

WAYNE'S WORLD

The world that Wayne and his friend Garth inhabit is one which is possibly different to yours. It has its own language, examples of which are given opposite. It has its own rituals and it has its own references. Some of these we understand, others we do - not. You could say that we are not supposed to because the world that Wayne and Garth inhabit is their own; they exclude people who they think do not fit in by entering into their own language. The way that they talk and the way that they dress are two ways in which Wayne, Garth and their friends define themselves. Are there any other ways? Possibly the music that they listen to. Try to list as many other ways in which Wayne and friends define themselves.

This behaviour is not restricted to Wayne and Garth. When you have completed your list, try to turn your ideas into categories - so far we have given you dress and the way they speak. When you have your categories, apply them to other groups of people, for example businessmen and women. Do they all behave in similar ways. Think of other 'youth groups' - soul fans, rap fans, even football fans. Look around your class. There must be a number of different types of 'groups' there. Try to define each of these in the ways that you defined Wayne and Garth.

If you closely compare the different groups you have analysed, you will discover that they are 'different but in many ways the same. They all need to define themselves as a group and be able to feel part of that group.

WAYNE'S STORY

"Hey, I'm the one who get's to talk to the camera."

The story told in 'Wayne's World' is similar - to many other films. It could best be summed up as someone is saved from the evil clutches of someone else by a brave hero. It is almost like a fairy story. Can you think of any other films that you have seen which fit into this story pattern? The scriptwriters have taken this basic pattern and used one

particular 'group', one particular style in order to retell it. The story could equally be told as a Western or as a horror story. What makes this film different is the way it is told. You could say that it is 'aware' of itself as being a film.

In one of the press packs for the film the following comment is made:

"Also expect numerous extreme close ups, unnecessary zooms, shameless product placements-plugs, countless cameo appearances from a myriad of truly excellent guest stars. Plus three -count'em - three alternative endings."

One thing that we do not usually expect from feature films is that the characters will speak directly to us (at times to the point of demanding that the camera follows them so they can say something to us in private). How else is the film aware that it is a film?

A further example is the use of captions. Which of these can you remember? How about the "Oscar Scene"? What does this tell us not only about the way to understand this film but also about our understanding of other films? List as many examples as you can of this happening in the film.

'Wayne's World' will not let us sit back and simply let the story happen. It shows us how we understand a film using that understanding as part of its own storytelling.

TASK

Using the work that you completed in the first section of the guide, try to rewrite the story of 'Wayne's World' using one of the different groups that you analysed. How would this affect the story itself and how would it affect such things as the locations and the different types of characters? You will have to choose different names for the central characters which are appropriate to your chosen group.

BEYOND THE FILM

A lot of the jokes that are made in 'Wayne's World' can only be understood if you know the various films and television programmes that they refer to. Why, for example, should Wayne scream and drive off very quickly when a policeman asks him "Do you know this child?". Why, when Garth looks at his dream woman should a particular type of music be played?

Wayne and Garth inhabit a world of heavy metal rock music, television and films and this helps shape the way not only they see the world but also the ways in which we are shown their world. How many references, either visual or musical did you spot during the film? Were there any references to particular films or types of film that you noticed?

How often are these references used to undermine what we see on the screen - that is the idea given by the original programme highlights the absurdity of the actual situation (for example, Garth disarming Russell of the flashlight)? Can you think of any other places where this happens?

Think about the ways in which the film ends and ends and ends.

Why do you think that the film makers decided to do this? True, it makes for a gag at the end, but what else does it do? How does each of the endings affect the way in which we have understood what happened before? Which of the endings were you expecting? Did the other endings mean that your expectations were changed or that it meant that your final feeling about the film was different? Say if they had included only one ending -how would your enjoyment of the film have been different? How do you understand a "Scoobie Doe" ending if you don't know who Scoobie Do is? And why the Horror Theme Park?

**- Let's
have a
Scoobie
Doo
ending**

FROM SUB CULTURE TO MONEY MAKER

We are first introduced to Wayne and Garth through their Cable TV programme which is watched by Benjamin. His decision to try to buy the programme and put it on network television will change the programme itself. One could also say that Noah Vanderhoff has also changed the way in which people play video games. Instead of the odd machine in different shops he has collected them all together into his "Noah's Arkades" for his own profit. Thus he has used people's pleasure for his own financial gain.

Think of the first time we see Wayne and Garth presenting 'Wayne's World' on cable TV and then its recreation (down to rebuilding Wayne's basement in the studio) on network W. Describe as many of the changes in its presentation and appearance as possible. Why have these changes been made do you think? What do you think was the original purpose of the programme on TV, and what has its purpose now become? Why should Benjamin and Noah want to do this in that they have changed the original concept of the programme? What do they want?

★ ★ ★ ★ **MORALITIES**

Despite the fact that the film is a comedy, your work on the previous section could also point to the fact that there is a moral to the story. Is it simply "Believe you are worthy and enjoy" or is it saying something else?

Does it say that young people are better than older people? (Who wins in the end? How is their victory shown?). Does it say that young people have no sense of culture, that all they know about is TV and films? Try to come up with your own list of 'morals' from the film.