

Star Trek The Next Generation Episode 64 The Offspring

[#Star Trek The Next Generation](#) [#TNG Episode 64](#) [#The Offspring](#) [#Data's Daughter](#) [#Lal](#)

In Star Trek: The Next Generation's episode 'The Offspring,' Data creates an android daughter named Lal, exploring themes of artificial intelligence, parenthood, and the potential for androids to experience growth and development. The episode delves into the ethical considerations surrounding artificial life and Data's evolving understanding of human emotions and relationships as he struggles with Lal's rapid development and eventual tragic fate.

You can use these research materials to support academic or business projects.

Thank you for choosing our website as your source of information.

The document Star Trek The Next Generation Offspring is now available for you to access.

We provide it completely free with no restrictions.

We are committed to offering authentic materials only.

Every item has been carefully selected to ensure reliability.

This way, you can use it confidently for your purposes.

We hope this document will be of great benefit to you.

We look forward to your next visit to our website.

Wishing you continued success.

This document is widely searched in online digital libraries.

You are privileged to discover it on our website.

We deliver the complete version Star Trek The Next Generation Offspring to you for free.

Star Trek - The Next Generation The Offspring

Set in the 24th century, the series follows the adventures of the Starfleet crew of the Federation starship Enterprise-D. In this episode the android Data creates a "child" of his own named Lal and tries to raise her, while Picard takes on Starfleet Research to keep them from taking her away.

The Star Trek Encyclopedia

From 'audet IX to Zytchin III, this book covers it all. This is the ultimate reference book for all Star Trek fans! Added to this edition are 128 new pages. This addendum highlights the latest episodes of Star Trek: Deep Space Nine®, Star Trek: Voyager® and the newest feature film, Star Trek: Insurrection™. The thousands of photos and hundreds of illustrations place the Star Trek universe at your fingertips. Planets and stars, weapons and ships, people and places are just part of the meticulous research and countless cross-reference that fill this book.

Star Trek: Discovering the TV Series

How well do you know Star Trek? Lifelong science fiction fan, podcaster and author Tom Salinsky decided that the answer was "not well enough", and so at the beginning of 2022, he embarked on a two-year mission to watch everything from the start of The Original Series to the end of Enterprise, at the rate of one episode per day. This book is the first part of that odyssey, covering the 79 television episodes which started it all, the animated series which briefly brought it back in the 1970s, the first six original movies and the full run of The Next Generation. As well as having fun saluting the show's triumphs, cringing at its lapses in taste, and admiring its willingness to swing for the fences, there's lots of fascinating behind-the-scenes information here. Why were salt-cellars unchanged in the 23rd century? Was Gene Roddenberry really not allowed to show a woman's belly button? How many characters get killed during the run of The Animated Series? Who actually wrote the script for Wrath of Khan? How did Paramount get Next Generation on the air when no network would touch it? But you'll

also get the benefit of a complete overview of this landmark series, watching it unfold and familiar elements appear – often much later than you think. When's the first mention of the Federation? Of Kirk's time being the 23rd century? Of there being no money in the future? And some elements appear rather earlier than you might think – which episode is the first to feature a Holodeck? Whether you're a die-hard fan, a casual viewer, or just someone interested in the history of television, you'll adore coming on this daily journey through the highs and lows of one of the most significant and much-loved media properties in the world.

Video Source Book

A guide to programs currently available on video in the areas of movies/entertainment, general interest/education, sports/recreation, fine arts, health/science, business/industry, children/juvenile, how-to/instruction.

The Laser Disc Newsletter

The Hamlin Massacre -- every Starfleet officer knows the tale. The tiny Federation outpost of Hamlin was destroyed. its entire adult population ruthlessly slaughtered, before the first defense shields could be raised. Even worse, the colony's children disappeared without a trace, abducted by the aliens who attacked with a ferocity and speed that outmatched their Starfleet pursuers. Now, fifty years later, the Choraii ships have appeared again. But this time the Federation is ready; this time, the Choraii must pay for what they need. the precious metal can only be bought with the Hamlin children still living with their captors. This time, the Choraii must face Captain Jean-Luc Picard -- and the crew of the "Starship Enterprise(TM) ."

The Children of Hamlin

The Star Trek Quiz Book is a fun selection of original questions (and answers!), comprehensively covering all facets of the classic original series! As a fun family game it will separate the Picard's from the Q, the Riker's from the Borg, and is a fantastic way to enjoy Trek even more.

Star Trek: The Next Generation – Ultimate Quiz Book

From the name of Captain James T. Kirk's brother* (3 letters) to the name of the latest Star Trek feature film's villain** (7 letters) John M. Samson's Star Trek crossword puzzle books cover every corner of the intergalactic phenomenon that has captivated fans for more than thirty years. With fifty brand new puzzles to conquer, this fourth volume of STAR TREK CROSSWORDS will engage, delight and entertain both casual viewer and diehard Trekker alike. * Sam ** Shinzon

Star Trek Crosswords

Packed with concise high-interest descriptions, handy side-bars and eye-catching graphics, this is the first comprehensive listing of online Trekker interest groups, conferences, forums, games and trivia. It covers the Internet, the major commercial services, including CompuServe, America Online and Prodigy, and hundreds of bulletin boards.

Net Trek

On January 16, 1995, Star Trek: Voyager made its television debut. The fourth Star Trek series had a very different premise to its predecessors: flung 70,000 light years to the unexplored Delta Quadrant, far from the familiar Federation, the U.S.S. Voyager faced a long and perilous journey home. Across seven seasons, Captain Kathryn Janeway and her crew encountered new species, new wonders, new threats... and some very familiar adversaries for good measure. Celebrating a quarter century since the series first began, the Star Trek: Voyager 25th Anniversary Special is an essential guide to the U.S.S. Voyager's exploration of the Delta Quadrant. Featuring an exclusive new interview with Kate Mulgrew, plus a season-by-season guide, on-set reports, and spotlights on production design and visual effects, the Star Trek: Voyager 25th Anniversary Special is the ultimate companion to the show that took the Star Trek franchise further than it had ever been before...

Star Trek: Voyager 25th Anniversary Special

1966--The first "Star Trek pilot, "The Cage," is aired. 1977--"Star Trek II, a new television show featuring the original cast, is proposed--and never made. 1979--"Star Trek: The Motion Picture, the first in what would become a long line of feature films, is released. 1987--A totally new "Star Trek television show premieres--a show that would become one of the most popular syndicated series of all time, spawn two more Trek-inspired shows, and start "another series of successful feature films. "Star Trek: The Next Generation is born--and science fiction television is changed forever. "The Trekker's Guide to the Next Generation reveals what went into--and was left out of--the seven television seasons and two feature films about the crew of the second "Enterprise. Hal Schuster, a long-time, prominent chronicler of the "Star Trek phenomenon, details just how the show was created, and how it changed following the death of "Star Trek originator Gene Roddenberry. He traces the history of "The Next Generation from the cancellation of a popular program to the beginnings of a box-office serial smash. Using information culled from interviews, the show's own bible, and other sources, "The Trekker's Guide to The Next Generation takes you inside the popular phenomenon. Read character profiles and biographies of the actors who brought them to life. Get plot summaries for each of the 177 television episodes, plus guest stars, innovations, and bloopers. Learn what happened between James T. Kirk's command and the debut of the new "Enterprise with Captain Jean-Luc Picard at the helm. Review "Star Trek science, comparing factual physics and the writers' flights of fancy. Totally unauthorized and uncensored "The Trekker's Guide to The Next Generation tells you what the producers at Paramount Pictures don't want you to know! About the Author Hal Schuster is the author of "The Trekker's Guide to Voyager (Prima) and "Trek: The Unauthorized A to Z. He is the former editor and publisher of "Enterprise Incidents and "Comics Features magazines. "This book was not approved, prepared, licensed, or endorsed by any entity involved in creating or producing the Star Trek television series or films.

The Trekker's Guide to the Next Generation

The Complete Star Trek Quiz Book contains 800 entries and is a fun selection of questions (and answers!), comprehensively covering the original series, The Next Generation, Deep Space 9, Voyager, Enterprise, and all the films from the Classic era, the Next Generation and the J .J. Abrams reboot! As a fun family game it will separate the Kirk's from the Khan's, the Picard's from the Borg, and is a fantastic way to enjoy Trek even more.

The Complete Star Trek Quiz Book

Whether rocketing to other worlds or galloping through time, science fiction television has often featured the best of the medium. The genre's broad appeal allows youngsters to enjoy fantastic premises and far out stories, while offering adults a sublime way to view the human experience in a dramatic perspective. From Alien Nation to World of Giants, this reference work provides comprehensive episode guides and cast and production credits for 62 science fiction series that were aired from 1959 through 1989. For each episode, a brief synopsis is given, along with the writer and director of the show and the guest cast. Using extensive research and interviews with writers, directors, actors, stuntmen and many of the show's creators, an essay about each of the shows is also provided, covering such issues as its genesis and its network and syndication histories.

Science Fiction Television Series

First published in 1992 and last revised in 1995, this is a fitting record of a show that changed the rules by which television was made. The first adventure drama series ever to run to seven seasons and more than 170 episodes, Star Trek: The Next Generation broke audience records wherever it was shown and remains the most widely viewed and consistently popular of all the Star Trek series. This new edition of the series companion has been brought bang up to date to include not only all seven years of the TV series but also all four films which have featured the Next Generation crew. In addition to Generations (1994), we now have full details of First Contact (1997), Insurrection (1998) and the very latest incarnation, Nemesis (2002). A positive feast of information, the Companion includes complete plot summaries and credits for each individual episode and film. There are fascinating behind-the-scenes glimpses into how each one was made, and in-depth analysis really brings The Next Generation universe to life. Illustrated throughout with more than 150 black and white photographs, this is a truly invaluable reference guide.

The Next Generation Companion

A missing jewel may bring war to an entire world, and death to commander Riker.

Fortune's Light

Blake's 7, Terry Nation's science fiction tale of cosmic freedom fighters, became a hit series in Great Britain when it premiered in 1978. Eight years later, the show quickly became a cult program in America. A dramatization of futuristic outlaw heroes who defend the innocent from both alien and human conquering forces, the series might better be said to be equal parts Robin Hood and The Magnificent Seven. The series defied traditional genre elements of science fiction television, and developed the concept of the continual "story arc" years before such shows as Babylon 5 and Deep Space Nine. This book provides a critical history and episode guide for Blake's 7, including commentaries for all 52 episodes. Also included are analytical essays on the show, dealing with such topics as themes, imagery and story arc; a consideration of the series as a futuristic Robin Hood myth; cinematography and visual effects; and an overview of Blake's 7 in books, comics and videos. A detailed appendix lists the genre conventions found in the series. The author also includes information about Blake's 7 fan clubs and Internet sites.

A History and Critical Analysis of Blake's 7, the 1978–1981 British Television Space Adventure

In 1995, Star Trek: Voyager brought a new dynamic to Star Trek's familiar, starship oriented, show. Lost 70,000 light-years in space, Voyager and its crew faced an uncertain and changeable future, echoing anxieties felt in the United States at the time. These fifteen essays explore the context, characters, and themes of Star Trek: Voyager, as they relate to the culture and zeitgeist of the 1990s. Essays on gender show how the series both challenges and reinforces typical SF stereotypes through the characters of Captain Janeway, Kes and Seven of Nine, while essays on identity examine the show's intersections with disability studies, race and multiracial identities, family dynamics, and emerging AI and humanity. Using the epic journey of Homer's Odyssey as a starting point for the series, and ending with an examination of the impacts of inception at the birth of the internet age, this book shows the many ways in which Voyager negotiated different perspectives for what the future of the galaxy and the USA could be.

Exploring Star Trek: Voyager

A lifeless Federation research vessel orbiting a hidden planet draws the interest of Captain Picard, who beams over with several crewmembers and promptly vanishes

A Call to Darkness

Based on the epic two-part television episode, here now is the story STAR TREK™ fans have awaited for five long years, the story that bring together Spock -- the enigmatic Vulcan who personified the original, classic STAR TREK -- with the crew of the Next Generation. Screenwriter Teri Taylor brings all the excitement and wonder that have captivated fans of the smash television series STAR TREK: THE NEXT GENERATION™ to this story of Spock's forbidden journey into the heart of the Romulan Empire -- and the U.S.S. Enterprise's desperate attempts to discover the reasons for his mission there. Join now with Captain Picard, Lieutenant Commander Data, and the rest of the Next Generation crew on a voyage of unsurpassed adventure, a voyage that brings them to the edge of history -- and forces them to confront a shattering betrayal!

St Ng Unification

Like HOMECOMING (074346754X) did for Star Trek Voyager and AVATAR (074340050X) did for Star Trek: Deep Space Nine, DEATH IN WINTER picks up the Star Trek: The Next Generation story after the TV/movies are complete and tells all-new stories about favourite Next Generation characters and their subsequent lives. After the fall of Shinzon (as seen in the feature film, STAR TREK: NEMESIS) the elite of the Romulan Empire are battling over who will seize control. Caught up in this struggle are the Kevrata, a once proud people, now strangled under Romulan domination. When a biogenetic disease threatens to wipe out their race, Starfleet assigns its new Chief Medical Officer, Dr Beverly Crusher, to aid the populace. But when she suddenly goes missing and is presumed dead, Jean-Luc Picard must race to try and locate Crusher and help find a cure for the disease that could kill millions.

Death in Winter

Young Jean-Luc Picard faces his most difficult test ...

Starfall

While answering a distress call from a scientific station in a remote part of the galaxy, the U.S.S. Enterprise™ becomes infected with a mysterious alien life form which feeds on and transforms inorganic materials. The Starship begins to gradually disintegrate, and Starfleet is forced to order its evacuation and destruction to prevent the dangerous infection from spreading throughout the galaxy. It's the end of an era for Captain Picard and his crew, who are scheduled for transfers that will split them up among different Starfleet vessels. But even as the end draws near for the Starship Enterprise™, Captain Picard begins to formulate a desperate plan to save his ship and preserve his crew -- a plan that will force him to defy Starfleet orders and lead him to a confrontation with a malevolent alien force -- which has the power to destroy the entire Federation.

Grounded

Rod Serling's anthology series *The Twilight Zone* is recognized as one of the greatest television shows of all time. Always intelligent and thought-provoking, the show used the conventions of several genres to explore such universal qualities as violence, fear, prejudice, love, death, and individual identity. This comprehensive reference work gives a complete history of the show, from its beginning in 1959 to its final 1964 season, with critical commentaries, incisive analyses, and the most complete listing of casts and credits ever published. Biographical profiles of writers and contributors are included, followed by detailed appendices, bibliography and index.

A Critical History of Television's *The Twilight Zone*, 1959-1964

Without warning, a Starfleet ship is overwhelmed by a mysterious, alien aggressor—one who appears to possess an intimate knowledge of the vessel's tactical technology. Then a second Starfleet ship is attacked. And a third. Twenty-eight-year-old Jean-Luc Picard, captain of the U.S.S. *Stargazer*—a Constellation-class starship—is ordered to help form a desperate line of defense against the aggressor. But it seems nothing can stop the aliens' headlong plunge into the heart of the Federation. Or rather, nothing in front of them can. Trailing one of the alien attack formations is a tiny Starfleet shuttle with a half dozen crewmembers aboard. One of them is Picard's first officer and best friend, Gilaad Ben Zoma. Another is Arlen McAteer, the ambitious admiral who has made it his business to relieve Picard of his command. Can Ben Zoma and McAteer work together to unlock the secret of the alien assault? Or will their differences sabotage their effort—and deprive the Federation of its last hope for survival?

Star Trek: The Next Generation: *Stargazer*: Enigma

The USS *Stargazer*, a long-range exploration ship commanded by Captain Ruhalter, is assigned to pick up descendents of the survivors of the USS *Valiant*, a ship that was lost at the far edge of the galaxy in the very first *Star Trek* Original Series episode. The evacuees claim that a deadly invasion force from outside the galaxy is nearing the United Federation of Planets. When they are ambushed by the invaders, Captain Ruhalter is killed, leaving a young Lieutenant, Jean-Luc Picard, in charge of the ship in the midst of a deadly confrontation. Picard must swiftly learn to be an effective Captain; while dealing both with a crew that has not yet come to trust his judgement and with hostile aliens more powerful than anything the Federation has encountered before.

The Valiant

Nearly a century after the destruction of Project Genesis, which resulted in the creation of a weapon of annihilation, Genesis is reborn, and Captain Picard and the Enterprise crew discover that the fate of the galaxy lies in their hands.

Star Trek, the Next Generation

The U.S.S. Enterprise discovers the wreckage of a starship upon the monstrous surface of a Dyson sphere, an artificially-constructed habitat built around a star; and preserved in a weak transporter pattern is Starfleet engineering legend Montgomery "Scotty" Scott. Mr. Scott boards the Enterprise to find himself lost in a world that he barely recognizes, a world that has passed him by. But soon the Enterprise finds itself trapped within the Dyson sphere and pulled into the star, and Scotty must work with Lt. Geordi La Forge to rescue the Enterprise.

Relics

Science fiction roman.

Star Trek: The Next Generation: Crossover

He is perhaps the ultimate human achievement: a sentient artificial life-form -- self-aware, self-determining, possessing a mind and body far surpassing that of his makers, and imbued with the potential to evolve beyond the scope of his programming. Created by one of the most brilliant and eccentric intellects the Federation has ever known, the android Data has always believed he was unique, the one true fulfillment of a dream to create children of the mind. But is he? Investigating the mysterious destruction of a new android created by Starfleet, Data and the crew of the U.S.S. Enterprise™ uncover startling secrets stretching back to the galaxy's dim past. That knowledge is coveted by beings who will stop at nothing to control it, and will force Data to redefine himself as he learns the hidden history of artificial intelligence.

Immortal Coil

Cult Collectors examines cultures of consumption and the fans who collect cult film and TV merchandise. Author Lincoln Geraghty argues that there has been a change in the fan convention space, where collectible merchandise and toys, rather than just the fictional text, have become objects for trade, nostalgia, and a focal point for fans' personal narratives. New technologies also add to this changing identity of cult fandom whereby popular websites such as eBay and ThinkGeek become cyber sites of memory and profit for cult fan communities. The book opens with an analysis of the problematic representations of fans and fandom in film and television. Stereotypes of the fan and collector as portrayed in series such as The Big Bang Theory and films like The 40 Year Old Virgin are discussed alongside changes in consumption practices and the mainstreaming of cult media. Following this, theoretical chapters consider issues of gender, representation, nostalgia and the influence of social media. Finally, extended case study chapters examine in detail the connections between the fan community and the commodities bought and sold. Topics discussed include: The San Diego Comic-Con and the cult geographies of the fan convention Hollywood memorabilia and collecting cinema history The Star Wars franchise, merchandising and the adult collector Online stores and the commercialisation of cult fandom Mattel, Hasbro and nostalgia for animated eighties children's television

Cult Collectors

With their sun about to go nova, the people of Epictetus III face annihilation. Although the U.S.S. Enterprise™ has come to lead the rescue operation, there is no way to evacuate a population of over twenty million, leaving Captain Picard to make an agonizing decision. Should he try to salvage the planet's children, its greatest leaders and thinkers, or its irreplaceable archeological treasures? No matter what he decides, millions must be sacrificed -- unless another solution can be found. With time running out, Data proposes a revolutionary scientific experiment that could save all of Epictetus III, or doom both the planet and the Enterprise as well.

Star Trek: The Next Generation: A Fury Scorned

On the cusp of their epic battle with Shinzon, many of Captain Jean-Luc Picard's long-time crew were heading for new assignments and new challenges. Among the changes were William Riker's promotion to captain and his new command, Riker's marriage to Counselor Deanna Troi, and Dr. Beverly Crusher's new career at Starfleet Medical. But the story of what set them on a path away from the Starship Enterprise™ has never been told. UNTIL NOW. A cataclysmic war between the Federation

and the Klingon Empire has been miraculously averted, and a new government is finally in place on the planet Tezwa. But deadly secrets still threaten the fragile peace accord. Rebels still loyal to the old Tezwa regime have captured Commander Riker and are willing to kill to achieve their goals...the Orion Syndicate is interfering in the rebuilding -- and may also be involved in much more than that. But the most devastating revelation of all threatens the very foundations of the Federation itself -- leaving Captain Picard to possibly face the very conflict that he labored so hard to prevent...

A Star Trek: The Next Generation: Time #8: A Time to Heal

The past collides with the present as the true story of the historical Kahless sparks a battle for control of the entire Klingon Empire. Yet even if Worf and Picard can prevent a civil war, the revelations contained in a scroll still jeopardize the very foundation of what it means to be Klingon.

Kahless

A guide to programs currently available on video in the areas of movies/entertainment, general interest/education, sports/recreation, fine arts, health/science, business/industry, children/juvenile, how-to/instruction.

Video Source Book

Thirty years before the days of Star Trek: The Next Generation®, Captain Jean-Luc Picard was thrust unexpectedly into command of another proud vessel: the U.S.S. Stargazer. Surrounded by a crew he doesn't entirely know or trust, the young Picard must answer the challenges of leadership. While Picard and his senior staff accompany Chief Engineer Simenon to his homeworld of Gnala to undergo a ritual, his second officer, Victoria Wu, is left in command of the Stargazer. Responding to a distress call from a nearby star system, Wu finds herself in the middle of a mystery involving a damaged ship and a peculiar interstellar phenomenon—one that threatens to destroy the Stargazer if she can't learn its secret. Meanwhile, on Gnala, Picard must help his friend undergo the ritual—and find out who is trying to sabotage their chances of completing it before they're all killed!

Star Trek: The Next Generation: Stargazer: Progenitor

Created around the world and available only on the Web, internet "television" series are independently produced, mostly low budget shows that often feature talented but unknown performers. Typically financed through crowd-funding, they are filmed with borrowed equipment and volunteer casts and crews, and viewers find them through word of mouth or by chance. The third of five volumes on Internet TV series, this book covers 335 alphabetically arranged gay and lesbian programs, 1996–2014, giving casts, credits, story lines, episode descriptions, websites, dates and commentary. A complete index lists program titles and headings for gay, lesbian, bi-sexual, transgender and drag queen shows.

Internet Lesbian and Gay Television Series, 1996–2014

Includes fictitious biographies of the characters, real life biographies of the actors who play them, and plot summaries of individual episodes.

Trek

Discover Captain Jean Luc Picard's first command aboard the Stargazer in this Star Trek: The Next Generation novel. Ensign Andreas Nikolas, heartsick over the loss of his Mirror Universe lover, has resigned his post on Jean-Luc Picard's starship, the Stargazer, to seek a home on the freighter Iktoj'ni. All he wants of his new life is a chance to forget his troubles. And that's what he gets—until the Iktoj'ni is taken over by a monstrous alien with unbelievable powers and a disdain for all forms of life. Without saying why, the alien sends the freighter hurtling toward a part of space inhabited by the Ubarrak, the Federation's deadliest and most xenophobic enemy. And Nikolas, who fears that the incident will start a war, can't convince his captor to turn back. Picard's only hope of stopping the alien menace is Serenity Santana—a woman who once abused his trust in the name of her people's survival. Now she's back, asking for the captain's trust a second time. Picard desperately needs Santana's help in his struggle to save his galaxy. But will she justify his faith in her—or once again twist it to serve her own shadowy ends?

Star Trek: The Next Generation: Stargazer: Maker

"The Royale" is the twelfth episode of the second season of the American science fiction television series Star Trek: The Next Generation, the 38th episode overall. ... In this episode, Riker, Data, and Worf become trapped in a strange hotel on a planet otherwise incapable of supporting human life.

Star Trek - The Next Generation The Royale

Completely revised and updated, this guidebook takes readers all the way through the last two seasons of the series, including the Paramount Pictures release of the blockbuster film, Star Trek: Generations. The book includes fascinating behind-the-scenes information and specially selected photos (at least one from every episode).

The Star Trek, the Next Generation