

Dinosaurs Comparison Chart-

MAKE A COPY OF THIS & RENAME W/ YOUR NAMES IN FRONT OF TITLE!

	<i>Frankenstein</i>	<i>Jurassic Park</i>
Characters	Protagonist	Protagonist
	Dr. Frakenstein (his choices directly affect the whole story and the primary conflict)	Dr. Hammond (his choices directly affect the whole story and the primary conflict)
	Antagonist	Antagonist
	The Monster (or Frankenstein in some respects because it is his creation)	Dr. Hammond himself. (His dinosaurs are a reflection of himself, his own creation)
	Additional Comparable Characters	
	Henry Clerval relates closely to Malcolm as a friend and as an advisor. William relates to the kids closely as they all act innocent and curious of the world around them. Elizabeth can relate to Dern due to their curiosity and their caring nature.	Ian Malcom: advise for the better, Warnings and how to fix the situation. Lex and Tim relate closely to William and the Frankensteins with their extreme curiosity and persistence. Dern is similar to Elizabeth in some respects.
Conflict	Man vs. Himself. (His nature)	
	Dr. Frakenstein struggles deeply with his building passion and his passion for creating a "master" race. So narrowminded and stubborn that he never steps back and recognizes the reprocutions of his passion.	Dr. Hammond is so consumed with the passion of creating his dinosaurs and creating a money-making park that he loses sight on the true dangers of his passion.
Themes (a theme is a statement that expresses the author's point in the selection, like a moral to the story)	In Frankenstein by Mary Shelley, passion is only beneficial till it consumes you. It blinds you from the reprocutions until it is too late, rendering you incapable of dealing with the reprocutions as you had previous knowledge to prepare for them.	In Steven Spielberg's "Jurassic Park", pursuing passions is extremely beneficial; however, society must look at the potential consequences of their passion and consider its overall purpose in the surrounding environment.
	Similarities	Differences

<p>Ending Scenes</p>	<p>They both are escaping over water and leaving the world they knew behind forever to leave all their mistakes and mishaps behind.</p>	<p>Victor ends up dying and wants Walton to continue the hunt for the creature while Dr. Hammond wanted to hold on to what he had but he recognized all the faults with his creation.</p>
<p>The Quest</p>	<p style="text-align: center;">Robert Walton</p> <p>Walton's primary quest is to reach the north pole, going where man has not gone before and coming back to gain the fame that accompanies it. Secondly, Walton is lonely and in search of a true friend he can confide in.</p>	<p style="text-align: center;">Mr. Hammond</p> <p>Mr. Hammond's quest falls back on the idea of creating new life for his own selfish gain. Hammond wishes to recreate dinosaurs for his own profit and fame. While this quest and his passion seems very feasible and beneficial, it proves to be dangerous and terrible for the park in the long run.</p>
	<p style="text-align: center;">Victor Frankenstein</p> <p>Victor's quest is to prove the validity of the old alchemists in which he first studied, and in doing this reanimating a body composed of humans parts. After the creation of the monster, Victor then shifts his quest to destroying his creation, as he realizes how detrimental this creation was to society and to himself.</p>	<p style="text-align: center;">Dr. Grant</p> <p>Not too sure about this one. Please add and clarify if needed. Dr Grants initial quest is to provide "professional advice and clearance" to Dr. Hammond's park and in return receive funding for the next 3 years for his excavations from Dr. Hammond. After the incident with the T-Rex, Dr. Grant's new quest is to make it back alive to the others with the kids and find a way off the island.</p>
	<p style="text-align: center;">The Creature</p>	
	<p>The creature's whole quest after his creation was to become more aware of life and become more human. Once he was rejected by the cottagers, his quest became one of hatred and revenge. He wanted his creator, Victor, to suffer, just like he himself did. This quest makes the creature seem like the true antagonist, while arguably, it falls back on the nature of Victor and his own conflict.</p>	<p>5 elements of "the quest" A quester A place to go A stated reason to go there Challenges and trials The real reason to go—always self-knowledge</p>