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Youth, Education, and Popular Culture: Exploring Themes from Five Point Someone to Contemporary Cinema

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Abstract:

Young people are greatly influenced by cinema, which is an important aspect of popular culture. In modern times, movies influence people's beliefs, actions, and perspectives of society in addition to being entertaining. Cinema have the power to impart knowledge and shape how young people think on identity, success, and education.

The process of transforming a book into a movie plays an important role because it influences how the plot is laid out and perceived by a broader audience. Cinema has established into a powerful medium in the twenty-first century that not only captures reality but also conveys glimpses into society and life in general.

Chetan Bhagat's Five Point Someone illustrates the burden that Indian students experience within the educational system. The same idea is presented to a larger audience in a more captivating and motivational manner in the film adaptation, 3 Idiots.

The relationship between youth, education, and film is examined in this article. It examines topics, narrative shifts, and filmmaking approaches. It makes the case that the movie version expanded the original work's audience and made it a significant cultural phenomenon.

Keywords: *Popular, cinema, youth, adaptation, education, culture, identity etc.*

Introduction:

A significant component of contemporary society is popular culture, which includes music, movies, television, and digital media. Cinema is particularly effective among these as it integrates both visual and aural storytelling to reach an extensive audience. Films make a big impact on young people since they not only entertain them but also shape their beliefs, morals, and attitude. It acts as a mirror and a model of society, both shaping and reflecting cultural ideals. These days, education isn't limited to classrooms because movies serve as an informal learning tool by introducing young people to various cultures, societal challenges, and concepts related to identity and achievement.

As proven by the sentence, "You are not defined by your GPA," Chetan Bhagat's Five Point Someone in India exposes the burden of the educational system and questions the notion that a person's value is determined by their academic achievement. Bhagat highlights the unrelenting competition that molds student life and personal development when he says, "If you have to win the rat race, you have to run faster than the rats" (Bhagat, 2004, p. 22). Bhagat criticizes the school system's restrictive concept of success by using this pressure to meet academic standards as a lens through which to examine larger cultural norms.

Indian teenagers today are under a lot of pressure from their families, society, and educational institutions. The lives of IIT engineering students appears in Chetan Bhagat's Five Point Someone (2004), which highlights friendship, identity conflicts, and academic stress. The sentence, "If you have to win the rat race, you have to run faster than the rats," reflects the novel's criticism of the competitive system. Rajkumar Hirani's 2009 film adaption, 3 Idiots, uses humor, music, and images to convey these concepts in a more appealing and meaningful way. Rancho challenges typical educational practices and promotes learning along with understanding. The movie expanded its viewership and became a cultural sensation, stimulating conversations about young identity and educational reform.

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Together, the book and movie demonstrate how literature and film impact society and shape opinions about youth and education.

Pedagogy And Cinema

Often more successful than traditional classrooms, cinema acts as an informal educational system. This is due to the fact that movies employ emotional connection, visual narrative techniques, and recognizable cultural contexts to make concepts simple to comprehend and retain. Cinema teaches young people in an organic and captivating way through stories, characters, and real-life scenarios.

According to Henry Giroux, *Popular culture is a powerful pedagogical force that shapes how young people view themselves and the world.* This implies that cinema teach morals, attitudes, and conduct even when they don't explicitly aim to teach. Chetan Bhagat questions rote learning in Five Point Someone by arguing that learning is more important in life than grades This demonstrates a change from memorization to genuine conceptual comprehension, which is a crucial concept in contemporary education.

The Education System and Academic Pressure

The reality of academic pressure in prestigious Indian universities is depicted in Five Point Someone. The emotional and mental challenges confronted by students are the main subject of the book. Strict grading schemes and memorization are harshly condemned by Chetan Bhagat. "Grades are not a measure of your intellect," he explains. They are a measure of your obedience, (Bhagat, 2004, p. 88) which means the system values following rules more than real understanding or creativity. This indicates that academic achievement is frequently determined on grades rather than actual understanding.

The impact of this type of stress on students' mental health is also depicted in the book. Competition and expectations force characters like Hari, Ryan, and Alok to experience tension, anxiety, and perplexity. According to Bhagat, "Every student here is chasing a dream that may not even belong to him" (Bhagat, 2004, p. 55) highlights how students go after their parents' and social expectations rather than their own. This creates stress on them and impacts their confidence and perception of self.

In contrast, the movie 3 Idiots tackles the same problem in a way that is more motivating. It demonstrates how to think creatively and study with comprehension to find solutions. Rancho is a character that questions the system and inspires others to prioritize knowledge over grades. According to Bhagat's theory, "the system doesn't want creativity, it wants obedience," and the movie makes it quite evident how this hurts kids. By promoting change and improved methods of learning, it also offers hope.

Youth And Popular Culture

Common beliefs, attitudes, and behaviors that are popular and adhered to by a large portion of society are referred to as popular culture. It incorporates accessible material, such as movies and music. Because they both enjoy and contribute to the creation of popular culture, young people are crucial to it. According to John Storey, *Popular culture is the culture that is widely favored or well-liked by many people.*

Youths understand their desires, challenges, and experiences through cinema, which is a significant component of popular culture. College life in Five Point Someone depicts young culture through academic pressure, camaraderie, and disobedience. Bhagat emphasizes the importance of connections for young people by writing, "The best thing about college is not the grades but the friends you make." This concept is also demonstrated in 3 Idiots, where friendship and encouragement are crucial for overcoming obstacles.

Cinema As Medium of Education

Cinema serves as a non-formal educational tool in addition to formal education. It makes learning more engaging and simpler by using tales, images, and feelings. In contrast to classroom instruction, movies depict scenarios and experiences from real life, which makes the subject more relatable to young people.

Youth can learn through cinema in a variety of ways. They promote awareness of societal concerns such as racism, gender inequality, and poverty. Through biographical and historical narratives, they also impart historical knowledge. Simultaneously, they impart moral ideals via depicting moral dilemmas and decision-making by characters. According to research, movies influence people's perspectives on society, which aids in both social and personal transformation.

The emotional impact of cinema is another significant aspect. Cinema evoke emotions like inspiration, fear, and empathy, which deepen and deepen learning. Young viewers frequently identify with characters and gain knowledge from their experiences, which may have an impact on their decisions and actions in real life.

Participation Of Youth in Cinema

By presenting real-life challenges in an engaging and accessible manner, cinema acts as both an informal learning tool and a supplement to formal academic education. "Movies are a powerful medium for educating the masses about race, gender, and class," according to Bell Hooks. Similarly, Five Point Someone informs readers

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about the issues facing the educational system. Bhagat emphasizes this point by saying, "Life is not about grades, it's about learning," which promotes comprehension rather than memorization.

The way the youth are portrayed and seen in society is also influenced by cinema. Young people are frequently portrayed in movies as rebels, people struggling with their identities, or change agents. However, misconceptions regarding gender, ethnicity, and social class can also be produced by movies. Even though movies offer important cultural insights, these exaggerated and perhaps damaging depictions can have a negative impact on how young people think and perceive the world.

Resilience, friendship, and support

In both Five Point Someone and Three Idiots, friendship plays a significant role. In the book, Hari, Ryan, and Alok's relationship helps them cope with their personal issues and academic pressures. According to Bhagat, "We survived because we were idiots together" (Bhagat, 2004, p. 103). demonstrating how their relationship provides them with strength and emotional support. They may also question regulations and deal with pressure together because of their friendship.

Through comedy, experiences that are shared, and images, the movie also emphasizes friendship in a more sensitive and engaging way. Both the book and the film demonstrate that success is more than just personal achievement. Rather, they stress that solid relationships, empathy, and support help young people overcome obstacles in life and remain resilient.

Self-expression and Identity Building

One of Five Point Someone's major themes is identity building. In a rigid and competitive educational environment, the characters find it difficult to express their uniqueness. Bhagat states, "We needed someone to tell us that being smart is not enough" (Bhagat, 2004, p. 112), indicating how the system prioritizes grades and technical proficiency over creativity or personal development. Students are under pressure, which has an impact on their self-expression and confidence.

Rancho is a symbol of uniqueness and self-education in 3 Idiots. Instead of slavishly to society's definition of success, he believes in understanding ideas and pursuing one's passion. The tension between being true to oneself and abiding by the rules is depicted in both the book and the movie. The movie conveys a positive message that students can follow their own path and yet thrive, while the novel depicts the stress brought on by this expectation.

Parental and Social Expectations

The pressure from parents and society is a significant element in Five Point Someone. Instead of pursuing their own interests, many students are forced to accept jobs selected by their family. Bhagat writes, *every student here is chasing a dream that may not even belong to him, (Bhagat, 2004, p. 55)* illustrating how students frequently live up to the expectations of others. This stresses them out and restricts their ability to make their own decisions.

These pressures are made visible in 3 Idiots through emotional parent-child scenes. The film illustrates how families put more pressure on students by expecting them to do well academically and have prosperous professions. Such expectations can result in stress, poor mental health, and even disastrous decisions, as both the book and the film illustrate. They urge individuals to consider how crucial it is to comprehend students' decisions and develop a more encouraging educational environment.

Satire, Humor, and Rebellion

Chetan Bhagat utilizes satire and humor in Five Point Someone to criticize social pressure and the rigid educational system. The primary characters flout rules and cope with stress by pulling practical jokes. Bhagat demonstrates how humor helps people deal with stress and emotional difficulties by writing, "We knew that if we didn't laugh, we would cry" (Bhagat, 2004, p. 67). Additionally, it allows people to vent their annoyance and feel somewhat in charge of a strict system.

Through humorous scenarios, language, and acting, humor is presented in 3 Idiots in a more vibrant and vivid manner. In addition to making the movie entertaining, these scenes convey a crucial lesson regarding pressure and education. Humor is used in both the book and the movie not only for amusement but also to lower tension, challenge the current state of affairs, and establish a straightforward and significant connection with the viewer.

Cultural Influence and Public Acceptance

The Five Point's popularity Many students can identify to its concepts about academic pressure and a rigid educational system, according to a young person from an urban area. However, educated and urban readers were the book's primary target audience. This reach has been widened by the movie 3 Idiots, which made connections with a much wider audience that included individuals from various nations and backgrounds. Its popularity in nations like China and Japan demonstrates the universality of its themes, which include friendship, creativity, and pursuing one's passion.

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Important conversations regarding education, mental health, and job choices were also sparked by the film. "All is well" has gained a lot of popularity and is a symbol of optimism and hope amid trying times. 3 Idiots strengthened the message and encouraged more people to consider these significant social issues by adapting the book into a moving and fascinating cinema.

Youth Identity and Cinema

Youth identity and self-worth are significantly shaped by cinema. It depicts several real-life scenarios that aid in young people's self-understanding. Bhagat's advice in Five Point Someone, "Don't let your past decide your future," speaks to students' experiences with failure and exhorts them to maintain optimism. Similar sentiments are conveyed in movies, encouraging young people to develop self-confidence and self-belief.

Youth behavior, lifestyle, and social relationships are also influenced by cinema. Particularly in the current digital era, it influences things like daily routines, language, and fashion trends. The way that young people think is greatly influenced by Indian film. According to Ashish Nandy, Cinema in India is not merely entertainment; it is a way of understanding society. Movies like 3 Idiots demonstrate how movies may alter perceptions of success and education, motivating students to concentrate on their studies and personal development.

Cinema As a Sicial Change Tool

Because it draws attention to significant topics like gender equality, environmental difficulties, and mental health, cinema is an effective means for social change. Films make these subjects simple to comprehend and relate to through narratives and characters. They inspire youth to reflect critically on society and challenge current issues.

Numerous movies encourage young people to act in real life. They inspire people to become more socially conscious, support causes, and raise awareness. In this sense, by changing views and promoting active engagement in society, movies not only provide entertainment but also contribute to constructive change.

The function of media literacy in education

Young people are frequently inspired and motivated to take action in real life by cinema. They can promote involvement, awareness, and even societal change. It's critical that young people comprehend cinema since it has such a powerful impact. According to Len Masterman, Media education is essential for developing critical autonomy, which implies that rather than simply accepting what they see, children should learn to think critically about it. Youth who are media literate are better able to comprehend messages, challenge assumptions, and make wiser choices.

Indian Youth Case Study

Young people are greatly influenced by Indian cinema, particularly Bollywood. It influences their perspectives on relationships, family, and social values. Numerous movies, such as biopics and socially conscious films, aid in raising awareness and educating audiences. Young people now view movies in different ways thanks to digital platforms, which also alters how they study and interact with content.

Digital Age Cinema

With the development of digital technology, cinema has undergone significant shift. Young people now view movies on mobile devices and streaming services rather than just in theaters. Additionally, they get access to worldwide content. These days, young people actively participate in social media conversations, participate in fan communities, and even produce original content. As a result, movies become more engaging and impactful in their day-to-day lives.

Education Vs. Learning

Real understanding is frequently neglected for the sake of competition in modern education. Instead of truly grasping things, students attempt to get better scores. Bhagat emphasized the value of learning rather than simply doing well on tests by saying, "Studying is not about competing, it is about understanding." This concept promotes group learning and an emphasis on comprehension rather than comparison.

A Theoretical View

According to Pierre Bourdieu's theory of cultural capital, watching movies and other media helps broaden one's knowledge and social consciousness. Youth can have a greater understanding of culture and society by participating in cinema, attending film festivals, and watching quality films. Additionally, young individuals frequently pick up knowledge from seeing movie characters. They imitate attitudes, behaviours, and behaviours, demonstrating how cinema can have a straightforward yet effective impact on real-life behaviour.

Conclusion

Three Idiots and Five Point Someone both depict student life and the strain of the educational system. The book presents a realistic picture of the pressure, demands, and difficulties that students encounter. The film encourages innovation and pursuing one's passion while presenting the same concepts in a more upbeat and motivational manner.

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Themes like friendship, identity, and social pressure are central to both. Film promotes belief and answers, whereas the book primarily depicts issues. When taken as a whole, they demonstrate how stories can change people's perceptions of youth and education.

Young minds are greatly influenced by cinema. It teaches morality and shapes behavior in addition to providing entertainment. However, cinema can have positive as well as negative impacts. Students should therefore consider what they notice critically. Media literacy should be emphasized in schools so that young people can learn from cinema in a more effective and significant way.

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Conflicts of interest

The authors declare that there are no conflicts of interest regarding the publication of this paper

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