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Submission date: 09-Oct-2021 12:47PM (UTC-0400)
Submission ID: 1669536073
File name: Ender.edited.edited.docx (14.11K)
Word count: 702
Character count: 3399

Name

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Ender's Game Analysis

Giftedness is one of the displayed themes in Ender's Game movie play of 2013 as directed by Gavin Hood. Supernatural circumstances need gifted superhumans to solve, and that is why in the film, when humanity faced an attack from the alien Formic, it forced Mazer Rackham, who paid the price of stopping the aliens with his life when he died at the formic queen's territory after his fighter plane crashed (Hood). Also, when it was predicted that the aliens would be another attack in the next fifty years on humanity, the military had to search for an exceptionally gifted person and vigorously train the individual to lead the war against the aliens when they once again attempt to invade (Hood). Consequently, the urge to find such a gifted and exceptional leader made the army commanders find a young man named Ender, who showed the perfect attributes required to lead a mission to finish the aliens (Fomunyam and Kehdinga 3). The paper, therefore, gives a clear reflection of giftedness as a theme as played by different characters in Ender's game film.

In the movie, Ender is portrayed as a young, talented, and super gifted boy who, through playing computer games, mysteriously comes up with the idea that becomes useful in the fight against the Formic aliens. This comes after vigorous training that is subjected to him and even after contemplating quitting the military. Surprisingly, Ender, who had been brought to the military camp and due to his unmatched skills, rise to ranks despite his young age destroys the

whole population of the Formic while thinking that he was playing a graduation battle game (Fomunyam and Kehdinga 3). Notably, suppose he could finish the entire population of the enemy, which had been a real challenge to the human population. At the same time, he merely thought he was playing a graduation battle game considering his younger age in the military. In that case, it is an indication of how giftedness is portrayed in the film. The choice of Ender as a character in the movie to play such a level of gift shows that the director made a statement that anybody of whatever age can exhibit that gift that can be useful in rescuing humankind. However, for such gifts to be actualized to meaningful roles in society, it must also be noted that the one possessing such gifts must most likely face hurdles of life to reach their destined purposes in society. Ender faced many struggles that came with being in the military at a young age; the unending lies the adults in the camp used to train and bridge the gaps of childhood and adulthood in the military training camp (Day 209). Purposefully, there must be one in such people's lives who not only helps them go through their struggles but also believe in their ability to transform society through their gifts, as portrayed by colonel Graff and valentine in the film (Hood). Despite being a bit had on him due to hardening through training, Colonel Graff believed in Ender and always showed compassion to him and had to convince him to stay when he wanted to quit.

Lastly, as adults, people should always remain faithful to the young people and always continue encouraging them they are capable of being what they want to be. This is contrary to what commander Bonzo portrayed, for he never believed in Ender and all the time saw him as a liability to the team (Hood). Also, the adult monitor lady in the camp lied to Ender that the horrid monitor would not be removed, making Ender believe that adults lie and should not be trusted (Day 218). As adults who believe in the future of young people, under any circumstance, the

children should be told the truth about what lies ahead of them as they use their gifts to rescue humankind.

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