English IV Humanities CP

Waiting for Godot

Personal Philosophy

Who or what is Godot? This is the critical question of the play. Didi and Gogo are waiting for him, saying that when Godot finally comes that they’ll be “saved.” However, Godot never arrives, and seemingly never will. What is the significance of Godot not coming? While for an atheist this analogy fits perfectly for God, what complicates this reading is Beckett’s response of “no” to the question: “Is Godot God?” It is difficult to swallow that Beckett is telling the complete truth, here. And it’s here that we see another glimpse of what Damien Hirst, the director of “Breath,” calls Beckett’s “massive sense of humour.” Perhaps what Beckett means by “no” is that Godot is not simply and only God. Perhaps God is only one of a litany of symbolic meanings. Most good art has some ambiguity regarding its meaning. So if we’re to trust Beckett at his word, then what else is the play about?

It’s about the ridiculous little things we do to pass the time as we wait for the next thing, the big thing, the thing that will make everything all better. But as we wait, we waste our lives, lives that are already admittedly fleeting. How fast have these past four years of high school gone? How fast are you approaching graduation? Doesn’t it seem like yesterday that you were sitting here discussing *Hamlet? Into the Wild? Grendel? Siddhartha?* *The Great Gatsby? Romeo and Juliet?* So while life is short, especially in retrospect, the time we spend seems to take forever to pass. The question is: what are we to do? Well, what do you think is time well spent? A life well-lived? In 500 words, write down your philosophy. Be careful here. Sometimes we will tell ourselves lies to make ourselves feel better. Are you retro-fitting your philosophy to fit your life? Are you pulling a Garcin, deluding yourself into thinking you are something that you are not? So the question is, again, what is your philosophy? What would you do if you had the reins of your life in your hands?