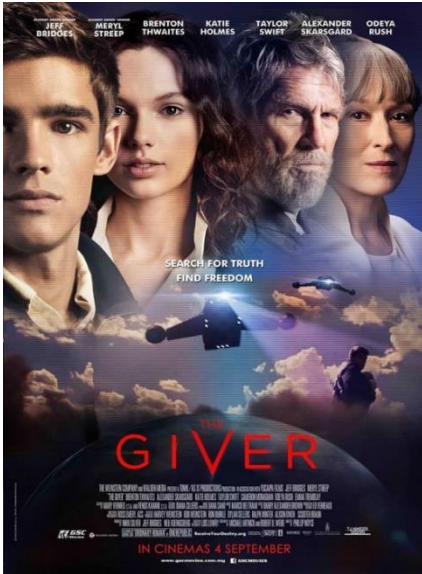


The Giver :



In *The Giver*, the story takes place in another world or in the future. In this world, the Principle of Sameness is established.

The vision is in black and white, there is no apparent difference. Life must be the same for everyone and respecting the rules of *The Community* is essential, under penalty of sanctions or being eradicated.

Memories of the past are erased from memories of all except one person : *The Giver*, who must guard all of humanity's memories and keep them secret. He only uses it to help *The Wise* make decisions. He can also see the colors. He is also called: *The Receiver of Memory* and also sees beyond, behind borders. Moreover, in French, the word «*Le Passeur*» which means «*The Giver*» is a person who crosses borders illegally. Like in the movie, where *The Giver* takes Jonas across borders.

During the ceremony which makes all the children of the community leave childhood, *The Elder Chief* informs Jonas that he is the new *Receiver of Memory*. Jonas is a good student, intelligent and courageous.

He already has a very rare physical characteristic in *The Community* : he has light eyes. Gradually, he will see certain things in color, for instance : firstly the color of *Fiona's* hair.

His friend and future girlfriend : *Fiona*, a polite girl, well behaved, calm girl who loves helping people and babies had a nurturing role in the *Community*.

He is funny, carefree, energetic and restless had as a role as drone pilot.



Jonas discovers that the life of *The Community* is tasteless thanks to the memories transmitted by *The Giver*. To save the humanity, human passions have been suppressed. Love has been suppressed as well but also violence and war.

Everything is already conditioned. Death is no longer a fear because it is sweet and comes when you have to leave your place.

There is no more pain, no more suffering, no more emotions. There's environmental control with cameras everywhere, the weather has to be « perfect », no snow, ... It's an isolate place where everything is controlled : curfew, language, job, injections every mornings. Freedom is taken away from members of The Community, and they aren't allowed to experience normal world activities. They are imprisoned, psychologically and physically.



This is a twisted reality, because we see that there is no longer any natural diversity. The natural is replaced by the artificial : behavior, weather, technology. The Community look like a sectarian society, acts without thinking, just obeys and all behave the same, example: the appalaud by tapping their left

thigh with their left hand and have the same obligatory language.

A dystopia can be, a utopia that turned into a nightmare and therefore leads to a dystopia. The autor alerts the reader by showing the bad consequences of a contempory ideology.

It's also a form of fictional story wich takes place in a imaginary society organized in such that it's members cannot access happiness. Often the people who have the power keep it out of self-interest.



The Giver is a different dystopia because there is no « villain ». Those who have the power : do no react like a dictator, do not seek their interest, do not do everything to keep it. They just want a perfect society, too perfect and without evil, with harmony and cohesion. This leads to a robot society.