

Chapter One:

Individuality and Community

Individuality describes the "...characteristics that distinguish an individual from all others."¹ Individuality is concerned with individual characteristics and personalities, and the 'separate and continuous existence' of a being², and plays a very significant role in the *Star Trek* cosmos. Kirk's statement that the Federation lives in peace with the "...full exercise of individual rights"³ establishes the fact that the Federation and Starfleet understand the importance of allowing each being the opportunity to live life after his or her own manner, as his or her culture decrees. Although Starfleet is a military organisation, it also conducts scientific and sociological research, being committed to contacting other life forms in a non judgemental, non interfering style.

A community is a body of individuals, living in association with others in a society or social state, "a settlement of people concentrated in one geographical area." One of the features which helps to define a community is a "self-consciousness" that each member of the group possesses, the knowledge that they constitute a "social unit" and that each member shares group identification with the others.⁴

In many instances, communities have ideologies while individuals have ideals. Ideals are more personal, and have a lesser effect on the group if they are not reached. An 'ideal', like humanity, is defined variously by different races and the beings within them, their own value systems and beliefs influencing their definition. Absolute perfection is never reached, and individuals' ideals are changed or evolved more often than ideologies. Ideologies are practiced while ideals are striven towards.

The humanity of an alien species does not depend upon whether the species is human in appearance or not, but upon the way in which the particular species handles certain situations, and how they treat those involved in the situations. The humaneness of the Cardassians is regularly called into question, their reputation being one of torture and murder, as is graphically illustrated in "Chain of Command, Part II" (*STTNG* s 06). The humanity of races such as the Vulcans is generally accepted as being beyond question. The warrior races - the Klingons,

¹ Reber, A.S. The Penguin Dictionary of Psychology Penguin Books, London, 1985, p 351

² The Oxford English Dictionary 02nd ed., Volume III, Clarendon Press, Oxford, 1989

³ "Let That Be Your Last Battlefield" (*ST* s 03)

⁴ Reber, op. cit., p136

Romulans and Cardassians - are perceived as less humane than the races that aspire to pursuits such as meditation, artistry and the classics as fundamentals of their society.

In some of its episodes, the program intends for some of the various non-biologically human individuals to be judged in terms of their capacity to act as if they were human, especially in the cases of Lore and Q, both discussed later in this chapter. Lore is so very human that he alerts the humans around him to their own shortcomings. They see their actions mirrored in his outrageous behaviour and become uneasy. A mechanical man who has so perfectly mastered humanness is a truly frightening prospect. This is revealed by the way in which the people on Omicron Theta and some *Enterprise-D* crew members, within the narrative, react to Lore. They find him disturbing and alarming. Although Lore's ability to reproduce human traits and qualities is almost beyond belief, his capacity to show humanness and compassion appears to be almost totally non-existent. He finds himself judged against the crew's perceptions of Data, making the officers wary of Lore's intentions when he proves himself to be Data's antithesis. Q's excursions into human form expose the type of human he would be - a pompous and arrogant tormenter. Q's fascination with humankind affords another chance to examine both humanness and humane-ness.

Other episodes do not intend for the judgement to be overly obvious or even existent. Even if the crew do not set out to be judgemental, sometimes they pass judgement subconsciously, their judgements affecting the way in which they deal with others. The show does use its narratives and conclusions to examine the human condition. There is no other substantiated basis from which to draw notions of how an alien should look, act, or think. In order for the narratives to make sense and to work ideologically, then actions, reactions, and characteristics of non-biological humans must be gauged by using twentieth century Western/American /Judao-Christian norms as standards.

Although the Federation claims no religious affiliations, Judao-Christian principles appear to provide motivations for many of the Federation's humane actions. Western culture and, more importantly, American culture, play a decidedly prominent role in both programs, dictating the way in which alien species are treated and situations are handled. These standards apply in the *Star Trek* cosmos because there appears to be no real information on Earth from which writers can draw conclusions about alien life, its actions and reactions. The *Enterprise-D* acts as a "moral and ethical watchdog" in situations in which humans and human existence are threatened. In "Where Silence Has Lease" (*STTNG* s 02), the creature that calls itself Nagilum uses any technique he considers necessary to find answers to his many questions. After he threatens the *Enterprise-D* and her crew, Nagilum

is viewed as hostile and dangerous. He threatens the very existence of the crew and their families in an attempt to learn about the various methods of death, to satisfy its need for knowledge. The lives of those aboard the ship are considered more important than Nagilum's experiment and Picard resolves to destroy the ship in lieu of allowing Nagilum to kill at least half the crew in as many varied ways as it can find. The continuation of sentient life is considered more important than the attainment of knowledge. Nagilum is judged against 20th century Earth standards and human moral standards, and loses.

The aliens in "Time's Arrow, Parts I and II" (*STTNG* ss 05/06) are also judged by twentieth century Western Christian standards. These aliens from Devidia II survive by ingesting human neural energy, leaving the human in pain and terror, and, ultimately, dead. This is considered a crime against humanity by the *Enterprise-D* people, even though the aliens cannot survive any other way. The aliens not only kill the humans - they steal their souls. For a human to be used as food for another species is abhorrent to the crew and they make every effort to halt this practice, even when it seriously threatens the existences of Data, Guinan and Picard. Drawing from the twentieth century Western/American/Judao-Christian norms which dictate the characters' lives, taking the lives' of one species of sentient beings for the propitiation of another, previously unencountered species is considered immoral and murderous. Sentient beings must respect each other and honor each others' right to live.

Humans act as individuals or as members of a group - whatever the situation requires of them. The state of mind of the particular human also plays a part. In many instances during both series, various crew members take it upon themselves to perform an act of heroism, or to give their life, to ensure the safety of the *Enterprise* and her crew. Others do not have the courage or the inclination to do so. Marla McGivers in "Space Seed" (*ST* s 01) no longer wants to serve the *Enterprise* and her crew but wants to join the ranks of the superhuman Khan. The Ferengi, Romulans, Klingons, Vulcans, Cardassians, Bajorans and Betazoids act in similar ways, but some are not so willing to act like heroes. To the Borg and the Q Continuum, individuality is not so important. Members of the Q Continuum tend to act completely alone, setting themselves goals to achieve and going out by themselves to accomplish them, with little or no contact with other Q, as is seen in episodes such as "True-Q" (*STTNG* s 06) and "All Good Things..., Parts I and II" (*STTNG* s 07).

Individuality

In the *Star Trek* cosmos, the rights of the individual were paramount. Those who acknowledged the rights of others and lived in harmony with them constituted a good society by Federation standards. Within a good society, basic rights were observed, such as the right to have an opinion, the right to live in freedom, freedom of speech, and freedom from unlawful prosecution. Unfortunately, not every society within the *Star Trek* universe lives by those fundamental principles.

All bridge crew members on board the *Enterprise* and the *Enterprise-D* are individuals because they each have characteristics which set them apart from the rest of those around them. Only certain members of the crew are sufficiently 'endowed' with personality traits to set them apart as individual characters. The rest of the crew are 'non-descripts' - actants, or functions of the narrative that have no existence outside the confines of the particular episode. Spock, Worf and Ro's physical differences were obvious, one being a Vulcan, another a Klingon and the other a Bajoran. Other characteristics are more subtle, such as Deanna's telepathy, Geordi's Visual Instrument and Sensory Organ Replacement (VISOR) and Picard's accent. Picard's ethnicity, and therefore his accent, is accepted as a sign that the Earth has finally embraced unity. The *Enterprise-D* is controlled by the United Federation of Planets, and the Earth must be united as one people before it can unite with other planets. Picard is French, a reminder that people from around the Earth can serve together as a successful unit. Sulu and Scotty are proof of the same - people from varying races and nations serve on the *Enterprise* bridge. Apart from a Vulcan, there is a Southern American, a man of Asian descent, a Russian, a Canadian, an African, and a Scotsman - highlighting the fact that all Earthly nations are now united. Each crew member's individual traits are blended into the community to make it stronger and more aware of the differences in the aliens they encounter. They are all different and can accept each others' differences so they have a better perspective when approaching aliens, and a higher level of tolerance.

Each individual crew member was chosen on his or her merits and ability to work both separately and as a member of a group, a community. Certain situations call for team work, such as the erection of the force field barrier in "Lessons" (*STTNG* s 06). One person alone would not have been able to erect the barriers and save the lives of the planet's inhabitants. On other occasions, crew members must work individually. If the risk is too great, one person often volunteers to complete the task.

The type of individual who serves aboard the *Enterprises* is very instrumental in shaping the way the ship functions. Each individual brings his or her own special significance to the ship. By nurturing the individual and helping them to be the

best they can be and to give of their all, the efficiency of the community within the ship is improved and the operations of the ship itself are enhanced.

As is evident in both series, the crew work together as a team so the ship runs smoothly. A starship cannot be successfully run without its full complement of crew, and each crew member knows his or her duty. While working as individuals is paramount - each person having his or her own assignment to perform to ensure the continued smooth running of the ship - working as a team is also imperative. Individuals combine to form a strong, focussed community, ready to give their all in any situation. Alien species that also employ the ethic of working together to achieve the best end appear more humane. To see them working together in a way widely accepted as human in action, eases the humans' minds. As aliens act more like humans, the aliens appear more understandable - a little less like aliens and a bit more like humans. Human identity is accepted more readily than alien identity. Working side by side as a community to achieve a mutual aim is common among many species shown in *Star Trek* and *Star Trek: The Next Generation*, with the exception of Lore and the Q Continuum. They are all beings that shy away from human contact unless it suits their purpose at a particular time. Lore will work with others, but only until the other person or persons has fulfilled their role. Lore pretended to be pleased to see Data in "Datalore" (*STTNG* s 01), but as soon as he saw an opportunity, he betrayed Data and his friends to the Crystalline Entity, a life form which was to threaten their very existence. Q and those like him in the Continuum are too selfish and egotistical to exist as a permanent community. They only work together, in small numbers, when a task comes to their attention which they consider important enough to require collaboration.

The military constitutes a form of community, and, depending on the type of government in power, community in a social sense shares common ground with the military community. Sometimes the military and the social communities are one and the same, especially in warrior-based cultures. Within the military, orders are given and force is sometimes applied to ensure members perform within expectations. Freedom of choice is diminished as free-will is submitted to superior officers. Within the social community, governing bodies rule, and, depending on their policies, community members are able to come and go as they choose with varying amounts of freedom. In a democratic community outside of the military there is almost total freedom of movement. In such a society the military and the social community both provide beneficial service. The military exists for the good of the planet in terms of protection and defence, while the community is concerned with the continued happiness and well-being of family and friends, and the continued concord of the society.

Individuality and spending time alone are two separate concepts. Being alone can come about through personal choice but individuality is frequently a result of membership in particular races, such as human, Vulcan or Bajoran. As is often illustrated, even though humans are not always alone, they are always individuals. Working as an individual does not necessarily mean working in isolation. In both *Enterprise* crews, each officer performs a specific function, the smooth operation of the ship being dependent upon each member performing their responsibilities accurately. Many situations call for every person in a department to work on separate assignments to achieve a particular result. The officers complete their specified tasks to ensure the safety of the ship and their fellow crew.

Time alone is used as a tool in furthering education and mental abilities. Vulcan society is the same as human society in this respect. The hours Spock spent in contemplation while serving on the *Enterprise* not only helped him make decisions but also brought him deeper into his spirituality and individuality.

Both series contain many instances in which officers need to spend time by themselves. The time spent alone can provide solace, allowing them time to recover from loss, fear, or profound experiences, such as when Riker sort refuge in a holodeck recreation of a desert as he tried to deal with Deanna's impending marriage to another man. Members of the crew use the time apart to make decisions, to try and postpone what is inevitable, or to forget. Picard seeks refuge in his flute playing, while Worf practices his Bat'telh moves and his callisthenics alone in the holodeck. Being the only Klingon on board ship with the temporary exception of his son Alexander, Worf feels more alone than those around him. Data's inability to feel precludes him from this distinction. Worf's holodeck programs, specifically designed to challenge and to strengthen him, confront him with fierce Klingon opponents and allow him to savour the pleasure of defeating a warrior.

The Q also do not seem to answer to anyone but their own selves, so they do not need to contact others for advice, orders, or permission. Lore joined the fanatical and newly individual group of Borg very late in his existence, and had been very self- 'serving' for many years already. He did not so much need the Borg's help to achieve all his desires and ambitions, but to achieve them more quickly and effectively.

Individuality can be destructive, as becomes evident in "Descent, Parts I and II" (*STTNG* ss 06/07). The *Enterprise-D* Bridge crew stumble upon the results of their meeting with Hugh, and are shocked to see the effect that individuality has had on his 'unit' of the Borg. They are lost and completely at others' mercies following the disintegration of their unit and their disconnection from the Collective. They have lost their sense of purpose and direction and drift confusedly, trying to make sense

of a world in which the voices in their heads are loud and discordant. Although humanity was lacking while they were all members of the Collective, individuality has not helped to bring them closer to grasping the Federation's humanity. Many Borg follow Lore, and his concept of humanity is non-existent. The Borg that have formed a splinter group, led by Hugh, have discovered their fledgling humanity. They look after injured or confused members of their race and try to find a way to live together. Hugh blames the *Enterprise-D* crew for the Borg's position, and Data, with help from his fellow crew, is able to deactivate Lore, the source of the Borg's immediate problems. Picard and his crew have made partial amends for the mistake Hugh claims is theirs. With Lore gone and Hugh as leader in his place, the Borg are able to try once more to make sense of their chaos. Hugh's final speech to the crew of the *Enterprise-D* speaks of finding a way to work together and to become a community.

Lore is Data's 'brother'. Activated by Dr Noonien Soong the year he constructed Data, Lore was the prototype. Soong gave Lore an emotion chip, realising afterwards that the chip and Lore's strong personality had made Lore into an android that Soong's wife Juliana was frightened to have near.⁵ Lore had become self-centred, egotistical, and cruel. He cared for no one, valuing only his own existence. Although interested in advancing toward his ambitions, and gaining power and subordinates, Lore rarely places himself in any situation that threatens his being. In "Datalore", Lore has no hesitation in attempting to deactivate his brother Data permanently. Lore will stop at nothing to preserve his life and to enhance it in any way he can, even at the expense of both his kin and thousands of innocent lives.

Lore is a very solitary being. Although he and Data are physically exact copies of each other, the similarities are only skin-deep. Unlike Data, Lore had emotions from the moment he was created. Having emotions whilst his brother had none made him the only one of his kind in the universe. Circumstances have decreed his individual existence, and it is not until his encounter with the Borg, dealt with in "Descent, Parts I and II", that Lore has the chance to discover the advantages of community. Until he meets the Borg, Lore lives by the creed of 'individualism', defined by the Oxford Dictionary as 'self-centred feeling or conduct as a principle; a mode of life in which the individual pursues his own ends or follows out his own ideas; free and independent action or thought; egoism'.⁶

Data had discovered these advantages much earlier, joining Starfleet and becoming a serving officer. His experiences have helped to mould him into the type of 'person' he has become. Even though he has lived in a community since joining

⁵ Juliana tells Data that she asked Soong to deactivate Lore, in "Inheritance" (*STTNG* s 07)

⁶ Oxford, op. cit., Volume VII

Starfleet, he is still sometimes at a loss to understand the emotions and the activities he sees around him. He is one of the crew and one of the family, the community, yet at the same time he is 'different'. Even though he is continually surrounded by many people, all of whom are his friends, he is still solitary, a lone individual. This is no better illustrated than in the *Star Trek: The Next Generation* episode "Birthright, Part I" (STTNG s 06). Data approaches Captain Picard to discuss the meaning of symbols Data has seen in a 'vision'. Data discusses the meaning of the symbols in cultures he has researched, cultures which span the length and breadth of the universe. Picard points out to him that he need not look any further than his present situation - Data is in a culture of his own. Being the only one of his type he has his own culture, but he shares it with no one else.

Data's 'design', so human in aspect and sometimes in reaction, barely sets him apart from other members of the crew. But Data is still an android, and this fact is brought home to him at times when he most needs community around him. When Ro and Geordi, Data's best friend, are believed dead in a transporter accident, Data discovers how much he misses Geordi's presence. He feels that the duty of burial falls upon him, but realises he does not know what human burial entails. In a time when community and family are so important to the rest of the ship's compliment, Data is alone.

The possible loss of individuality can cause extreme reactions. Total isolation can also cause profound reactions and compel people to act differently from how they would have under normal circumstances. "Requiem for Methuselah" (ST s 03) gives an insight into the consequences humans face when they are forced to live absolutely as individuals - completely alone without companionship for many years. Flint is a lonely, sad man, forced to build a young female android for company. The lack of companionship and community has affected him greatly, illustrating the fact that humans need both individuality and community to survive and to thrive. Lack of community is destructive, not only for the individual involved but also for those with whom the individual comes into contact.

Becoming and Being Aware of the Self

Within the *Star Trek* cosmos, each person has an awareness of his or her own place and role in the 'bigger picture'. Knowledge of the self is important in many of the societies visited in the two series. Communities built around individuals, many of whom have their own ideals and theories are very common. Being able to know one's self makes for a more united, able community.

Fallibility is something each race shares. Even Vulcans have been known on occasion to make mistakes. In "Descent, Part II", the Borg Hugh blames the *Enterprise-D* crew for the Borg's descent into anarchy. He believes that without his encounter with the ship and his comprehension of the concept of individuality, the Borg would not have been wandering without purpose and come under Lore's maniacal control. Picard's gamble of introducing individuality to the Borg paid off to some extent - these Borg stopped assimilating other races and worlds, but they began to think for themselves, disagree with each other, and act on their own initiatives. The Borg became dangerous with their loss of community. Their knowledge of self came from their place within the Collective, and once they no longer operated as members of the Collective, the identities they knew were gone. The Borg adopted new titles for themselves, but their aimlessness did not diminish. While succeeding in destroying Hugh's unit and damaging the Collective, Picard introduced a new way of life that caused confusion and ultimately left the Borg leaderless and without direction. _

Freedom of Choice and Free-Will

Having freedom of choice and free-will is of the utmost importance to humans as well as many of the races with which they come into contact. The loss of these rights can prove devastating as was illustrated in "Chain of Command, Part II". When the Cardassians capture Picard and chain him up, his rights of choice and free-will are stripped from him along with his clothing and thus his identity as an officer of rank within Starfleet. It takes all his strength to hold onto some form of his identity and free-will, and to fight the Cardassian's physical and mental torture. Picard is nothing before his torturer. The Cardassian, Gul Madred, taunts him with,

From this point on you will enjoy no privilege of rank,
no privileges of person. From now on I will refer to you
only as ... *human*. You have no other identity.⁷

Gul Madred commends Picard for being remarkably strong-willed. Picard's individuality and his rights as a human being are not things he willingly relinquishes. Without his identity and his individuality, Picard is nothing.

Individuality is prized by humans. It gives humans the chance to better themselves, to compete against others and to savour the success of winning whilst still permitting them to experience and grow from the pain of losing. Every

⁷ "Chain of Command, Part II"

human is different and has different needs. A race like the Borg is the complete opposite. While humans like to dress differently from each other out of work hours, making their own statement, the Borg do not value this concept at all. Dressed all in black and grey, the Borg are almost complete copies of each other, and the small differences that are evident do not affect the style of life to which the Borg are accustomed. Romulans, Cardassians and Klingons all wear uniforms too, but, unlike the Federation's, they are all the same colour. Federation uniforms vary according to the wearer's field of expertise. Federation uniforms, unlike the Borg's, afford the wearer the chance to retain some of his or her individuality. Scotty's dress uniform in *Star Trek* is a kilt and a sash in his clan colours. Worf wears the Klingon sash over his uniform, while Ro Laren wears her Bajoran earring, the most prominent symbol of her cultural heritage.

Community

The Borg exist only within their community - which they refer to as 'the Collective' - and become lonely and withdrawn when they are separated from the hive. The Borg rescued by the *Enterprise-D* in "I, Borg" (*STNG* s 05) experiences these feelings of loneliness and isolation when he comes aboard the Starship to be healed. Lack of community is as terrifying and foreign to him as the lack of individuality is to Geordi. Unlike Humans, the Borg have never existed alone. The events in "I, Borg" change that forever. The Borg, once they discover individuality, are even more frightening and menacing than before.

The Borg always act as a group entity, known as the Collective. Everything they do is for the benefit of the other members of the Collective, whether they are aboard the same ship or within their unit in another part of the universe. There is very little individuality among the ranks of the Borg, with almost nothing, apart from their classification, size, and certain facial features to tell them apart. In "I, Borg", the only way the Borg can identify himself - and differentiate between himself and any other Borg - is by his 'designation', 'Third of Five'.

The Borg do not exist to advance individually but as a group. They exist to assimilate all other species, willing or unwilling, into their Collective. If one Borg triumphs, he does not experience the victory by himself or as his own. His is the triumph of the Borg working together to achieve their one goal. In "A Private Little War" (*ST* s 01), discussed in detail in chapter four, the opposite is true. Nona, the wife of a tribal chief, controls her own destiny. Her ability to blend herbs and roots into potions allows her to manipulate minds and actions. Nona's individual conceit is in direct contrast to the Borgs' being completely one. Nona's concern is limited to her own life, using her husband and his friend Kirk in an attempt to

achieve in her quest for total domination of her tribe. The Borg are concerned only with assimilating others into their way of life. The Borgs' actions in "I, Borg" are in clear contrast to Nona's actions in "A Private Little War". A different set of principles is applied in different situations. The Borg work together for the benefit of the Collective. Nona, in "A Private Little War", worked to further her own life. With the Borg, the community shares each assimilation, while Nona lives by the creed that the individual should reap her own reward. Both programs show that both community mindedness and individuality, taken to extremes can be damaging. One episode is from *Star Trek* while the other is from *Star Trek: The Next Generation*. In the intervening years, between the late 1960's and the mid eighties, some Americans' ideas regarding individual and community concerns have altered. Community life and caring for others has become more acceptable but the established importance of the individual has not been diminished. The importance of the self still overshadows the growing importance of the community. It is "...the slide into self-centeredness and the preoccupation with becoming one's own person that seem to characterize much of modern American life."⁸

As illustrated in "I, Borg", the whole concept of living continually connected to every other member of one's race, living through each other, is very disagreeable to Geordi. He could not imagine never being alone, just as much as Hugh (as the Borg came to be known) could never imagine loneliness, and utter silence. Geordi introduces Hugh to individuality, and Hugh finds that, unlike living in the Collective, individuality produces choices. Hugh comes to appreciate this style of living more than the way in which he was used to living. The *Enterprise-D* crew assimilates Hugh Borg by resisting and preventing his assimilation of them. Hugh's assimilation is voluntary.

Hugh is 'with no one else in the same predicament; as distinct from any one else'.⁹ He experiences total loneliness before he is given the chance to experience individuality. Individuality offers freedom of will and of choice, experiences in which the Borg have never taken part.

Unlike the Borg, who work together for the good of the whole of their Collective, the Q Continuum work separately, driven on more often than not by their desire to 'play' with beings they consider inferior, or for personal 'power trips'. The being Q shows many facets of the Q Continuum's value system and their superciliousness and smugness in believing that they are infinitely superior to anything else in the universe. His absolute belief in his superiority over every other being is the character trait that irritates and annoys the humans with whom he comes into

⁸ Wallach and Wallach, op. cit., p vii

⁹ Oxford, op. cit., Volume I

contact. His playful nature is like that of a child, but his powers and his intentions make him decidedly more dangerous. Q appears dedicated to fun and frivolity, but beneath the surface lies malevolence and the need for events to proceed just as he wants them. Q's games can, more often than not, prove deadly.

Even with Q's penchant for dangerous games discovered, little is yet known about the shadowy figures of the Q Continuum. They are never seen clearly unless they take on some material form. Members of the Continuum relish their immense power, as Trelane did in "The Squire of Gothos" (ST s 01), and many members of the Continuum are very self-centred and corrupted by their power. Being aware of the hold they have over other life forms in the universe and the absolute power they possess to conquer and to rule leads some in the Q Continuum to regard themselves as gods. They hold absolute dominion through their omnipotence, and use their strength to achieve everything they desire, whether or not it is at the expense of another. Many members of the Q Continuum care little for other species as they regard them as underlings and pawns to be used and tormented in their games.

The Q may live in a community, but it is not known if they have one home planet or if they just 'exist' wherever they want to, in time or in space. If the entity Q is a genuine standard of his race, members of the Q Continuum are very condescending, arrogant and superior. More than any other known race in the universe, the Q Continuum are the most egotistical. Their omnipotence gives them the power to power to mould events and therefore to alter their outcomes.

The *Enterprise-D* crew often encounters the mischievous member of the Q who is known only to them as 'Q'. He more often than not takes on the form of a human because he enjoys confronting and challenging Captain Jean-Luc Picard. Q's thirst for amusement is always satisfied by the pranks he executes, made possible by involving the *Enterprise-D* and her crew, always against their will. Q is at a loss to understand why Picard and other members of his crew place the safety of their ship and the ship's compliment before their own pleasure and desires. In "Hide and Q" (STNG s 01), Q gives Commander Will Riker absolute power - the power to change anything he wishes, and to bring into being anything he desires. Even though Riker fulfils what he considers to be the deepest unspoken desires of his fellow crew members, he soon realises that it is better for some desires to remain hidden and unfulfilled. Each crew member receives what Riker thinks is their most sought-after dream, only for them all to realise what was really important to them they already have, there and then.

The Q wanted Riker to join them so they could study humanity, for it is in this episode that Q tells Riker an important detail concerning the Q Continuum. Humanity has something the Q don't - the capability for growth. For all their knowledge, strength, and invincibility, this one ability has always alluded them.

They are as they always have been, and will always be the same in the future. The community will always remain, the individuals within it never knowing development beyond what they are. Although the human race cannot hope to match the powers of the Q Continuum, they possess something more valuable, something of which the Continuum wishes to know the secret. In this area at least, the weak transcend the strong.

The presence, or lack, of individuality and/or community can play a role in shaping the kind of humanity a particular character displays. Without the influence of their community, alien races such as the Klingons and Romulans can act totally differently from how they are usually portrayed. In "Birthright, Parts I and II" (*STTNG* s 06), Worf discovers the Romulan 'prison camp' where Klingons are being held, taken captive after the bloody Khitomer Massacre.¹⁰ The Romulans and Klingons, sworn enemies for many years, live together in harmony and even intermarry and raise children. Community has developed from the loss of individuality, and Worf finds this something extremely hard to come to terms with.

Living as Both Individual and Community

As with the human race, most other known species in the *Star Trek* universe live both as individuals *and* as members of a community. Vulcan and Ferengi societies are more individually motivated. Vulcans prefer to be alone to contemplate and to consider while the Ferengi prefer as much profit as possible, and working alone will almost certainly guarantee them their full share of whatever prize they win.

Working individually can pay big dividends, and the Ferengi believe that making as much money for oneself as possible is the ultimate goal. The Ferengi work together only when it suits their purpose. They have no qualms about working in a group if teamwork nets them a larger profit. In *Star Trek: The Next Generation*, the Ferengi are seen travelling together in groups, usually of three. Manning a space craft in pursuit of profit is a joint effort. Ferengi space craft do not seem to need large crews, probably because when they find something they are loathe to share it with many. In *Star Trek: Deep Space Nine*, Ferengi are quite well represented on board the Space Station, but they are not usually seen helping each other.

Romulans, Klingons, Vulcans, Cardassians and Betazoids are similar in many ways to humans. They work just as effectively within a group as they do solo, depending on the circumstances. Vulcans tend to be more solitary, preferring their

¹⁰ Romulan forces attacked a Klingon outpost named Khitomer, situated near the Romulan/Klingon border. 4,000 Klingons died while only two survived - a nursemaid and her charge - a child named Worf.

contemplation and higher meaning. Klingons also spend much time alone, practicing their ancient rituals and traditions, and improving themselves.

The importance of the community is often put before the individual. This is graphically illustrated in the episode "Lessons" (*STTNG* s 06) in which six groups of Stellar Cartographers volunteer to remain on a planet to erect a 'firewall' using cross-connected thermal deflectors, which it is hoped will protect the planet and its population. Destructive firestorms have struck the planet early, stronger and faster than usual, and the *Enterprise-D* has been unable to evacuate the planet's residents in time. With the firestorms sweeping the planet, the Starfleet personnel is forced to remain on the surface of the planet. The community is saved with the loss of three Starfleet lives, lives given saving others.

In the original *Star Trek* series, Spock often took on missions that were considered life-threatening or potentially deadly. Spock saved the lives of four of his fellow crew in "Spectre of the Gun" (*ST* s 03). After losing Chekov to a bullet earlier, McCoy, Spock, Scott and Kirk prepare to face the Earp brothers and Doc Holliday in a version of the gunfight at the OK Corral, specially created for them by a race called the Melkotians. Only when Spock remembers a significant event in Earth's history - totally forgotten by the humans with him - does Spock realise that the Melkotians Tombstone is merely an illusion. Armed with this knowledge, Spock is able to mind meld with each of the remaining crew members, convincing them that the scene before them is unreal and clearing any doubts from their minds. Spock's ability to mind meld is one he shares with each of his fellow Vulcans. It allows him to enter another's mind, allowing him to, amongst other things, probe for information or place ideas.

Captain Kirk also had his share of undertaking dangerous missions. In "The Squire of Gothos", he elected to return to the planet to face the extremely powerful, and by this time very angry, Trelane. Telling the crew he had to do this on his own, Kirk beamed down to the planet to try and convince Trelane to hand control of the *Enterprise* back to him. Knowing the risks involved in his mission, Kirk determined that the sacrificing of his life to save the five hundred lives under his command demanded it.

In one of the earliest episodes in the original *Star Trek* series, Kirk also chooses to protect his ship and crew by going down to a deserted planet to prevent two transformed humans from destroying the ship. Kirk's grave has already been dug for him and the headstone already erected. Kirk knows of the immense danger he faces but he is willing to go down and die on the planet. He tells Doctor Piper to wake Spock after Kirk had gone down to the planet. "It's my fault..." Kirk tells the

Doctor.¹¹ Kirk keeps Gary Mitchell, his affected best friend, and Dr Elizabeth Dehner on board ship for as long as he feels he can while trying to find a way to reverse what had happened to them, or until he can control it. Kirk wants to be sure he has exhausted every possibility and done everything in his power to save them before he takes what he considers the most drastic action - removing them from the ship altogether. The last thing Kirk wants to do is maroon Mitchell and Dehner - his thoughts keep returning to the times he and Gary Mitchell spent together. Kirk's compassion and his friendship and long past with Mitchell prevented him from making his decision sooner. Kirk is convinced he has placed the ship and crew in jeopardy by waiting so long to remove the threat from the ship.

Individual courage, an attribute of the 'best humanity', is seen as a virtue to humans, as is illustrated by James Kirk's numerous independent, individual acts performed in an effort to save the *Enterprise* or her crew. Humanity shows its true worth in individual courage. The individual taking risks and even sacrificing their life for the continued safety of others.

Kirk took the lives of every single member of his crew as his own personal responsibility and questioned himself when any member of his crew died. Although the ship was crewed by individuals, each of them very different and some of them not even human beings, their stay on the *Enterprise* brought them together as a community. The family consisted of many unrelated beings all serving on the same Starship, but their bond brought them together as a family. Species affiliation was of no consequence.

As with Data, Spock could not always understand why his fellow officers acted as they did, but his respect for them was not lessened. Unlike Data, he was a member of a larger community - the Vulcan community. He knew much about his planet and his race, including its cultures and beliefs. Although he was the only Vulcan serving on the *Enterprise*, and probably the only Vulcan in Starfleet at that time, Spock still felt a closeness to his people even though they were nowhere near him. As shown in the original *Star Trek* episode "Dagger of the Mind" (s 01), Spock is able to sense other Vulcans. When the Vulcan ship was destroyed, Spock was visibly shaken and distressed - he had sensed the death screams of hundreds of his compatriots.

Although his ties to his home planet were strong, Spock's loyalty to Starfleet was unquestionable. His community on Vulcan was substituted by the community on board the *Enterprise*, but his strong bonds to his planet and his people remained. Each crew member became a member of the starship community whilst retaining

¹¹ "Where No Man Has Gone Before" (ST s 01)

ties with the communities they had left behind. Five hundred of Starfleet's finest individuals combined to create the *Enterprise* community.

The practice of individuality is not always beneficial to the running of a starship, and can prove very detrimental in certain circumstances. Examples of the damage this can cause are seen throughout both series of *Star Trek*. Self preservation and self benefit put before the community prove to be nearly fatal, or indeed deadly, in certain episodes. An example of this is the *Star Trek: The Next Generation* episode "Unnatural Selection" (s 02), in which Doctor Katherine Pulaski insists on transporting a genetically altered child aboard the *Enterprise-D*, and then, after deciding he is healthy, exposing herself, albeit innocently, to the deadly disease. Although Dr Pulaski was the only crew member who almost died, other officers and their families could have been placed at risk.

In "A Matter of Honor" (*STTNG* s 02), Will Riker goes aboard a Klingon ship to show how two recently 'allied' Empires can work together as one. There is a difference between 'community' and 'working together' which is illustrated by the way in which the Klingons and Riker 'co-existed' in "A Matter of Honor". Riker is certainly not welcomed into the Klingon community on board the ship. He remains an individual although he is surrounded by workmates. The Klingons are very dubious about Riker serving with them, but they eat and talk with him, which is as far as his admission into Klingon community life goes. Riker is on board the ship to serve, not to be integrated. However, there is a motif of developing friendship and a negotiation of values in this episode. The Klingons learn more about Federation methods and motivations while Starfleet learns more about Klingon culture and military methodology. The Klingon-Federation treaty is strengthened by the exchange, both cultures being exposed to the other's idiosyncrasies and finding a little common ground with which to embrace the other.

Individual Loyalty and Community Loyalty

As to where loyalties really lie is an individual judgment call, the consequences of which have implications for the whole community. The consequences of the decision made by Lieutenant Marla McGivers in "Space Seed" produced unforeseen, deadly repercussions which affected the *Enterprise* crew long after their initial contact. McGivers chose to desert the *Enterprise*, her crew and Starfleet in favour of a life with Khan, a life which proved short and unfulfilled. The concept of humanity displayed by Khan is the opposite of that practised by the Federation.

A society composed of worthwhile, community-orientated people, leads to loyalty within that society. So it is on board the *Enterprise* and the *Enterprise-D*. Each crew member is prepared to give his or her life for their fellow crew members and their

vessel. When the self-destruct option is suggested as a means of forcing an alien entity to relinquish its control over the ship or to prevent the ship falling into enemy hands, no one questions the Captain's reasons, but give him silent support in his choosing of the final alternative. Initiating the self destruct sequence is seen as the last, desperate measure to ensure that any threat is contained. The continued safety of the Federation is of the utmost importance. Any threat to the Federation is dealt with and dissipated in the most effective way possible at that time. The threat of the self-destruct sequence is used in "Let That Be Your Last Battlefield" (ST s 03).¹² Kirk says: "I will order its [the *Enterprise's*] destruction." Kirk, Spock and Scott are needed to give oral codes in the right order to set the sequence in motion. Beke finally gives into the threat, one second before the explosion. The Klingons were a threat to the Federation's humanity, and to the lives of everyone connected with the Federation. Giving one's life for the continued safe existence of something that is held dear is a small sacrifice for Starfleet Officers. Leadership is a necessity for the efficient running of a starship, as are loyalty and service. While each Starfleet Officer is chosen on their ability and expertise, their loyalty to their fellow crew, their captain, and to Starfleet is an unspoken condition of service. Everyone within the starship community is united by a common oath of allegiance to Starfleet and everyone is liable where the continued safety and efficiency of the ship is involved.

How Does Morality Affect Individuality and Community?

Morals are "the framework of customs, as opposed to laws, governing human conduct and behaviour."¹³ Moral values are held by both the individual and the community. Morals vary from individual to individual, and culture to culture. Although many morals are culturally determined, morals are self-adopted, and adhering to them requires fortitude on the part of the possessor. Having individually constructed morals influenced to a degree by cultural pressures does not necessarily mean that an individual's code of ethics will conform to their society's. When this situation occurs, rogue elements evolve, challenging their society's moral standard.

Robert Solomon states that morals are a part of tradition. He says, "Moral principles may be regarded as extremely important because they are necessary for the

¹² Discussed in detail in chapter four.

¹³ Evans, Dr C. Psychology: A Dictionary of the Mind, Brain and Behaviour Arrow Books, London, 1978, p 221

well-being of a society...they may be considered important in their own right, *even if they do not contribute to the well-being of the society.*"¹⁴

The moral standards of individuals and those of the community are both important, and both affect the level and quality of humanity displayed in the community and beyond. The lack of morality within a member of a community can lead that community towards disaster. In "Gambit, Part II" (*STTNG* s 07), it is revealed that Tallera, a Vulcan claiming to be a Romulan, is working aboard an outlaw's ship in order to steal an ancient Vulcan device, thoroughly capable of becoming a murderous weapon with the addition of another component and the malevolence of the possessor. The existence of Tallera's group and their plans for Vulcan, discussed in more detail later, illustrate that those individuals like Tallera, intent on alienating other species, cause disastrous repercussions for the rest of their society. In "The Ultimate Computer" (*ST* s 02), a brilliant scientist named Dr Daystrom has constructed a computer, named M5, which is capable of operating an entire starship with no need of a crew. When the running of the *Enterprise* is taken over by M5 and all but three of the crew (left as observers) are assigned to the planet below, there is no longer a human face - or an alien one - representing the Federation on board ship. First contacts can no longer occur on the necessarily personal level now that the crew is redundant. Dr Daystrom discounts Kirk's concerns regarding the wisdom of allowing a computer to have complete control of a starship, weaponry included. Dr Daystrom refuses to acknowledge Kirk's fears, consumed as he is by his excitement at finally seeing the computer, the project he has worked on for many years, installed and operating. Daystrom cannot perceive the dangers posed by a machine having complete control of a vessel as powerful as the *Enterprise*. Daystrom's morality is not openly questioned during the episode, even when his ultimate invention destroys Federation spacecraft conducting drills as part of M5's performance trials. The computer cannot be held accountable either. It is a machine, being, like the Borg, devoid of morality.

The presence of morality, or humanity, can ultimately have the same effect. Both "The Defector" (*STTNG* s 03) and "The Face of the Enemy" (*STTNG* s 06) deal with Romulans who attempt to free themselves and others from the oppression, repression and constant threat of war under which they live. These Romulans no longer want to live within their community and go to the Federation for their help in achieving their objectives. Their choice to no longer live as they have been and to try and escape inexorably affects the community. No longer is it cohesive and stable - Romulans are discontented, trying to escape the confines of their society.

¹⁴ Solomon, R.C. Ethics: A Brief Introduction McGraw-Hill Book Company, U.S.A., 1984, p 31

Morality is highly important component of the *Star Trek* universe. Even if on occasion certain actions performed by Kirk (e.g. regular love interests, his reasons for destroying an object or a creature) appear questionable, everything appears to have been resolved and justified by the completion of the episode. For example, the space buoy which approached the *Enterprise* in "The Corbomite" was destroyed by Kirk because it shadowed the ship and its intentions were unknown. The glowing cube could have been a new life form, that for which the *Enterprise* is searching. Kirk was unsure as to whether it was going to harm him and/or his crew or even kill them, so he destroyed it. He assured the safety of his ship, but his actions may have claimed the life of a curious creature.

The crew does not always agree with the way in which a planet is being ruled, and, quite regularly, the wisdom of the Federation is applied to the government and it comes to be run more akin to Earth's. The crew quite often applies its own morality and culture to a situation and attempts to change it in accordance with the accepted human view of morality and culture. Although this is in direct violation of the Prime Directive, it is hard to resist. Human tendencies and lack of objectivity sometimes ensure that the morality and ethics of the Federation influence the solving of any situation.

Chapter Two:

Duty, Desire, and Related Concepts

To begin with, I will define terms as I will use them in this chapter. Duty is variously defined as an “[a]ction, or an act, that is due in the way of moral or legal obligation, that which one ought or is bound to do, an obligation.” It is “[t]hat which is owing to anyone; [a] due [or] a debt” or as “[t]he action which one’s position or station directly requires.”¹ It is something which is undertaken *as a duty* as opposed to its being undertaken *voluntarily* or for pleasure.

Duty in the social sense involves an individual’s duty towards family members and peers. Duty in the cultural sense involves duty to governing bodies and to social institutions such as law and order, and the military. Cultural duty is to the people around while social duty is to institutions and traditions.

The manifold definitions of duty present in both incarnations of *Star Trek* prove duty has different meanings when employed in different situations. Picard and his fellow officers always have their duty to their superior officers, their starship, and to Starfleet. Starfleet and the Federation demand complete obedience, but the ship and her crew - the tangible things for which lives are risked in the course of the mission - command a high level of commitment and devotion from almost every officer. Duty is to the captain and to the chain of command, and to the greater power. In Earth’s history, wars occur within countries (e.g. civil wars) or between countries, while futuristic wars will occur between planets and species. The definition of duty within the *Star Trek* universe is sometimes refined as new species are encountered and integrated. Individuals such as Q and Lore, and especially Khan, have their own distinct notions of duty.

Responsibility involves moral notions, such as guilt, praise, blame, reward, punishment, atonement or resentment.² The type of responsibility with which an individual must contend is based in part upon the evaluation another places on his or her accountability.³ This is related to Edwards’ concept of responsibility as a cause, discussed below. Fischer’s definition goes a long way to clarifying the degree of responsibility carried. He contends that the individual is “... responsible *for a particular action* to the extent that he is accessible to the reactive attitudes *based on*

¹ Simpson, J.A. and Weiner, E.S.C. (eds) Oxford English Dictionary, 02nd ed. Volume IV, Oxford University Press, Oxford, 1989, p 1143

² Swinburne, R. Responsibility and Atonement Clarendon Press, Oxford, 1989, p 01

³ Edwards, R.B. Freedom, Responsibility and Obligation Martinus Nijhoff, The Hague, Netherlands, 1969, p 59 - according to Edwards, accountability is “susceptibility to praise and blame”.

the action in question."⁴ He may be responsible for a particular action, but not for every action he performs.

Edwards states that in "ordinary language", two meanings exist for the word *responsibility*. One is as a synonym for "duty" or "obligation"⁵, such as "...the soldier has a responsibility for guarding his post, ... the teacher has a responsibility for instructing his students, ... the state has a responsibility for the protection and governance of its citizens... In all of these contexts...the stated subject of the sentence has a *duty* or *obligation* toward the stated object of the sentence."⁶

The other ordinary meaning of responsibility is as a "cause" - when "one thing is said to be responsible for another, ... the first thing [being] the cause of the second."⁷ Edwards gives as examples the fact that the arsonist was responsible for burning down the warehouse, and that the assassin was responsible for the death of Gandhi. The arsonist was the cause of the warehouse's destruction.⁸

Obligation is an "[a]ction, or an act, to which one is morally or legally obliged, that which one is bound to do; one's bounden duty or a particular duty. Sometimes with the further notion of coercion: an enforced or burdensome task or charge."⁹

Edwards' observation attests to the undeniable connection between responsibility, duty, and obligation. The performance of duty is commonly an obligation, in Kirk's and Picard's cases, to Starfleet, to the crew of their particular *Enterprise*, and to themselves.

Duty is commonly a requirement placed upon an individual by another, while responsibility is sometimes voluntary, something that the bearer has requested. Duty and responsibility are both obligations. Duty is an obligation to perform to the highest possible standard and to accept orders while acting for the benefit of the crew and the vessel. Responsibility is an obligation to be reliable, stable and efficient. Responsibility is an accountability. Attfield saw responsibility "for beliefs, attitudes and actions" as "essential capacities".¹⁰ Obligation, duty and responsibility are all interrelated. Duty is an obligation while an obligation is a responsibility. Duty can be a liability, as can obligation, while responsibility and obligation both involve accountability. Duty and responsibility both involve trust.

⁴ Fischer, J.M. (ed) Moral Responsibility Cornell University Press, Ithaca, New York, 1986, p 12

⁵ Edwards, op. cit., p 56

⁶ *ibid.*

⁷ *ibid.*, p 57

⁸ *ibid.*

⁹ Simpson and Weiner, op. cit., Volume X, p 648

¹⁰ Attfield, R. A Theory of Value and Obligation Croom Helm Ltd, U.S.A., 1987, p 47

Loyalty is the “[f]aithful adherence to one’s promise, oath, word or honour etc.”¹¹ It can also refer to the personal choice to act for a particular person or reason without needing persuasion or bribery. Loyalty can be directed towards people or a mission, the individual’s performance reliant not upon force but upon the independent wish to perform. Loyalty often works side by side with duty as they both involve obedience and sacrifice, and are often commanded by the same individual or institution. Starfleet commands the duty and loyalty of both *Enterprise* crews although their loyalty is also to each other. While they have a duty to each other, their highest duty is to the hierarchy - to their superior officers and to Starfleet and the Federation. The Captain has a duty to the officers ranking above him just as each of his officers has a duty to him. Regardless of whether those in command have their subordinates’ loyalty, the lower ranking officers are aware of where their duties lie. Duty is obligatory to Starfleet but loyalty is a personal choice, a dedication, often gained by respect. Duty and loyalty are frequently, but not exclusively, synonymous.

The term ‘desire’ encompasses many different types of desire, including hunger, aspiration, lust, devotion, covetous, sexual, compulsive, altruistic, beneficial, conflicting, non-beneficial, influencing of action, and selfish. Desires are “...in each of us for our own believed future enjoyment. The bodily desires for food, drink, and comfort and the more sophisticated desires for power and admiration, love and company which evolve in us independently of language and culture...are self-centred desires, desires centred on oneself receiving bodily obedience from others.”¹²

Desire can incorporate the need to be loyal, and the need to perform one’s duty. Need is not the same as desire. While desire is a craving, a hunger for that which will provide enjoyment, it is not necessary for the continued existence of the individual. A need is a necessity, something that cannot be done without if life is to proceed successfully.

The connection between loyalty and desire is not always obvious. A being can choose to be loyal when loyalty will either fulfil or go part of the way towards fulfilling his or her desire. Desire and loyalty are separate and separable and can be in competition when they are at work within the same individual. Desire can prove stronger than loyalty. For example, Riker generally balances both successfully although his actions are sometimes guided solely by his desire, relegating his loyalty to second place.¹³

¹¹ Simpson and Weiner, op. cit., Volume IX, p 74

¹² Swinburne, op. cit., p 111

¹³ Such as when he set out to rescue Soren in “The Outcast”, (*STTNG* s 05)

Emotion is "...any number of subjectively experienced, affect-laden states the...status of each being established by a label whose meaning is arrived at by simple consensus ...it is what we mean when we say that *love, fear, hate, terror* etc. are emotions."¹⁴

Feelings are one of the subgroups of emotion. "In the most general way, feeling refers to "experiencing", "sensing" or "Having a conscious process". [A feeling is o]ne of the dimensions of emotion. [Feelings] also [refer] to affective states such as in a feeling of well-being, a feeling of depression, a feeling of desire etc."¹⁵

Duty, Desire, Emotion and Loyalty

Although they sometimes oppose each other, duty, desire and emotion are frequently present in the same individual. The three concepts are combined in Captain Kirk and, to a lesser extent, in Commander Riker. Kirk places duty first, his personal and his professional sense of duty to his ship and its crew obviously undeniable. He is loyal to Starfleet, his dedication proved by the string of broken romances he leaves behind him as he chooses Starfleet over personal relationships. On some occasions, however, his emotions do affect the substance of his plans. Kirk is loathe to allow his personal feelings to interfere in his ultimately achieving his aim, but his attention to duty is sometimes necessarily altered, especially where Spock is concerned. His actions in "Arnok Time" (*ST s 02*) best illustrate this fact. With Spock's life in danger, Kirk is prepared to risk the anger of Starfleet and their strict discipline in order to save Spock's life.

Kirk enjoys romances often, but these liaisons are usually brief because he invariably has to move on, quite apart from the fact that he already considers the *Enterprise* his lady and Starfleet his life. Sexual desire also holds a strong influence over Kirk, being a contributing factor to both falling in love, and emotional attachments. Kirk is not known for his lasting commitments; his romances are short and involved until he is called away, or he feels he is forced to choose between Starfleet and the girl. Starfleet always wins. Kirk's desire is to serve Starfleet and to encourage suitable worlds to join the Federation. While emotion is more a psychological trait, desire is goal-driven. The prospect of future satisfaction is a common characteristic of desire. Captain Kirk's life provides an excellent example, his drive unmistakable as he seeks to bring previously unexplored planets and species into a knowledge of the Federation, as well as making the Federation aware of their existence. As with Christopher Columbus, Kirk wishes to explore the

¹⁴ Reber, op. cit., p 235

¹⁵ *ibid.*, p 272

unknown and prove that what lies beyond the discovered is a wealth of knowledge and cultural differences only yet dreamed about. Kirk has rarely fallen in love, his short-lived romances often occurring while on shore leave. In the course of some missions, Kirk participates in thinly veiled one night stands, as is indicated in both "Mirror, Mirror" (ST s 02) and "Wink of an Eye" (ST s 03). Although he wants to serve the Federation as well as he possibly can for as long as he possibly can, he is still affected by a lovely lady or a bewildered child. Although Kirk's life is consumed by his want, and need, to serve the Federation his emotions still influence him - he has empathy with and compassion for certain individuals and societies.

Riker's desires are similar. He, too, wants to stay with Starfleet as long as possible, advancing in the ranks as he goes. Picard is always reminding him of his claim on the Captain's chair. Riker is also attracted by beauty, and, although his first duty is to the *Enterprise-D* he is not immune to dwelling on his emotions while neglecting his better judgement. A conflict of desires is often at work within Riker. Performing his duty is very important to him, but he cannot always control his emotional side whilst working. In "All Good Things..., Parts I and II", he is preoccupied with the thought of the increasing amount of time Deanna is spending with Worf, not concentrating on the crisis at hand. Swinburne attests to the fact that "...human desires often conflict..."¹⁶

Kirk is able to use the power he holds over some women to influence events. He takes advantage of the susceptible nature of Kelinda, a young, blonde, beautiful female, in "By Any Other Name" (ST s 02), using her to free the *Enterprise* from the grasp of her fellow Kelvans. Kirk's need to protect his ship and her crew outweighs any misgivings he may have about using a woman who has feelings for him. In this instance, Kirk's desires prove stronger than his emotions. Although Kirk is often easily swayed by a young lady, the welfare of his ship and crew is more important.

Riker appears to be *Star Trek: The Next Generation's* equivalent to Captain Kirk. Not as much of 'a lad' as Kirk, he still carries a torch for Counsellor Deanna Troi, and whereas Kirk usually has short liaisons, when Riker falls in love, he does so completely, as with Deanna and Soren¹⁷. Soren affects Riker so much that he mounts a raid, without his captain's permission, to rescue her, even though he knows he is breaking the Prime Directive by interfering in a species' affairs. Riker's love for Soren is very deep and her 'cure' at the hands of an assembly of her peers does not diminish his love, only strengthening it through his realisation that he cannot have the object of his desire. Riker's solution, as shown by his reactions in

¹⁶ Swinburne, op. cit., p 111

¹⁷ An androgynous alien in "The Outcast"

similar situations, is to immerse himself in work as a means of forgetting his pain. Volunteering for extra assignments and doing double shifts - serving the *Enterprise-D* in an even greater capacity - allows Riker to put his loss behind him.

Will Riker has never resolved his feelings towards Deanna. Riker's desires were never fulfilled because his career is more important to him. His desire for Deanna also remains unfulfilled, especially as she has found happiness with Worf. "Second Chances" (*STTNG* s 06) illustrates well the depth and unchangeability of the Commander's feelings. Thomas, the double formed when Riker was 'split' in a transporter accident, still has deep feelings for Deanna and it becomes apparent that the original Riker's feelings for her haven't altered either. Even though he and Deanna love each other, the Commander's first love will always remain the *Enterprise-D* and his career. Deanna is also the object of Riker's desire, even though his desire to achieve overwhelms his desire for Deanna. This is made clear in "Second Chances" when Deanna reminds Riker that he placed his career before their love. Even so, he cannot sever all romantic and emotional ties with her. His duty is clear, but his desires are confused. Riker's reaction to Thomas in "Second Chances" and to Worf in "All Good Things..., Parts I and II" adequately illustrates his inability to let go of his feelings for Deanna and his unwillingness to allow anyone else to claim her. As with Captain Kirk before him, Riker enjoys the pleasures of romance but cannot justify to himself any diversion of his attention from his duty to the *Enterprise-D* and his relentless desire to be the consummate officer. Minuet, a computer simulated hologram, realises Riker's commitment to his career. She says, "Your work's very important to you." Riker replies, "It is me - it is what I am."¹⁸

The definition of loyalty within the *Star Trek* universe changes little although loyalties to particular individuals, societies or factions alter often. Although Kirk places his career with Starfleet above all else in his life, his willingness to take risks and to act upon his own judgement is well documented. As captain of the *Enterprise-D*, Picard has emulated Kirk in his tendency to break the Prime Directive in situations he in which he deems necessary. Loyalty and compassion sometimes overrule adherence to the Prime Directive.

Spock's loyalty, especially to his friends and his race, runs deep as his actions in "The Menagerie, Parts I and II" (*ST* s 01) illustrate. Spock's willingness to face a devastating Court-Martial in his attempt to save the life of his former captain illustrate that Spock's human side is not completely buried. Although he views loyalty as merely a component of duty, many others in the *Star Trek* universe

¹⁸ In "11001001" (*STTNG* s 01)

perceive it as a definite emotion. The giving of a life for the benefit of another, although frequently done in the line of duty, is seen as a selfless, caring act.

Duty within the world of *Star Trek* is more concerned with doing as instructed and obeying the orders received from Starfleet Command. Loyalty concerns making personal decisions and pursuing the solution whether or not it clashes with pre-existing duty orders. Both *Enterprise* crews display loyalty to Starfleet and perform their duty to the best of their abilities, but their loyalty is not solely to Starfleet. Their strongest loyalty is to each other, or, in Ro Laren's case, to their own personal beliefs.

The Prime Directive is the code of ethics by which Federation officers perform their duties. Often, officers are offered no other choice than to break the Prime Directive and deal with the consequences. Their loyalty to one of their own is more compelling than their loyalty to the hierarchy.

Duty and desire are regularly in opposition. Desire can either aid or hinder the performance of duty with the object of the desire having a direct influence on that desire's effect on duty. The love of a man or woman, or loyalty to a planet or colony may prove too strong a desire for duty to overcome. If the satisfaction of the desire ultimately results in the preservation of the *Enterprise* and/or her crew, then desire advances duty. The imperative nature of duty sometimes overshadows the desire to act contrary to duty. Duty and desire can both lead to pain and death as well as happiness and satisfaction.

Conflict exists between desire and duty. Even though the two can exist together in harmony, even within the same individual, they can also be at opposite poles. Following duty or desire exclusively can lead to pain and death. The constant and unwavering pursuit of duty has the ability to render the characters within the *Star Trek* universe blind to the needs of other individuals or whole societies as effectively as its pursuit blinded individuals throughout Earth's history.

The exclusive pursuit of duty can go some distance in neutralising desire. Kirk and Riker both discovered this during their time on board their respective *Enterprises*. Kirk suffers many losses during his mission on board the *Enterprise*. Among the most notable of these losses occur in situations which involve friends or lovers. Kirk's decision to leave Gary Mitchell behind in "Where No Man Has Gone Before" is one of the most difficult decisions he ever has to make, comparable to his decision to jettison Ben Finney's pod during a crisis situation in "Court-Martial" (*ST* s 01). Both men had been close friends of Kirk's and their lives were very much his concern. He cared for them, which made his decision more difficult. His desire to preserve their lives was exceeded by his duty to ensure the continued well-being of the *Enterprise* and the rest of her crew. Although events such as these affect Kirk deeply, he does not allow his emotions to interfere with his duty and his

running of the starship. His leadership becomes even more intense as he concentrates solely on his work. Desire is that which is considered important for the future health, well-being and/or enjoyment of an individual, while emotions are “affect-laden states” experienced by the individual. Kirk’s desire to ensure the safety of his crew became an emotional concern for him, invoking feelings of anxiety, fear and anger within him. Desire is a want while emotions and feelings commonly result from desires.

Spock’s compulsion to live his own life out of his father’s shadow motivated him to pursue a career in Starfleet. Sarek was less than comfortable with his son’s decision to leave his home planet and become Starfleet’s first Vulcan cadet. Spock’s discernment that his father did not approve of his half-Vulcan, half-human son led him to enter a field into which his father would never venture, and where he would not be required to live by his father’s philosophies.

The conflict between having loyalties and duties to different parties is discussed in “Journey to Babel” (ST s 02). Although Spock and his father are estranged, Spock feels a familial tie to Sarek. When his father takes ill during a diplomatic mission on board the *Enterprise*, Spock is forced to choose between his loyalty to his dying father and his loyalty to his ship and crew. Kirk has been stabbed, so Spock assumes control of and responsibility for the ship and all her crew. He realises that his father will die if he does not help him, but the captain is in sickbay, the ship is under attack, and someone in the diplomatic delegation is a spy, leaking valuable information. Spock’s human mother cannot understand her son’s refusal to help his father, disagreeing with her son as to where his duty really lies. Amanda still clings to the hope that Spock is more human than he admits, and will react accordingly.

AMANDA: You must turn command over to somebody else.

SPOCK: ...I cannot dismiss my duties.

AMANDA: Duty! Your duty is to your father!

SPOCK: I know...this must take precedence. If I could give the transfusion without loss of time or efficiency, I would. Sarek understands my reason.

AMANDA: Well I don’t! It’s not human...Oh, that’s not a dirty word, you’re human too...let that part of you come through. *Your father’s dying!*

SPOCK: Mother, how could you have lived on Vulcan so long, married a Vulcan, raised a son on Vulcan, without understanding what it means to be a Vulcan?

AMANDA: Nothing is as important as your father’s life!

SPOCK: Can you imagine what my father would say if I were to agree? If I were to give up command of this vessel, jeopardize hundreds of lives, risk interplanetary war...all for the life of one person.

AMANDA: ...there must be some part of me in you. Some part that I still can reach! If being Vulcan is more important to you then you'll stand there...and let your father die and...I'll hate you for the rest of your life...

SPOCK: Mother...

AMANDA: Well go to him *now...please!*

SPOCK: I cannot.

Desire, Emotion and Feelings

Even though Data is an android and not a human, he still has desires. His greatest desire is to become as fully human as he possibly can, and he sees his lack of emotion as his greatest hurdle to achieving his goal. Without emotions, Data's yearning to feel and to live as a human does is the closest he comes to being human, as he is biologically unable to become completely human.

In "Descent, Part II", a Borg unit, once members of a 'group society' called the Collective, are now a fragmented group of lost souls. Those who do not agree with the doctrine of their new leader Lore are ostracised, most then seeking acceptance from the other Borg outside of Lore's main group. Factions have evolved, and the Borg are battling to survive. Individual emotions are killing the once ordered, once terrifyingly strong and aggressive species. The Borg, like Data, functioned without emotion. Their society collapses soon after individuality is introduced into their hives, and separate desires emerge.

After being led to the planet, the *Enterprise-D* sends an Away Team to investigate. Data, Geordi, Picard and Deanna enter Lore's compound and are captured. Data then becomes submissive to Lore's will. Lore instructs his brother Data to commence experimenting on Geordi, an experiment which Data is aware will ultimately cost the life of his best friend. Being totally under the control of the emotions which Lore is feeding him, being convinced of his continued need of them, Data refuses to consider Geordi's plea for him to think about what he is doing now and the consequences his actions may have later. Picard and Deanna meanwhile construct a 'phased kaidion pulse', a type of 'emotion inhibitor' in an attempt to disrupt Lore's strong hold over his brother. Their plan works and buys them enough time to help Geordi and to give Data an opportunity to consider his situation. After breaking free from Lore's grip, Data discovers that having emotions is not worth the deaths of his friends. He disassembles Lore and determines to destroy the emotion chip because he believes it will never bring anything but

anguish. Geordi convinces Data not to destroy the chip but to place it in safe-keeping until Data is ready to once again experiment with emotions. As his brother does, Data only experiences the 'baser' emotions of hate, envy, and bitterness. Data's high regard for Geordi is overpowered by the strong emotions Data is experiencing.

As is illustrated in both "Descent, Parts I and II", Data's overwhelming desire to feel emotion causes him to completely disregard his duty to Starfleet. His strong desire to actually experience something he has lacked for almost thirty-four years, and the duty he is required to perform to his ship, his captain and Starfleet, collide. He deduces that once he has obtained emotions he has gone much of the way to understanding what it is to be human. Data does not wish to become physically human; instead he wants to experience and understand humans and their humanity, and become like them. Data's desire to finally attain the emotions he concludes will end his self-imposed assignment leads him, without resistance, further into Lore's grasp. Lore's promise to Data of more emotion 'if he is good' combined with the threat of losing the emotion he already has ensures Lore's hold over Data continues. Lore's offer provides the strongest incentive for Data to completely disregard his duty to Starfleet and all that it entails. Data's sense of duty is not diminished, but his loyalty has been transferred from Starfleet to Lore. Data's devotion to Starfleet, and to his ship and fellow officers is strong, but the promise of emotional knowledge appears stronger. Lore is promising Data the opportunity to possess that which he has desired for so many years, affording Lore great power over him and allowing him to manipulate Data's actions. It becomes apparent that Data's emotions interfere with his duty, so the object of his desire proves to be at odds with his duty.

The importance Data applies to morality and justice inevitably cause some conflict with the correct procedural performance required of him by Starfleet. His intense desire to act in the manner he deems most conscionable has earned him the wrath of his superiors on more than one occasion. "The Quality of Life" (*STTNG* s 06) and "Pen Pals" (*STTNG* s 02) illustrate the gravity of Data's moral standards.

Almost all the characters encountered by the various *Enterprise* crews display emotion. Humans, Ferengi, Romulans, Klingons, Cardassians, and even the Q Continuum exhibit emotional responses to situations. Few races display no emotion whatsoever, while others conceal or suppress their feelings. Spock, Sarek and other members of the Vulcan race successfully suppress their emotions to prove to others that theirs is a race of emotionless, highly intelligent and purely logical beings. Nonetheless, Spock, often as he denies it, is still a somewhat emotional person. He often claims he does not feel any of the emotions his shipmates feel, but he has been known to exhibit compassion, and even love. His feeling for James Kirk runs more deeply than merely the respect a First Officer has for his captain.

This is partly because he is half human, but results mainly from their long association, their shared narrow escapes and their willingness to die in each other's place.

Spock and Data both follow a 'trajectory' in which they change and grow during their 'lifetimes'. Data alters and develops even more than Spock, learning and growing with each new encounter whereas Spock learns but his personality does not radically alter. Data's persona develops as he correlates and adapts each new experience. Learning and growing can also include, perhaps inevitably, radical changes in personality. Data's most radical personality changes occur in "Descent, Parts I and II", and "The Schizoid Man" (*STTNG* s 02). In both episodes, Data was under the control of other people.¹⁹ Changes occur most noticeably in Spock when he is in the grip of ancient Vulcan rituals such as Pon farr²⁰, which induces the dangerous blood fever, or when his body is invaded by foreign organisms such as the spores²¹ or the neural parasites²². Spock became a little more 'emotional' as the original Star Trek series went on, his logic slightly tainted by the influence of the human emotions which surround him. He originally joined Starfleet after experiencing what life offered him on Vulcan and considering a number of options. He had already begun his journey many years before he was assigned to the *Enterprise*. Data, however, was discovered alone on a planet and activated. His journey of discovery was only beginning when he joined Starfleet. His trajectory was influenced mainly by the Starfleet officers around him and his experience with life in any form was slight.

Emotion and desire are both important parts of being human. The ability to feel and to demonstrate self-expression and development is necessary to the complete growth of a person. Data experiences a type of desire. He often wishes to be fully human and to understand and experience human emotions and reactions. Spock, on the other hand, is half human but suppresses any emotional responses that he encounters. He is ashamed of the illogical emotions his half human side brings out in him. He cannot bear the irrationality of 'the human condition', or to lose control under any circumstances. His performance in "Operation - Annihilate!" (*ST* s 01) illustrates his strength in controlling himself. Even though he is suffering

¹⁹ It is interesting to note that in "The Schizoid Man", Ira Graves whistles in Data's presence the tune "If I Only Had A Brain" from *The Wizard of Oz*. Graves explains that the song "was sung by a mechanical man who "finds out that he is human after all, [and] always was."" in Okuda, Okuda and Mirek, op. cit., p134

²⁰ The Vulcan mating ritual

²¹ In "This Side of Paradise" (*ST* s 01)

²² In "Operation - Annihilate!"

immense pain, Spock is able to continue with his duties and provide his captain with invaluable insight into the matter at hand. Even though the immense pain he is feeling is not an emotion but a response to the attack of the neural parasite, Spock refuses to show his pain because he refuses to show what he considers weakness.

Data covets the emotion chip that Lore appropriated from Dr Soong. Longing to feel the emotions his brother so cherished, Data looks upon emotions as being the main constituent of being 'human'. Data's lack of emotions is the one major difference between him and his fellow officers, and Data often laments his inability to be fully human, believing that only good can come from his desire to live life as a human does. Duty and desire must be balanced so as to work the most effectively.

Spock's self-expression and development occur on two levels, these being the human level and the Vulcan level. Whilst adhering to the Vulcan rituals and religious traditions, Spock is able to continue his growth as a Vulcan even after joining Starfleet and being assigned to the *Enterprise*. Spock makes a conscious effort to continue in the ways of his recent ancestors and not to lose sight of his wise, spiritual heritage. His development on a human level occurs without his conscious effort or sanction. Spock is the first to deny that any of his reactions are emotional or human in any way. He constantly denies the influence that his humanity has on his decisions or his personal life. Unlike Data, Spock is able to understand concepts such as pleasure, pain, love and malevolence first hand, even though he chooses not to make use of them. Spock's half-human side enables him to better understand human actions and behaviour, while still remaining distant and separate from them. Spock's performance of his duty does not suffer from his active suppression of emotion as he is able to concentrate completely on his duty and not be distracted by any feelings which may inadvertently surface within him. Due to his mixed parentage, and as opposed to other Vulcans, Spock has to work even harder to keep his emotions and human feelings under control. Vulcans work continually to keep their emotions disciplined. Spock has to work even more intently than other Vulcans because he experiences stronger emotions due to his human parentage. Like Data, Spock also has desires, but his desires, far from encompassing the search for emotional satisfaction, lead him in his quest for complete knowledge and instruction. Spock, therefore, is better equipped than Data to experience and understand the complexities of humanity. This is due to his being half-human, not because he makes conscious use of his human heritage. Humanity is, to a certain extent, generic - its fundamental principles can be understood through observation and practice. While being human is special and different, the term 'human' is applied to a wide grouping of people.

Emotions and the desire for them can be manipulated, Lore proving himself a master at this. He is able to use Data's longing for emotion to control him. Data's

constant attempts to feel as others do makes him vulnerable, not only to Lore's influence, but to the influence of any other who could use him by offering the chance of emotional experience. While sometimes being indications of the 'best of humanity', emotions can also cause danger and unhappiness. Data's experiences with emotions invariably prove too much for him to handle, their intensity shocking him because he is not human and has no experience in dealing with feelings. In "Descent, Parts I and II", experiencing such powerful emotion for the first time was overwhelming for him. The need to feel again the pleasure of killing a living being, and his intense yearning for emotion, alter his personality so much that the Data previously known to the *Enterprise-D* crew appears irrevocably destroyed. Data's first substantial encounter with emotion and the power of his feelings convinces him that he can exist quite satisfactorily without them. Unlike Spock, Data does not renounce his emotions because of their 'illogical effect' upon his behaviour. He decides that he is not equipped to deal with the severity of the emotions he desired for so long. As a non-human, he fears that he does not have the capacity to control the emotions he now experiences, or the courage to try.

The consequences for Data's character are vast. As Data's willingness to kill Geordi proves, emotion can also serve as an incentive. Data admits he would do anything to feel once again what he regards as the pleasure of killing a living being. The emotions he felt offered him a taste of the sensation of feeling, and Data craved more of the sensation, whatever his longing forced him to do. Data's unfamiliarity with emotions caused him to register killing as pleasurable. His 'relief' as he finally experiences emotions causes him to disregard the fact that he remains unaware of the sensations different emotions cause. Not all emotions are pleasurable - terror, hate and desire can also accompany the act of killing. Data registers pleasure because he has emotions and is enjoying the newly found passions they offer.

When Data is 'humanised' by receiving emotions, he is only able to display the 'baser' emotions such as cowardice, loathing and resentment rather than the 'higher' ones such as Riker and the officers display - courage, compassion, and self-sacrifice. Throughout his life, Lore has discovered that the crueler, baser emotions advance his cause further more quickly. The fear that he instils in others gain him all he needs without his having to pander and fawn. Fear is very binding and in some cases prevents those who feel it from reacting and overcoming the source of the fear. So it is in the "Descent" stories, with the Borg being too afraid and their society too chaotic to allow them to successfully depose Lore. The power he commands is almost unassailable, but the intervention of the *Enterprise-D* crew and their consequent victory over Lore suggests that the higher emotions are ultimately stronger.

In "The Apple" (*ST s 02*), Spock is stunned by a spore-spraying plant. He had stood between it and his captain to protect Kirk. Kirk says thank you, but Spock claims that he (Spock) had merely been too slow in moving out of the way. He will not take any credit for saving Kirk's life. When Kirk asks, "Just what do you think you were trying to do?", Spock explains that his own clumsiness prevented him from moving out of the plant's line of fire in time. Kirk plays along, telling him, "Next time just yell. I can step out of the way as quickly as the next man....do you know how much Starfleet has invested in you?" Kirk responds to Spock's need to explain the incident in terms with which he is comfortable. Spock seems almost ashamed of his human half. He has had to work harder than many Vulcans to suppress his emotions because his mother is fully human and Spock inherited her emotions as well as his suppressed Vulcan emotions. Spock vehemently attempts to keep his 'human' side buried deep within himself. It is not surprising, then, that Spock still reacts as his emotions dictate on a few occasions. It is, though, something of a milestone when his emotions emerge. He does such a superb job of controlling them that any emotional display on his part takes those with him unexpectedly.

While emotion, desire and what motivates them appear to define the 'human', these sensations can also destroy humanity. Selfish emotions can cause loss of reason or life.²³ As shown by the experiences of Lore and Data, having emotions and desires can sometimes cause more problems than the lack of them. Emotions can be destructive, especially those Lore exhibits. The episodes "Descent, Parts I and II" deal effectively with this idea. Beings born with the capacity for emotions commonly handle them more adeptly than those individuals who have to cope with the shock and stress of receiving emotions all at the one time. Data is unable to differentiate between emotional states and is unsure of which physiological responses he is experiencing at particular times, so he does not know how to apply these feelings to specific situations. Even though he has been studying different emotions and their effects for years, he is unprepared for the amazing combinations and wide range of emotions he experiences. People who have developed their emotions from birth or a very early age do not know life without emotions so do not suffer the shock of so much that was previously unknown, in so short a time. Lore is better adjusted to his emotions because he 'had more human emotional

²³ In episodes such as "The Schizoid Man" and "Man of the People" (*STTNG s 06*), the consequences of selfishness are explored. In the first instance, the essence of Dr Ira Graves takes Data over in an effort to be with his lady companion and to retain his knowledge forever. In the second story, a telepathic peace envoy kills others to retain his purity.

responses built into his programming²⁴ as well as continual access to the emotion chip, and so has had time to explore, refine and control his emotions.

Even so, being too self-centred, a state of being rather than an emotion, proves to be destructive in regard to Lore, as is illustrated when Data is forced to completely disassemble him at the conclusion of "Descent, Part II". Lore, being completely self-centred, uses his emotions merely to gain power and control. He has been successful in controlling Data on more than one occasion. Lore's experiments with the Borg, and his disregard for his still living 'failures' prove that while Dr Noonien Soong's emotion chip endowed Lore with a gamut of emotions, the only ones he has continuously used and honed are those which are self-serving, cold, and cruel. The compassion Data's brother shows toward the confused, lost Borg in "Descent, Part II" is more for Data's benefit than for the Borg's state of mind. Lore only displays particular emotions because they further his cause. He is bitter that Dr Soong created another android after him, to improve upon him, and his bitterness is only exacerbated by the knowledge that his parent-creators felt they had made a mistake in creating him and giving him emotional capabilities. "Inheritance" (STTNG s 07) supplies important background information regarding Lore's creation, treatment and revenge on Omicron Theta, partly explaining the bitterness which has grown into hatred and loathing. Lore's contempt for Dr Soong and for Data - whom he considers weak and easily manipulated because of his wanting for emotions - have only added to the hatred. Lore's higher emotions were never cultivated. "Inheritance" conveys the impression that once Dr Soong and Juliana decided that an android with emotions did not work, they abandoned him to begin work on Data. Lore's base emotions and his complete disregard for lives other than his own result in his disassembly at Data's hands. Data is also faced with a tremendously difficult decision in "Inheritance" - whether to tell Juliana that she is an android, or let her live out her years in peace believing she is human. Data asks the advice of Geordi, Beverly, Deanna and Jean-Luc in making his decision, finally allowing Juliana to continue living with the belief that she is human.

Lore's threat to sacrifice Data to advance his aims has been made often. He has shown his willingness to destroy Data every time he has encountered the *Enterprise-D*, in episodes such as "Datalore" (STTNG s 01) and "Brothers" (STTNG s 04). Lore has no love or affection for Data - he seems to have disregarded these emotions in favour of refining others - and merely uses him. When he is no longer necessary, he has no misgivings about deactivating or completely destroying him. Lore's understanding of love is a perverse one. After his abuse of Data leads Data to

²⁴ Okuda, Okuda and Mirek, op. cit., p185

almost kill his best friend, Lore, moments before deactivation, claims "I love you brother."

Although Lore and Data have the same outward appearance and internal construction, they are very different androids. Data wants emotions and to be able to feel as a human does. He takes his duties extremely seriously, and is always loyal. Lore, unlike Data, does not want to understand what it is to be human. He has human emotions and is able to feel, but he uses only the 'negative' emotions. Although these emotions are hostile and destructive, they are not 'non-human'. Lore feels no compulsion to serve or assist any other, preferring to look out for his own best interests. Loyalty to others is an alien concept to him. A being can be honestly loyal, serving and defending out of loyalty. Others choose to be loyal because it is beneficial towards the achievement of their goals and aims. Desire and loyalty can sometimes conflict, especially when they are present within the same individual. Desire frequently proves the stronger of the two. Lore claims to love Data, but he is not loyal to him or to their creator. Data was loyal to Lore as long as he allowed him to feel emotion; when Lore's influence over Data was interrupted and Data became aware of Lore's manipulation and ulterior motives, his loyalty reverted to the *Enterprise-D* and his imprisoned crew mates. Data's and Lore's actions prove that loyalty can be bought and traded to a certain extent. Lore bought Data's loyalty by offering him the one thing he was searching for - humanness through exposure to emotions. After Data was offered the chance to experience feelings and the way to finally understand more about what it means to be human, he was prepared to do anything to experience those sensations again.

Desire Overpowering Duty

Star Trek: The Next Generation illustrated the strength of desire over duty in two season seven episodes, "Sub Rosa" and "Preemptive Strike". In "Sub Rosa", Dr Beverly Crusher falls under the spell of Ronin, who appears to be a handsome, refined young man, but claims to be a seventeenth century Glaswegian ghost. The doctor discovers that he is in fact an anaphasic life form, a creature who takes human form and uses his charm in order for him to use them. Ronin needs to live within hosts for his energy to remain stable, but he does not expect a home without giving something in return. What Ronin offers is happiness and love, even more satisfying than human passion. Although Dr Crusher's desire to be loved by Ronin and to satisfy his needs is in direct competition with her duties as a Starfleet officer she resolves to abandon the *Enterprise-D* and her friends for a new life in a Scottish colony. She bids an unexplained and hurried goodbye to Captain Picard in the transporter room, only intensifying his suspicions that Beverly has not thought her

actions through. Beverly discovers Ronin's secret herself after he attacks the Captain and she is torn between the love she has for him and the feelings she has with Ronin. Beverly returns to the *Enterprise-D* - not so much because her sense of duty has overcome her desire for Ronin, but because she realises that her affection for Picard, the *Enterprise-D* and her crew outweighs her desire for a life with Ronin. The Doctor's love for Ronin, under other circumstances, would quite possibly have been enough to persuade her to leave Starfleet, the *Enterprise-D* and Captain Picard. Upon discovering Ronin's true identity, Beverly decided that, even though Ronin was 'repaying' her by giving her pleasure, she was actually being used by him, and the emotion she felt was not love but an induced dependence manifested as love.

In "Preemptive Strike", Ro Laren is once more on board the *Enterprise-D*. While undergoing special training in tactical operations at the Academy, she was promoted to the rank of Lieutenant. A change of character does not accompany her change in status. Ro's great passion and her strength in her beliefs remain and still influence her actions. Ro is an individual in whom duty and desire constantly battle, and a Starfleet officer who, more often than not, allows her desires to dictate her service. So it is in this episode. Aware of her special abilities, Starfleet sends Ro to infiltrate the Marquis, a renegade band of colonists caught on the border between Starfleet and Cardassian space. The Marquis have managed to put together a ragtag army of old cruisers and disintegrating ships. Being a survivor of the terrifying Cardassian occupation of Bajor, Ro feels drawn to the plight of these self-appointed soldiers, and fully appreciates the threat they perceive from the proximity of the Cardassians. Starfleet does not approve of the Marquis' provocative behaviour, fearing bloody retribution from the Cardassians. Ro, always ready to engage the Cardassians, determines to join the struggle against the warring race. Holding a phaser to Riker's head, Ro transports from a Federation shuttle into Marquis-held territory, effectively deserting Starfleet. Ro's desire to fight the Cardassians, to avenge her family's murders, and to live according to her own conscience lead her to dramatically abandon her duty.

In "Ensign Ro" (*STTNG* s 05), she continually maintains that she does not fit the Starfleet uniform. Ro is convinced that she will never fit the ideal of a Starfleet Officer, quickly realising that her overwhelming desire for revenge against the Cardassians and her immense anger over her stolen childhood and murdered family are likely to override her sense of duty to Starfleet.

Loyalty

The season seven episode of *The Next Generation*, "Lower Decks", introduces a Cardassian who has joined the federation as an agent of Starfleet. He lives and

works in Cardassian space as a member of their military, but approached the Federation out of a desire to see his homeworld saved from destruction at its own hands. The Cardassian chooses to serve the Federation, but his loyalty to Cardassia is still great as he risks his life to keep his homeworld safe. The Cardassian's strong desire to serve and protect his planet goes beyond the call of duty, both to the Federation and to Cardassia. The operative is risking his life as a double agent in an attempt to protect his planet and improve and preserve the standard of life there. His convictions lead him into his covert work with the Federation.

Emotion and desire can lead away from duty. Following one's desires instead of one's judiciousness can seriously affect the way in which one's duty is performed. Lieutenant Marla McGivers' desire to be with Khan after she has fallen in love with him is a prime example from the original *Star Trek* series of when emotion and desire subjugate duty.²⁵ Kirk's extremely high personal regard for certain members of his crew frequently influences the strategies he uses when they or the *Enterprise* are in danger. Kirk's reluctance to abandon longtime Academy friend Gary Mitchell did not, however, prevent him from acting in the best interests of the ship and the rest of her crew. Kirk knows that the safety of the ship and crew depend upon Mitchell's removal. Unwilling to kill his close friend even though he had been transformed into an almost indestructible unrelenting superbeing, Kirk decides instead to spare the superhuman's life and leave him on an habitable planet with Dr Dehner. Kirk's compassion almost results in his death, and it was only with the intervention of Dr Dehner that Kirk escapes with his life.²⁶

Although Kirk felt a deep sense of loyalty to his two affected crew members - especially for Gary - his duty to his ship and her crew prevailed over his loyalty to his best friend. Kirk's emotional ties to Gary did not negate his sense of duty as a captain, and his obligation to the rest of the crew necessitated his marooning of Gary and the Doctor.

The question of Data's loyalty is raised in "Datalore", when Data informs Picard that his loyalty is to his captain and to Starfleet, even though he and Lore are the only two of their kind and Data has just found the brother he never knew existed. Data watches Lore because he Picard orders him to do so, proof that Data still follows his orders even when they concern his brother.

"Datalore" tells the story of Data's first encounter with an android who, upon first meeting, appears incredibly like him. It is soon discovered that the other android, known as Lore, has abilities Data only 'dreams' of possessing. Lore considers himself perfect, and claims Data was imperfect so they built Lore to replace him,

²⁵ In "Space Seed"

²⁶ In "Where No Man Has Gone Before" (*ST* s 01)

even though the reverse is true. Lore has about the same mental and physical capabilities as Data, but is far more 'human'. When he speaks, he uses contractions, and he has emotions and can laugh, joke and understand the concept of humour. Data had previously asked Dr Crusher if something was humorous. Lore makes sure his brother is aware of his apparent failure when he informs Data: "A joke, brother."

More importantly, Lore is able to lie. Data is not, proving how human Lore has become. Data discusses the differences between the two and mentions Lore's astonishing ability to emulate humankind. "Because I was designed to be so human brother..." Lore tells him. Lore is human in practically every way, not just in physical form. Lore's humanness combined with his virtual indestructibility has convinced Lore he is superior to the race with which he was designed to integrate. He has nothing but contempt for humans. Lore frequently reminds Data that he is an inferior construction. Data begins to believe his brother. He says, "I keep trying to be more human, and failing." He is human in that he fails and realises his shortcomings. Lore does not believe he has any, and he is human in that he has human pride, conceit, egotism and arrogance.

Even though Lore is almost completely human, except for his circuitry, the 'man' Data is - so obviously an android in the way he speaks, his skin colour and his lack of understanding of more 'human' matters - is far superior in his humanness. Lore's emotions and humanness have made him proud, whereas Data's search for humanity has made him open, approachable and personable and even humble. Lore's emotions and humanness have made him the opposite to Lore.

Lore says, "He (Dr Soong) made me so perfectly human the colonists became envious." Lore believes himself to be eminently superior. The colonists did not become envious - they became afraid. An android who was so human frightened them and made them uneasy. Previously, Data had asked, "Why was I given human form?" to which Geordi replied, "To make it easier for humans to relate to you I guess." Those on board the *Enterprise-D* relate well to Data because of his humility and childlike innocence. The colonists on Omicron Theta could not relate to Lore because of his deprecating attitude and his selfishness.

Lore tells Data: "You, brother, are beginning to think like a human." Even though this is something Data would normally have welcomed, Lore means it in a derogatory manner, and Data appears to wonder whether he should be thinking like a human at all. Lore says Data cares, and tells him not to be jealous of the fact that Lore is, to all intents and purposes, human.

Even though Lore is an android created and built to emulate humans, he considers himself superior to humans - that he has surpassed humanness. He ridicules Data's strong desire to live as a human: "...and you want to be as stupid as

them dear brother.” Lore mocks Data. “Do you see the advantages of being completely human? It includes kindness.” Lore’s idea of kindness is to spare the life of Dr Crusher, knowing she will be killed by the Crystalline Entity in a short time. Lore claims Soong endowed him with the “...full richness of human needs and ambitions”, some of the content of which influenced Lore’s depravity.

Throughout the course of the episode Data becomes more aware of the perverseness of his brother’s ideas on humankind and humanness. Data concludes that Lore’s humanity is not the humanity he seeks. He finally tells Lore, “You make me wish I were an only child.” Data has become aware that Lore has lost any semblance of the humaneness that Soong tried to program into him, and that the humanity for which Data seeks lies in the opposite direction.

Picard and Riker discuss Data’s position, the captain asking, “Number One - have you ever considered whether Data is more human or less human than we want?”, to which Riker responds, “I only wish we were all as well-balanced Sir.” Picard agrees.

Passion

The episode “Ensign Ro” introduces the character of the Bajoran Ensign Ro Laren. She is a proud individual, too proud to confide in anyone and too battle-scarred to really care. Ensign Ro is extremely passionate. As well as being an emotion, passion is also a desire. She is stubborn and cool, always ready to stand up for what she believes and to deal with what she believes to be dangerous or harmful. Her handling of the situation involving Admiral Kennelly showed her to be a formidable opponent. Ro’s conscience and her sense of justice, however much she denies their existence, enable her to break through her own defences, and trust in both others and herself. This new self-awareness finally allows her to work with Picard and save Orta and his people, at the same time revealing Kennelly to be corrupt.

In the person of Ro Laren pride and passion, emotion and desire collide. Her immense pride is frequently the cause of disagreements with work mates and her refusal to forgive or forget. Ro’s passion is unmistakable, her decision to join the Marquis being the best illustration. Her emotions and desires are both driven and consumed by her pride and her passion, her every action having a catalyst buried deep within her past experiences.

Both Q and Khan can be described as ‘villains with passion’. Khan will stop at nothing to exact his revenge against Kirk and imprison him, alone, on a deserted planet. Q is much more subtle in his games with mankind. He gives Picard just enough so that he is forced to delve deeply to find out what Q is trying to tell him.

Q can act with seeming benevolence, using his ingratiating charisma as a means of pursuing his aims. A joker and a charmer, Q likes to toy with his playthings instead of killing them immediately. Everything for both Q and Khan must be executed properly. Q often stands on ceremony, donning robes or Starfleet uniforms, grasping sceptres and playing at judge and jury. His passion is for sport- he is the master game player, and a deadly opponent. Khan's passion is more animalistic. He has one aim - to destroy James Kirk - and he pursues that goal with cruel relentlessness, only caring to fulfil his own desires. Khan does not play games. He is straight to the chase, immediately making his intentions known and making no secrets of his desires. Khan is passionate and driven. He acts out of personal desire and compelling hatred without duty as a factor. Any humanity Khan may have possessed has been long since lost - his hate nourishes him. As he and his compatriots are shadows with God-like powers which they use to tyrannise or destroy, Q covets the tolerance and acceptance displayed by certain species toward others. Members of the Q Continuum acquire 'the ideals of humanity' - benevolence, tolerance, compassion - from other races they encounter. Amanda's parents, in "True-Q", discarded the life of the Q to live as a married couple on Earth, working and raising their family. Q, too, learnt some of the finer points of humanity from his contact with humans, but even though he helped Picard to save humanity in "All Good Things..., Parts I and II", he is still loathe to embrace the entire concept of humanity. He likes to observe, but to only rarely involve himself in human affairs which do not include Picard or errant members of his own species.

Khan has made it his duty to hunt down Kirk, his ambition becoming his one aim in life. Everything he does is geared towards his destroying Kirk. Khan's desires have been engulfed by the one all consuming desire to obtain his revenge for Kirk's imprisoning him in the deserted planet. The lust for revenge is central, and Khan will fulfil his desire - his duty - even if he loses his life in the process. Khan's desire and duty are one. He is passionate and driven, but his humanity suffers because of his single-minded determinedness. There is no room for compassion or compromise in his plan of vengeance.

Khan is a genetically engineered human and is a part of humanity whether he possesses the basics of humanity or not. He can display humanity when it suits his purpose, as when he wins over Lieutenant Marla McGivers' heart, using her to achieve control of the *Enterprise*. Khan proves he actually possesses humanity when he asks Marla to go with him, leaving behind her life on the *Enterprise*. He knows what love is, although during his time on twentieth century Earth he chose not to reveal his more human side, living instead by his warrior skills.

Boundaries exist within each race, even dictating the lives of Khan, Lore, and the individual Borg. They are bound by various constraints: their own physical

limitations, the need to rely on those around them, the limitations of the available technology. Q is bound by nothing more than a deficiency in the finer aspects of humanity. That which would often be considered a blessing is the bane of Q's life. He has too much freedom. He has desires, but he has so many pleasures to choose from and so much space in which to realise them that he has no direction. Q is 'aware' of everything but has no experience in some areas. Therefore he is able to achieve almost anything he wants, but is unable to find the happiness and fulfilment for which he longs. His greatest desire is to experience the kind of life with which other beings in the universe continually struggle, and to gain an insight into their discoveries. Q wishes for a sense of purpose and resolve as strong as Picard's, and the opportunity to experience the growth that experience provides. Living as a human within the diegesis of *Star Trek* requires kindness, bravery, selflessness, service, loyalty, and duty. Q possesses none of these traits. Pride is his stumbling block.

Q is passionate, but he lacks drive. Desire provides a starting point, and drive preserves momentum. The relationship between desire and drive is that one begins the process while the other keeps it going - the desire to undertake, the passion to begin, and the drive to continue. Q's only incentive to action is his great desire to live and experience life as Picard does. He is mischievous because the absolute freedom in which he exists has made him lost. Q is bordering on being omnipotent but he is unable to alter his universe to confine him, unable to transform the fulfilment of his every desire into any form of duty.

In "Deja Q" (*STTNG* s 03), Q's powers are removed by the Q Continuum. In his state of anger and bewilderment he seeks solace on the *Enterprise-D*, claiming that Picard is the closest thing he had to a friend. Upon his asking to join the crew, Picard is very sceptical at first but later allows Q to help Geordi in his attempt to prevent a moon from crashing into a heavily-populated planet. Q's boredom, and his annoyance at having his powers taken from him make him more of a hindrance. After tasting life as Picard knows it, Q is totally dissatisfied. Even while experiencing a confined and limited existence, Q cannot temper himself to do the duty set before him. Q finds himself pining for his lost powers, yearning to once more exist in absolute freedom, far away from the short, restricted existence of a human life in which he no longer wishes to participate. Even so, he commandeers a shuttle craft to lead the destructive Calamarain, a race which exists as clouds of ionised gas, away from the *Enterprise-D*, thus preventing them from harming the crew.

The Betazoid race displays very humane qualities. Deanna and her mother Lwaxana are the most well-known members of the race, and possess these qualities. Lwaxana speaks her mind, is very honest and very caring, and hates to see wrong

being done. She is a very emotional character, as is illustrated in episodes such as "Half A Life" (STTNG s 04), "Cost of Living" (STTNG s 05) and "Haven" (STTNG s 01). Lwaxana is passionate and driven, and is mischievous as Q is. She acts out of her need to improve lives more than a wish to play with them, or to direct them. Lwaxana is a very flamboyant person, not shy at all. She is free to live as her whims dictate, and she considers it her duty to solve the problems of those around her. Although she is sometimes viewed as a meddler, her actions are usually dictated by what she believes is best for others. Lwaxana is very sensitive, living solely by her emotions and her desires. Along with Q, her character is the best illustration of an alien who does not live duty-bound in any way, but lives as she wants to. She rarely worries about what affect her actions will have later because she is too busy trying to rectify what she considers the problems of the present.

In "Half A Life" (STTNG s 04), Lwaxana is visiting aboard the *Enterprise-D* as they welcome on board a brilliant and respected scientist named Timicin, the only person who has any chance of saving his doomed planet. Lwaxana is attracted to Timicin, and he returns her affection. As Lwaxana and Timicin become closer, Timicin tells her of the reasons he is unable to make any kind of commitment to her, even though he is a widower. It is the practice of his planet for citizens to commit ritual suicide on their sixtieth birthdays. Lwaxana is horrified, not only because she has come to hold Timicin dear, but because she regards the practice as inhumane and unnecessary. Timicin is still in his prime, and providing an essential service to his people. Lwaxana temporarily convinces Timicin to petition his government and refuse to return to his planet and the death that awaits him. Lwaxana cannot understand the need for any ritual suicide because he is strong and healthy even though he is sixty. Lwaxana does all she can to try and prevent Timicin's death, but finally accepts Timicin's decision to return to his planet and all that awaits him. Picard, too, abhors the inhumanity of the practice but can do nothing to interfere as the Prime Directive commands. Lwaxana attempts to alter the course of events, not out of malice or mischief as Q does, but out of compassion and humaneness.

Revenge, Retribution, and Atonement

According to Swinburne, atonement "involves four components - repentance, apology, reparation, and...penance."²⁷ Retribution is a recompense, a punishment, for an evil deed, while revenge is to retaliate and to exact retribution. In the *Star Trek* cosmos, the pursuit of revenge, retribution or atonement is frequently at odds

²⁷ Swinburne, op. cit., p 81

with the performance of duty. For some individuals, retribution and revenge and the need to atone overpowers the sense of duty. In episodes such as "Too Short A Season" (*STTNG* s 01) and "The Bonding" (*STTNG* s 03), the personal compulsion to 'make amends' takes precedence over Starfleet orders. In "Too Short A Season", Karnas, a bitter leader, boasts of taking Federation hostages, in an effort to force Admiral Mark Jameson to Mordan IV so Karnas can affect his revenge on Jameson. Jameson agrees to go to the planet to free the hostages because he feels guilty for the war his actions partially caused. Many years before, when he was given the task of negotiating for the release of Federation hostages, Jameson had given into the captors' demands and ordered the delivery of guns to Karnas and his government. As a result of Governor Karnas' extortion, Jameson, believing a fair contest was the best approach, also supplied weapons to Karnas' enemies. Jameson's actions inadvertently exacerbate forty years of devastating civil war. Jameson's repentance has gained strength throughout the years following his actions. His apology was in the form of the deep regret he felt all those years. In reparation, the Admiral agreed to return to the planet and face Karnas. The Starfleet Officer knew that he had nothing to offer that Karnas would accept as sufficient compensation - his act of penance coming at the moment of his excruciatingly painful death which Karnas accepted as sufficient for Jameson's punishment.

In "The Vengeance Factor" (*STTNG* s 03)²⁸, "The Wounded" (*STTNG* s 04), and "Silicon Avatar" (*STTNG* s 05), the desire for revenge overpowers duty. In "The Wounded", Captain Maxwell is determined to destroy the Cardassian-Federation peace treaty that he finds so contemptible. Cardassians were responsible for the deaths of his family and many of his friends in a battle years ago and he is determined that there will never be peace between the Federation and the race he considers murderers. Maxwell wishes to take revenge on the Cardassians, exposing them and humiliating them. His unauthorised destruction of Cardassian spacecraft and an outpost is in direct violation of a peace treaty recently signed with them. Maxwell believed the Cardassians were planning to use the Federation's trust of them to get near to Starfleet with the intention of attacking and destroying them. Although Maxwell was correct in his allegations, he was exacting his revenge as he attacked the Cardassians.

In "The Doomsday Machine" (*ST* s 02), Commodore Matt Decker, as Maxwell does, sets out on a one-man mission to destroy a life form he sees as a threat to the survival of the Federation and its citizens. Decker blames both himself and the

²⁸ In "The Vengeance Factor", revenge is exacted upon the members of a rival clan. Clan membership is of great social and political importance, and clan warfare is prevalent, ending only when every member of the rival clan is dead.

planet killer, an immense robotic weapon which totally destroys planets, for the death of his entire crew. Aware that the robot destroyed starships, Decker ordered every member of his crew off their severely damaged craft and onto the surface of a nearby planet. Too late, Decker realised that the weapon also destroyed planets, and his entire crew perished. As a result of his obsessive desire to prevent further deaths and to make atonement for the deaths for which he believes himself responsible, Decker commandeers an *Enterprise* shuttlecraft on a suicide mission to destroy the planet killer. His attempt fails, but by his death, Decker atones for the deaths he considers he caused.

"The Survivors" (*STTNG* s 03) deals with the great personal cost of revenge and retribution, and the struggle to atone. A member of the extremely powerful Douwd species, having taken the form of human botanist Kevin Uxbridge, settles in the Federation colony of Delta Rana IV. Uxbridge becomes the sole survivor of an attack by a Husnock warship, and in retribution for the death of his wife and friends, the Douwd-Uxbridge uses his enormous power to annihilate the entire Husnock race. The Douwd's distress over his actions led him to seek isolation, his regret overwhelming. As he can do nothing to reverse his actions or compensate for the loss of life, the Douwd-Uxbridge chooses to live in veritable exile as his penance.

Sacrifice

The concept of sacrifice is regularly raised in the shows. Many situations arise in which something or someone must be lost in order to bring about what the narrative considers the best conclusion possible. Spock has faced death in his effort to protect the ship and his fellow crew mates, while Kirk has stood aside and watched people for whom he cared die in order to secure the future. Lore would sacrifice Data to get ahead, and each member of the crew would sacrifice themselves to protect or save another.

The concept of giving one's life for the higher, more important cause was also introduced. Captain Kirk was a believer in this style of behaviour. He regularly faces death, which he avoids at the last moment, while preventing a major catastrophe from occurring. He saved many due to his actions, including the whole ship in "Where No Man Has Gone Before" and "The Squire of Gothos", and Captain Christopher, a twentieth century Air Force pilot in "Tomorrow Is Yesterday" (*ST* s 01), and so on.

Captain Jean-Luc Picard was not above the kind of heroism which Captain Kirk displayed. In "Contagion" (*STTNG* s 02), Picard chooses to sacrifice his life, or at the very least the life he knew, so that he can send Data and Worf back to the *Enterprise-D* and save their lives. Picard elects to be the one left behind to operate the controls,

enabling his crew members to return. Data also showed his desire to protect the rest of the crew and their ship, and this is well illustrated in "Disaster" (*STTNG* s 05). Data is prepared to sacrifice himself to save his commander, the ship, and the rest of the crew.

While each member of the crew is willing to stand behind his or her own beliefs, this is perfectly illustrated in the episodes "The Quality of Life" and "Ensign Ro". Data chooses to stand behind his beliefs in "The Quality of Life", a trait he has learned from Captain Picard. Data is prepared to sacrifice his career to preserve a new life form known as 'exocomps'. His actions almost cause the deaths of Geordi and Picard on the planet Tyrus VIIA, but ultimately Data is able to save the new life form without injury to his friends. Picard later tells him that what he did was "the most human decision you've ever made." Data's single-minded determination to preserve the exocomps mirrored his own struggle to be accepted as a sentient life form with an individual personality, and not as a Starfleet chattel. Data's belief that the exocomps constitute a new life form, and his desire to save them, prove that he has already mastered the fundamentals in his quest for human insight. As Data strives to experience humanity, Picard's statement proves that he is able to make humane decisions even though he is an android.