

Reflection Paper #1: Story

Violence: *The Epic of Gilgamesh*

Story

Due T 9/5: Reflection 1

Scheub argues, “Historians routinely take the events of the past and give them a new gloss, recasting the stories again and again. So it is that heroic stories are revised, retold, and yesterday’s heroism becomes a distinctly unheroic kind of villainy today. History is a story that is never wholly told, never entirely true, but always at least partially true, always true at least in its parts: the events keep sliding around as each storyteller, each historian, rearranges the incidents, reinterprets, retells, and meaning alters—often slightly, sometimes more dramatically, with audiences providing a necessary set of contemporary emotional reactions” (1998, p. 3). Given his argument that the meaning of the events of a narrative change over time and depend on audience, it is reasonable to think that our definitions of core concepts like heroism and justice also change. In no more than two pages, define both the terms ‘heroism’ and ‘justice’; elaborate what you consider to be the major elements that define heroism and justice; explain what connection you consider heroism to have to justice; explain whether you think that the terms you have set up have changed over time or would differ in a different cultural context.