

Handout for *Innocence* (Ghost in the Shell 2)

Think about the following issues (and more!) to prepare for Thursday's session:

1. Characterization of thematic focus
 - a. from the textual (dialog, etc.)
 - b. from the visual
2. How/why does Oshii focus on the figure of the doll, especially as it seems a step back from cyborgs and Kusanagi's dive into the Net? What does the figure of the doll allow him to examine, contemplate?
3. What is the role of animals in the film, the dog, in particular?
4. In what ways is *Innocence* about post-human love?
5. How is *Innocence* an extension of *Ghost in the Shell*?
 - a. Does it build on issues introduced and points established in GITS?
 - b. How does it relate to but also advance beyond GITS?