

# EMERGENCE

## Thesis Screenplay Summary

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*Emergence* is a feature-length coming-of-age and science-fiction screenplay set between 2044 and 2059 in Canada and Sanctum, a settlement on Mars. The story follows Nate Ein, a prodigy in computational neuroscience, who loses his mother, Miri, at a young age. He embarks on a single-minded techno-mythological quest to save his mother from death, and grant immortality to all. Nate's quest strains the relationship with his father, Joe, and forces him to Sanctum, the main settlement on Mars that Joe spent years away from home building when Nate was a child.

On Sanctum, Elias (Joe and Miri's former boss and former family friend whose corporate power verges on an imperial monarchy) brings Nate, and his important research into brain interfaces, into a world of political intrigue and manipulations. Nate struggles to navigate this new world, and ends up being given the burden of choice for the future of humanity. Nate must confront the unresolved trauma that has consumed him, as well as the ramifications of his choices: past, present, and future.

*Emergence* deconstructs the tropes of the Hero's Journey, and explores the issues of unchecked corporate capitalism, technological development, and artificial intelligence, and themes such as grief, growth, trust, choice, power, and balance. *Emergence* ends with an unlikely and imperfect Utopian vision of the future, and is meant to provoke collective decision-making on the future of our species.

**Scholars, researchers and fellow filmmakers who wish to read *Emergence* can contact [gradfilm@yorku.ca](mailto:gradfilm@yorku.ca). Please explain your interest, and confirm that it is for personal / private research purposes only.**