For better or worse, animation is a particularly appealing form of entertainment for children. Consequently, the producers of animated films and television shows might be considered to have some responsibility to develop characters that serve as effective role models for children and to place those characters in stories that, while perhaps not explicitly teaching lessons in morality and ethical behavior, do not promote blatant misbehavior.

- Do animators have a serious responsibility to present “good” behavior in a positive light and “bad” behavior in a negative light? Should such concerns be market-driven (i.e., TV ratings and purchase practices dictate what gets produced)? How might studios determine whether they are “crossing the line” when it comes to the behavior of their animated characters?

- What specific characters in recent animations for children have effectively represented positive role models? What characteristics do such role models possess? Are there themes and plots in such animated presentations that can be universally accepted as positive or negative, or does political correctness make such efforts too delicate to be broached?

- What misdeeds have characters performed in recent animations that have encouraged misbehavior in children? While such actions are often used to drive the comedy in a show, are their alternative scenes that might have been used to elicit positive audience response, without the negative behavioral side effects?

All students should come to class on Thursday, September 27, 2007, prepared to discuss these issues. The two panel members listed above will be expected to lead this discussion. Each panel member should:

- Consider each issue thoroughly, preparing specific examples to support the opinions that will be expressed during the discussion.

- Discuss the issues with other panel members, determining who will be the principal discussion leader on each issue.

- Prepare some brief opening remarks about the issues, as a means to prompt discussion about them.