Intermediate B Semi-Final

Topic : *that we regret the prominence of remakes, reboots and sequels versus new original franchises*

1. **Type of Topic:** This is an empirical/counterfactual debate. Thus, both teams **must** create and describe an alternate world/counterfactual where the prominence of remakes, reboots and sequels did not occur. When describing this counterfactual, both teams **must** justify why this counterfactual would occur, and should use analysis to lay out the steps to validate your counterfactual. Then teams **must** compare this counterfactual world to the current world to demonstrate that one is better than the other, and thus show that we do or do not regret their prominence. Counterfactual debates are difficult as they require 2 areas of analysis:
    a. Justifying why your team's counterfactual is more likely to occur.
    b. Comparing the current world to the counterfactual to show that we do/do not regret the prominence, and then comparing to the other team's counterfactual to show that even in their case of alternate world, the current world is worse/better.

2. **Background/Context:** There has been a general trend in movies/tv that many new releases are often remakes/reboots or simply sequels of existing franchises rather than the creation of original franchises. For example, there has been live-action reboots of the Lion King and Aladdin, they are soon releasing a Harry Potter and Percy Jackson tv show and they are making sequels often well after original movies were produced – e.g. Indiana Jones. This trend could be for many reasons. For example, the entertainment industry has become quite risk averse. Essentially, they can exploit the connections that the public already has with characters and worlds, and do not have to build new ones that may not create the same level of connection and interest. Creating a new original franchise is inherently difficult as a new world and set of characters and a storyline must be produced, and thus requires more effort for a larger risk and not necessarily a larger reward in terms of profit. New franchises are beneficial for the community as they foster a more creative culture as well and produce a more diverse entertainment industry.

3. Specific Questions for Consideration

- Why has the prominence of remakes, reboots and sequels arisen?

- What would the world where this prominence did not occur look like? (counterfactual)

- What are the benefits and shortcomings of new original franchises?

- How does this prominence impact actors/actresses as well as screenwriters etc? (Jobs in the entertainment industry)