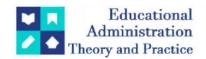
## **Educational Administration: Theory and Practice**

2024,30(4), 7725- 7727 ISSN:2148-2403 https://kuey.net/

**Research Article** 



# Dystopian Perspectives In Suzanne Collin's Hunger Games Triology

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Citation: A. Arockia Johnson et al. (2024), Dystopian Perspectives In Suzanne Collin's Hunger Games Triology, Educational Administration: Theory And Practice, 30(4), 7725-7727, Doi: 10.53555/kuey.v30i4.2632

## ABSTRACT ARTICLE INFO Future is an impression of the legacies of the past as well as the present. The Hunger Games Trilogy serves as a reflection of past and present events alike by all accounts of the modern age tragic book. By analyzing this trilogy as per the perspective of domain, expansionism, post dominion, and globalization we run over many equivalents. Tragic works will as a general rule equivalent political patterns. Mistreated universes are not actually gauges of entire world annihilating destinies, yet various means by which social orders can show themselves the road to decimation. The Hunger Games Trilogy depicts events unfolding within the sorrowful nation of Panem, as organized within the narrative, in reality, North America AND is the resilient and vital landmass enduring beyond the final days, a direct consequence of a catastrophic event "fierce battle for what little food remained" (The Hunger Games 21). Katniss the legend makes reference to Panem is surrounded by water with much of the land below sea level. **Key words:** Tragic, State house, colonize

#### **Discussion**

In the midst of the Harsh Mountains, the legislative hall is all set up, while the thirteen districts are situated across the territory of Panem. As shown by the maker Suzanne Collins, "The universe of Panem, particularly the State house, is stacked with Roman references. Panem itself comes from the proverb "Panem et Circenses" which changes over into "Bread and Markets." The individuals residing in the center of power also bear Roman names, such as Coriolanus Snow, Cinna, Caesar Flickerman, Effie Trinket, Seneca Crane, Claudius Templesmith, Plutarch Heavensbee, Castor, Pollux, Portia, Venia, Octavia, Cressida, Cato, Brutus, and many others. In the essay, it is argued that the fictional world of Panem shares similarities with ancient Rome, especially in terms of its privileged elite and lavish lifestyle the occupants of the Regulative focus are enjoying. The self-absorbed debased nature that is arranged on the verge of their domain falling. This signifies an exhortation and an idea to our grasp of the temperamental thought of our very own general public. The texts notice the Faint Days (The Hunger Games 18) about 74 years earlier arrangement of three starting points. The Administrative focus managed throughout the entire area and eliminated wealth, work, covering, misusing, engaging in acts of killing, torturing, and overseeing individuals for personal gains, they faced opposition from the regions. However, they were defeated by the imaginative advancements and military prowess of the Administrative faction, resulting in significant loss of life and the complete destruction of Locale 13. Katniss insinuates it as, "supposed wrongdoings carried out ages ago" (Catching Fire 90). 'The Hunger Games' was spread out in aftereffect of the obstruction In lack of clarity Days. The Administrative lobby utilized these approaches to maintain control and prevent future insurrections. The Hankering Games was a yearly event where 24 youths In the age range of twelve to eighteen, a youngster and a young woman from each of the twelve districts would be selected through a lottery system and placed in an arena where they must fight until the end, with only one victor remaining at the end of the games. The principal clarification for its goal was to emphasize the influence of the Authoritative focus over the areas, especially by eliminating their children effectively and convincing them that their survival depends on the killing of numerous young people. In a general sense it was regular determination and cautious, as children battled and endeavored to make due. The weak perished instantaneously, while the resilient devised alternative means of survival. Another aim of the Hunger Games was to provide entertainment for the citizens of the Capitol. This widely celebrated annual event was televised across all districts as a reality TV

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show, intended for the inhabitants of Panem to observe and learn from past errors, thus ensuring they never rise up in rebellion again. It had become an integral part of Panem's historical fabric. The Victory Tour conducted by the Victors serves as a stark reminder of the Capitol's "iron grip" (Catching Fire 4), which acts both as a weapon and a symbol of authority. District 13, having been completely eradicated, is not depicted on the map. However, the assessed area of Region 13 exceeds that of Locale 12 moreover areas located to the east, specifically Regions 3 and 6. The Administrative focus is similar to the Euro-American colonizers, while the Area is undifferentiated from countries that were subject to colonization around the world. The Authoritative focus managed and regulated the territory, directing attention to it and managing excess work, similar to the actions of colonizers towards the colonized. The thirteen districts represent various colonized nations, each outlined by their proficiency, procurement, and product. The thirteen locations are categorized as follows: District 1 is designated as 'Lavishness', and that infers they produce excess things for the Legislative hall and are all the more wealthy when stood out from various areas. In Region 2, the primary industry is stone work, with a focus on producing weapons, trains, and various supplies. They are known for their close ties to the Capitol, often receiving numerous favors from them. Region 3 specializes in innovation, manufacturing electronic goods, vehicles, weapons, and other mechanical products. Region 4 is primarily known for its fishing industry, providing fish and other edible marine products, and excelling in swimming and the use of fishing tools like pikes and nets. The main output of Region 5 is power, supplying electricity for the entirety of Panem. Region 6 is responsible for transportation, manufacturing railway lines, trains, and other vehicles for Panem's transportation needs. Region 7 specializes in wood production, with residents skilled in the use of tree-cutting tools. Locale 8 produces 'Materials' and has an alternate modern office for the making of the traditional costume of the Peacekeepers. Area 9 is tasked with enhancing 'Grains' production due to its extensive farmlands dedicated to grain cultivation. Area 10 specializes in breeding 'Creatures'. Area 11, known for its 'Agriculture', boasts vast estates, expansive grain fields, and cotton plantations. It stands out as one of the most deprived regions in Panem, where residents suffer from greed, malnutrition, and unwavering dedication. It's intriguing to note that despite being critical contributors to agriculture, they lack access to the food grown on their own lands. Instead, their produce is sent to the Capitol for their sustenance. Locale 12 is responsible for 'Mining' and is also among the poorest regions in Panem. Katniss Everdeen, our legendary figure, originates from this locality. Area 13 gained renown for its involvement in the production and extraction of graphite, nuclear research, and the manufacturing of atomic weaponry. The area was destroyed a really long time back as they drove the protection from the Official place during the Faint Days. As demonstrated, the Administrative primary focus revolved around twelve regions acknowledged as feasible, while awareness regarding the thirteenth district's existence and recovery was limited. Upon examination of this extensive array of regions, parallels can be drawn between our current era of financial globalization and a historical epoch marked by grandeur and innovation. Through the lens of globalization, it becomes apparent that the colonizers continue to hold sway over the states by making financial and imaginative circumstances. Despite having gained independence from their colonial oppressors, the ex-colonial territories remain dependent on them for crucial aspects such as economic advancement, security, and more. For example, well-off regions such as the ex-colonizers are re-appropriating their organizations and associations to the ex-colonized nations, to increase proficiency altogether speedier and reserves. Among the three, the administrative lobby is seen reallocating its services across all thirteen regions, and doing so at a discounted rate. The government possesses the necessary financial, creative, and armed forces to subjugate and manipulate regions, essentially turning them into servants to benefit the wealthy. Economic independence contributes to a nation's development in unique ways, distinguishing it from both established and emerging nations. Fanon's concept of postcolonial future envisions this scenario. "The human condition, plans for humankind and joint effort between men in those undertakings which increment the whole of mankind are new issues, which request genuine developments" (Pitiful 252). Globalization has, truly, fostered global interconnectedness, yet it simultaneously maintains deliberate regional isolation to prevent collusion against the government and to support insurgent factions. Notwithstanding, what joins the regions is persevering and abuse. Dismissing their limited correspondence they quickly sort out some way to plot against the Administrative focus. This signifies their longingness for a valuable open door, need value, long for congruity, seek out power and pine for food. Uniting as a single entity to break free from oppression may have seemed like a risky move, but the determination of the next generation proved indispensable for the rebels. In Panem, while most areas suffered from starvation, the Capitol indulged in excess. Capitol dwellers would gorge themselves and then purge, reminiscent of ancient Roman feasts, with an abundance of food at their disposal. Yet, despite there being enough for all of Panem, the Capitol's fear of losing control over the districts perpetuated hunger and resentment among the oppressed. This would incite the oppressor's collapse. Researching the district through the lens of Expansionism and Government, it is clear that these locales are similarly as our actual bodies of Asia, Africa, South America, and Australia lie lands shaped by the influence of European powers like English, Spanish, Dutch, and German. Striving for dominance, they sought to colonize as many territories as possible, establishing a regulatory center akin to the American and European powers. This central authority, akin to the Capitol in The Hunger Games trilogy, exploited the colonized lands, draining them of resources and relegating them to subordinate status. Katniss Everdeen narrates the trilogy from her standpoint, shedding light on the Capitol's atrocities and the multiple forms of oppression, notably exemplified through the Hunger

Games, a meticulously structured method of exerting control and subjecting the vulnerable populace to suffering. The contrasting placement of the districts within the arena mirrors a political doctrine akin to the divide and conquer strategy employed during the partition of India, Pakistan, and Bangladesh by the English. Furthermore, it becomes apparent that the Capitol maintains dominance over the districts by depriving them of fundamental necessities such as food and resources. Residents of the area must send their youth to enlist multiple times to secure additional land for their families. Illegal trading and hunting were undertaken to eke out a living. Poverty and yearning are evident, along with the determination to survive. In "Bursting into Flames," Katniss displays resistance at the Quarter Quell, leading to a significant rebellion. The Capitol's response is brutal, resulting in the complete destruction of District 12. Despite this, a few survivors manage to escape to District 13, where the rebellion against the Capitol is covertly organized. As a symbol of defiance, Katniss encourages people from all districts to join in overthrowing President Coriolanus Snow's oppressive regime. President Snow was convinced that his actions were necessary for the tranquility of the Capitol, which he considered the right course of action. He embodied fascism, wielding complete control over extensive communications, weaponry, and the military. He punished dissenters and bore the consequences himself to avoid any doubts.

#### Conclusion

The trilogy presents historical markers, with post colonialism signaling a departure from past colonial rule. Examination of contemporary uprisings like the Arab Spring in the Middle East and North Africa underscores the enduring impact of authoritarian regimes on populations that they expected to nonconformist and difference against the public power. To achieve congruity, value and a notoriety based country, these battles provoked conflict and passing. Recognized nations across the globe acknowledged their duty to intervene for the sake of peace. The agitator groups are indirectly motivated sources of influence. President Snow mirrors traits seen in contemporary dictators like Saddam Hussein, Kim Jong-un, Muammar Gaddafi, Idi Amin, Bashar al-Assad, and others. Both President Snow and President Coin seem to embody influential entities who orchestrated offensives in the Middle East for their own advantage. The struggle for equity, respect, and access to basic necessities such as food and resources is paramount for marginalized communities, urging nations to respond to these essential needs. The Hunger Games Trilogy serves as a poignant reflection of the stark realities of our world, spanning historical contexts and contemporary times. The exercises undertaken today will be thought about from this point, as shrewd demonstrations will without a doubt have results.

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