

Word Study Assessment

Malevolence

Malevolence is a word describes someone who is misbehaving or being malicious. This word has 3 morphemes: male+vol(e)+ence. “-ence” is a suffix and that leaves the morphemes “male” and “vole”. Both of them are bases and both of them are bound because neither of them is a word on their own. The root of “male” is Latin *malus*, meaning “bad”. And the root of “vole” is Latin *velle*, which means “to wish, to want”. Together they mean “to wish (or want) bad things happen”. The related words of “malevolence” are “malevolent”, “malice”, etc. Neither of the two bases has a twin base or any other bases from the root. The synonyms of the word are “evil”, “malicious”, “malice”, etc.

I don't believe anyone is born to be a malevolent person. I think the reason why some people is being malevolent is because of a goal they very want to reach, or a thing they are desperate to do. Some of the people are extremists, so they usually are willing to use anything to achieve their goal. Maybe their original goal is to make the world better, or just want to be rich or famous, or want someone to say sorry? However, their extreme behavior only let us see them killing, destroying. As a result, maybe because of misunderstanding, all we see is a ruthless, malevolent criminal. The effect of being malevolent is powerful. Fear will spread in the society. People could be hurt or killed and property could be destroyed.

We learned many examples of malevolence in Humanities class this year, either fictional, historical, or is happening right now in the world. From fictions, there's the evil and mysterious Gamemaster in the Shadow of the Minotaur and the ruthless Capitol in The Hunger Games. In The Shadow of the Minotaur, the Gamemaster intends to take over the world by inventing the deadly game “The Legendeer”, the Gamemaster lures the victims into the game. In the game the player transforms into one of the Greek myth heroes and the hero needs to fight mighty mythological monsters to pass the level. The only way to escape the game is to finish all 10 levels in the game and then the player will be send back to the real world. Phoenix the protagonist, with his father, his friend Laura, and his mortal enemy Adams were the first victims into the game. Inside the game there are countless obstacles and traps, enough to show the evil cunning of the Gamemaster and for several times Phoenix escaped his death by inches. At the end, although Phoenix with his dad and Laura had beaten the game and escaped, Adam the antagonist was left in the game forever.

When talking about malevolence, the name of Adolf Hitler must not be forgotten. Adolf Hitler is the leader behind the Holocaust; he had murdered 6 million innocent Jewish citizens, for his “Greater Germany”, for his wild dream. At first he used what can be used to increase his power, propaganda and intimidation, then, when his dictatorship had covered Germany, he and his Nazi members wrote a 25-point program which is the way Germany is in Hitler's heart: foreigners-free, non-Jewish, all-German and German only. He was very determined to achieve it that anyone who dare lift a finger against him was murdered. When the Jewish didn't wish to leave Germany, he captured all of them and sent them to concentration camp, to be enslaved, to be gassed, to be shot, or to be burned alive. Hitler slaughtered millions of

Jewish people; this is the worst genocide record on Earth. Although Hitler suicide after losing the WW2, but the fear and the shadow will never be forgotten.

There's another fictional example about malevolence: The Capitol from The Hunger Games. The malevolence of Capitol can be presented in 2 ways. First is the creation of the Game: as the punishment of the Dark Days (13 districts rebels the Capitol but failed and 13th dis. was destroyed), every year the 12 districts must send one boy and one girl at the age of 12-18 to attend the game. The 24 "tributes" are going to be sent into an arena and then everybody fight each other with fists or hands and the last one breathing wins. The game is very cruel and oppressive to the districts. By the games, the Capitol sends a message to the districts "I Capitol is the only powerful one, look at your children, lift a finger at the Capitol and you'll suffer". However, where the oppression is, where is the rebellion. All the district citizens have hatred towards the Capitol, you can see it though the behavior of Katniss and Peeta at the end of the game. The other point shows the malevolence of Capitol is how they treated the Hunger Games. The Capitol didn't respect the districts at all, not do they care about the life of the tributes in the arena. The Game is just an entertainment program shown on TV! All they care is of themselves, even when someone dies, they only thought about their bets! After all, the districts are just the tools of the Capitol, slaves of the Lord. There's no better word to describe the Capitol besides "malevolence".

Although this shouldn't be happening, examples of malevolence is everywhere in the world. One good example will be the president al-Gaddafi of Libya. Gaddafi was a ruthless ruler. He bought amount of chemical weapons and despite the warning of UN, a few nuclear arms. He has every cellphone, every computer in the country under monitor. Every call is being eavesdropped. He also forbids the local schools teach any foreign languages. Any citizen caught talking about policy, military, or other sensitive topics with a foreigner will be punished. Now although Gaddafi is killed, but the shadow of his malevolence control still needs time to diminish.

Though all the words connected with "malevolence" basically means the same thing: evilness. Malevolence itself means to wish bad, being malicious, being evil. So there's not really much more to talk about with synonyms.

Malevolence, it's just a noun means "evil", after all. However there're too many places where we need to use this word to describe the situation. We are all human, part of the earth. Why can't we be more kind toward each other? Why can't we give a hand when someone needs it? I really hope that, maybe someday, "malevolence" will just be a bunch of letters lying in the corner of the dictionary, never being used again.

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