World to rise up against the Tainted Coil demons who rule the world, and their leader, the sinister Emperor Doviculus.Dead.

Project Origin, Reborn tells the story of Foxtrot 813, a Replica Soldier who starts hearing a voice in his head other than the one that issues commands to the Replica army, and his search for its source. Since it's resurfacing to fame after the crisis in violence has become one of the common motifs in video games. It has often led to rage, personality disorder among the players and controversies.

The first ever exhibition of crude violence in video games could be Custer's Revenge, in which the player supposedly 'rapes' a native American woman. However it was Mortal Kombat which first presented realistic bloody violence. *"Jax grabs his opponent's arms, holds them up over their head, and then—with a squish—he jams them all the way into their body so only the hands are visible. He takes a moment to light a cigar. He grabs his opponent's mouth and rips the head in half. He puts out his cigar on the tongue as blood gurgles out."* As Alec Kubas-Meyer depicts. As a result the game has often faced censorships in various countries such as Germany or Japan throughout decades. However not only the www.ijellh.com

west, the use of violence and dark imageries to tempt the audience is also quite common in Asian countries. In Japan sex simulation games also known as 'Eroge' is very popular among the teens, and very often they contain violent topics such as sex, harm, rape, pedophilia etc. Some popular eroge are: Monster Girl Quest, Katawa Shoujo, Sengoku Rance, Fate/stay night etc.

VIOLENCE AND GRAND THEFT AUTO

To a total outsider, Grand Theft Auto is just another game in which men shoot others, drugs, killing law enforcing officers and doing and killing prostitutes. Grand Theft Auto is a game about crime, but it is also a game about doing yoga and attending therapy and driving on the highway and smoking pot on the couch. It reflects the innate fantasy of living in a lawless society. These “normal” activities serve two purposes: Firstly, Los Santos, the setting of Grand Theft Auto V transcends into Los Angeles replete with tattoo parlors, beach parties and film sets. Secondly, the activities change the tempo. A good story is sometimes slow, sometimes fast, sometimes thrilling or boring. Fireworks are loudest when the player does not expect them to hear them. The result of juxtaposing the mundane with the spectacular is an action game that is better paced and steeped in unintended but welcome context. The player does not just assassinate a CEO, he assassinate a CEO and invests in the stock of his rival company. He does not just escape the law enforcing officials on another generic side street, but escapes the cops by crashing through the gates of a neighbouring golf course where he once played. Barbarity and freedom takes an all new magnitude and becomes more advance and evolved as it dominantly appeals to the player’s sensibility and fantasies like never before. *“All of us had the desire to do terrible, awful, unspeakable things in the world and Grand Theft Auto lets us pick and choose from a buffet of such things and do so in a world that is immediately accessible, convincingly realistic and utterly free of morality and judgement. GTA is the Zen garden of burnt out cop cars and empty bullet casings. Some of the things we do in the game are grotesque, cruel and perverted. For millennia, humans have found or created methods to feel these desires. And GTA is safer, an improvement upon gladiatorial battles and Russian bathhouses. It recognizes that we love playing cops and robbers, we love explosion. We love sex and violence. But why does so many people care so much about Grand Theft Auto? Because it’s the closest we have come to a real place to do the things we would never really do”* And it allows the player to dive deep into the turbid

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whirlpool of unalloyed freedom and participate in atrocities unattainable in a law-encased sane city state.

Samuel Tobin of Fitchburg State University, Fitchburg, MAA Kaiser Family Foundation survey found that 77% of boys in Grades 7 to 12 had played a game in the Grand Theft Auto series. Researchers, clinicians, and policy makers have shown concern that the violence children experience in video and computer games could transfer itself over to the real world as aggressive psychological or physical actions, apathy to violence, and decreased empathy (Funk, 2005). From the very origin GTA raged controversies as it represented a utopian world of lawlessness. People have accused GTA for being a game too violent, barbaric and misogynistic. It is to be noted how the game let the player to take a criminal protagonist, thus at the very first putting up the notion to go against all authority and laws. While violent crimes and assassinations are very common occurring in the game, it also present other activates such as taxi driving, firefighting, street racing, bus driving, or learning to fly helicopters and aircraft, thus providing the player a multi-accessible platform in which they can unchain their imagination and take part in such act which seems impossible in the real life. It is also significant that how committing severe crimes one can become more powerful, the higher and brutal the crime is, the more points the player earn; thus instigating the players to go against the law in a very tempting manner. Cheat codes come to the player's rescue then, allowing him to get faster cars, jet packs, airplanes or decrease the "wanted" levels if justice comes in the way and enjoy the boundless freedom that only a utopian state of lawlessness might offer.

'Lawlessness' is synonymous with anarchy, nihilism and civil disorder etc. And while discussing about establishing an entirely lawless utopian society, it will definitely lead to utter chaos due to human innate instinct. While Plato and Thomas Moore, both discussed utopian society very comprehensively, none of them favored a societal structure without a single law. As it would ultimately led to chaos, turning it into dystopian society. In Bible, Heaven has been depicted as somewhat a utopian world, but it is governed by the one omnipotent ruler, God the Father. So it is evident that an 'entirely' lawless utopia is somewhat absurd, and if established, it would be fragile and short lived, ultimately leading to haywire.

Thus, what Vice City, Golding's Lord of the Flies and Géricault's The Raft of Medusa have in common is the common theme of use of lawless non-ethical means and often violence to dissolve all morality and achieve the desired goal that link them together and shows how man exercises his attempt to unleash atrocities rooting to his quintessential instincts to live in a unchained form and accessing unconditional freedom of being devoid of any kind of governing body.

VIOLENT VIDEO GAMES (GTA) AND LORD OF THE FLIES PROPOSE THE CONCEPT OF LAWLESS UTOPIA

An ideal society requires no law to govern or direct itself. Social perfection is achieved by the abolition of legal rules and of moral or customary rules. In the utopian model, 'on the one hand, law is seen as an important means of providing stability. On the other hand, law and particularly lawyers are seen as agents of instability because of their quibbling over insignificant points.' (Sargent, 1982, p.583.) Moreover, law serves the purpose of a useful instrument or else as a tyrannical one (Goodwin, 1978, pp.93-100, 137). Ideal society models reflect anti-ethicality, While there had been contradictory theories and discussion over the elimination of law, (Sargent, however one can find enough arguments for its retention too. Law is an important corner stone of utopian thought, whether for it or against it 1995, p.76).

In order to recover pre-lapsarian human nature or to originate a new human, nature will produce perfection in both social and personal aspect. Thus this will serve the elimination of all inter subjective conflicts, hence it becomes quite possible to exist a world without law. These models show no implication of rules, but humans inevitably, after the reform procedures, going to behave ideally. According to some opinions, these inevitable behaviors will require no rule. Thus it can be contended that the group of ideal societies the elimination of law, and rest normative structures, depends on the benignity of the natural atmosphere, which produces abundant goods to satisfy basic requirements and desires. This satisfaction is the foundation for creating social perfection and providing an escape route from the reality.

Law, therefore, is not autonomous but depends on social conditions. It is unnecessary where there is a perfect natural environment and perfect human nature. Four out of the five
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models of ideal society assume it is possible to maintain an anomic society if (and only if) human nature or the natural environment, or both, are altered. However, the main question is whether absolute anomia would allow the establishment and maintenance of an ideal society.

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