

<b>Title</b>	Existenz
<b>Director</b>	David Cronenberg
<b>Date</b>	1999
<b>Area</b>	Early Modern Philosophy
<b>Theme</b>	Descartes - scepticism
<b>Plot Summary</b>	In the near future, computer games are plugged directly into the spinal column to give the user a completely immersive virtual reality experience. Trainee Ted Pikul must deliver a powerful video game developer to safety after her life is threatened at the unveiling of her newest virtual-reality platform, eXistenZ. The two must enter the gaming world in order to unlock the secrets behind the assassination plot and save eXistenZ. The film raises the question of whether we can ever be sure that we are not within such an immersive reality. Even if we seem to have escaped from virtual reality into actuality, this may itself be part of some higher-level virtual reality.
<b>Key Scenes</b>	The twist ending raises the question of whether we can ever distinguish between immersive virtual reality and actuality. The characters, who have seemingly stopped playing and returned to reality, cannot be sure that they are not still playing a virtual reality game. <a href="http://www.youtube.com/watch?v=LrQYiSKsDe4">http://www.youtube.com/watch?v=LrQYiSKsDe4</a>
<b>Relevant Text</b>	Descartes, Meditation 1