

Star Trek is War-Like

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Star Trek is a science-fiction genre set in the distant future, around the 22nd to 24th century, that takes astronauts on an exploration mission across many planets that addresses problems that are metamorphic to the historical consciousness of the mid-20th and early early-21th century. Utilizing science-related themes with highly speculative technological ideas, that help to carry out the many stories of the Star Trek universe, would-be astronauts enlist in Star Fleet under the leadership of the United Federation of Planets headquarter on planet Earth.

The United Federation of Planets was founded to unite the known planets, capable of warp-drive, that came into first contact in earlier era of the star trek universe. That by the prime directive only planets capable of warp-drive are qualified to make first contact with Star Fleet.

Conflict in Star Trek subsume the majority of the plots in the star trek universe. Conflict with alien intelligences that ravishes the star trek universe. For example: the Klingons relationship with the United Federation of Planets has been relatively unstable up to the present and the Borg has been an existential threat to the Star Trek universe without end.

The star trek genre thrives in the idea of conflict. While it also addresses social and technological problems without embedding conflict into the star trek universe there is no entertainment value to the star trek universe. As to motivate the star trek universe requires the idea that war is good and peace is bad. War is good because it sustains a war-like society that thrives in conflict. Peace is bad because no purpose is to be gain from a highly-technological sedentary society. The interplay between conflict and self-actualization is at the heart of the Star Trek universe. But one can be misled to believe that what appears to be an innocent interplay between self-actualization and conflict, as James T. Kirk's self-realization as

the captain of the U.S.S. Enterprise or Data's desire to be more human, in the Star Trek Generation genre, is in actual a prelude to war-crime. As to achieve self-actualization and to reach the climax of the star trek story war-crime must be committed on a large-scale to prove a point. A point that without conflict; without pain and grief, there can be no self-actualization and yet to self-actualize in star trek requires, in most cases, a large-scale conflict that unleashes havoc to planet Earth and all other alien worlds. That to reach the peak of self-actualization the star trek universe must undergo the grief of the death of countless many that number at a death-toll proportional to that of a giant Earth-like planet.

Even then star trek's desire for exploration has skewed the boundaries that limit encroaching into other solar habitats or other alien occupied regional systems. Encroaching into alien worlds sets the stage for a massive conflict and propels the story of the star trek universe. As the captain of the enterprise must constantly make two crucial choices: avoid conflict or take action? Obey Star-Fleet command or disobey? That is whether or not the captain of Enterprise is willing to be implicated in war-crime and face the dire consequences that amount to nothing, no less and no more, than the false realization of self-actualization in which in truth the captain should be brought up on charges and face harsh prosecution in the Federation Council.

The unstable nature of the star trek universe makes the plot and stories of star trek suspect. Even though it satisfies one's desire to see the transitional future it nevertheless is a genre of metaphor that relates to present-day historical trauma's and ordeals. Though it reveals ideas with strong liberal themes it nevertheless mixes them with the concept of the antagonist and protagonist element of the modern film plot. That is to say the one is not

dealing with an innocent genre of would-be astronauts that strive to self-actualize and reach for the stars by addressing modern social and political themes but the willingness to take part in conflict, on both a local and galactic level, to achieve a sense of fulfillment while ignoring and skewing the reality of the death of hundreds, thousands and millions that would inevitably land the captain of the enterprise in a war-crime tribunal either on planet Earth or in an alien planet facing life-in-prison or execution for ignoring orders from Star Fleet command that could potentially have save the lives of countless millions for the good of the few.

It is nevertheless that the star trek universe is sadist in its core nature and propelling the sadist element of the star trek universe misled it's many fans to embrace star trek's diverse stories of conflict and false sense of self-actualization. In truth one is to see star trek in light of the reality of conflict. That conflict is not to be desired or embraced but to be avoided at all cost. That war is not to be encouraged and glorified. A war-like society, as the star trek universe, is a society that is constantly at war and strives to encourage and instigate conflict in order to achieve further societal development and fulfillment. Within only a matter of months a society that is constantly at war will be, in all likely, wiped out. And for those reasons the longevity of the star trek universe is short-live.