**ROBINSON CRUSOE VS GULLIVER’S TRAVELS**

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| **ROBINSON / DEFOE** | **GULLIVER / SWIFT** |
| R. **doesn’t change** during the story | G. **changes** after meeting different races and cultures |
| R. isn’t interested in learning different cultures, he only wants to impose his civilization because he thinks it is the best one. He is the **typical colonialist** of that time. | G. wants to learn from the people he meets and at the end he discovers that he prefers the intelligent horses to the human beings. G is not a typical colonialist and he seems **more modern** than R |
| R. considers himself **superior** and also Friday recognizes that he is the master and he must be the slave | The creatures that G. meets don’t consider him superior; on the contrary, they consider him not very intelligent (the Lilliputians), they ignore him (the scientists in Laputa) or they consider him, and the human beings in general, bad and dangerous because they kill each other (the speaking horses)  |
| The story has a **happy ending**: thanks to his intelligence and qualities, R. survives and becomes rich | The story hasn’t a happy ending for G. because he is obliged to live with the people he dislikes even if he would like to live with the horses |
| R. (and the writer) likes the **British society** of his time and he recreates it on the island | Swift criticizes the society of his time  |
| Defoe doesn’t use **irony and satire** | Swift uses irony and satire |
| The novel is inspired by a true story and the **events are possible**  | The novel speaks about **fantastic events and characters** that can’t exist (intelligent horses, giants etc.) |

Both novels:

1. Use a **first person** narrator to make the story more realistic
2. Are inspired by the **travel literature** that was very popular at that time
3. Have a protagonist that belongs to the **middle class** and that wants to travel and discover the world
4. Use a **simple and realistic language**