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Von Orson Scott Card

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Von Orson Scott Card : Ender's Game (The Ender Quartet series Book 1) (English Edition) before purchasing it in order to gage whether or not it would be worth my time, and all praised Ender's Game (The Ender Quartet series Book 1) (English Edition):

KundenrezensionenHilfreichste Kundenrezensionen0 von 0 Kunden fanden die folgende Rezension hilfreich.
Machiavellis Harry PotterVon Simon SErfrischend, wenn der "Chosen One" mal ausnahmsweise nicht von Selbstzweifeln gequilt und unter Leistungsdruck gesetzt wird sondern pragmatisch, rational und bestimmt agiert, weil

die Erwachsenen eben das korrekte Training einer solchen Person ansetzen. Die moralischen Implikationen der Kindersoldaten-Thematik ist meiner Meinung nach etwas zu wenig angeschnitten worden, aber prinzipiell vorhanden. Auch die realistische Möglichkeit massiver Missverständnisse mit einer Xenos Spezies ist gut beleuchtet. Speziell dieses Thema wird aber im nächsten Band "Speaker for the Dead" noch besser dargestellt. 0 von 0 Kunden fanden die folgende Rezension hilfreich. Lessons in Leadership Von Dr. Stephan Teichmann. I guess with over 1100 reviews, everything has been said already. I found the story quite good, the last chapter is a bit farfetched, but still. Even better was Card's introduction which comes with the kindle edition. The book obviously has a big following, which is easy to understand, once you have read it. Some parts with content on leadership, self development, mentors etc. would make good texts in management literature and magazines. 0 von 0 Kunden fanden die folgende Rezension hilfreich. Tolles Buch und zu Recht ein Klassiker Von Ben-Man Das Buch bietet eine spannende Story und berzeugt vor allem durch einen meisterhaften Schreibstil des Autors. Zu Recht ein moderner Klassiker des SiFi-Genres!

Kurzbeschreibung Winner of the Hugo and Nebula Awards In order to develop a secure defense against a hostile alien race's next attack, government agencies breed child geniuses and train them as soldiers. A brilliant young boy, Andrew "Ender" Wiggin lives with his kind but distant parents, his sadistic brother Peter, and the person he loves more than anyone else, his sister Valentine. Peter and Valentine were candidates for the soldier-training program but didn't make the cut--young Ender is the Wiggin drafted to the orbiting Battle School for rigorous military training. Ender's skills make him a leader in school and respected in the Battle Room, where children play at mock battles in zero gravity. Yet growing up in an artificial community of young soldiers Ender suffers greatly from isolation, rivalry from his peers, pressure from the adult teachers, and an unsettling fear of the alien invaders. His psychological battles include loneliness, fear that he is becoming like the cruel brother he remembers, and fanning the flames of devotion to his beloved sister. Is Ender the general Earth needs? But Ender is not the only result of the genetic experiments. The war with the Buggers has been raging for a hundred years, and the quest for the perfect general has been underway for almost as long. Ender's two older siblings are every bit as unusual as he is, but in very different ways. Between the three of them lie the abilities to remake a world. If, that is, the world survives. Ender's Game is the winner of the 1985 Nebula Award for Best Novel and the 1986 Hugo Award for Best Novel. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. .de Intense is the word for Ender's Game. Aliens have attacked Earth twice and almost destroyed the human species. To make sure humans win the next encounter, the world government has taken to breeding military geniuses -- and then training them in the arts of war... The early training, not surprisingly, takes the form of 'games'... Ender Wiggin is a genius among geniuses; he wins all the games... He is smart enough to know that time is running out. But is he smart enough to save the planet?.com In order to develop a secure defense against a hostile alien race's next attack, government agencies breed child geniuses and train them as soldiers. A brilliant young boy, Andrew "Ender" Wiggin lives with his kind but distant parents, his sadistic brother Peter, and the person he loves more than anyone else, his sister Valentine. Peter and Valentine were candidates for the soldier-training program but didn't make the cut--young Ender is the Wiggin drafted to the orbiting Battle School for rigorous military training. Ender's skills make him a leader in school and respected in the Battle Room, where children play at mock battles in zero gravity. Yet growing up in an artificial community of young soldiers Ender suffers greatly from isolation, rivalry from his peers, pressure from the adult teachers, and an unsettling fear of the alien invaders. His psychological battles include loneliness, fear that he is becoming like the cruel brother he remembers, and fanning the flames of devotion to his beloved sister. Back on Earth, Peter and Valentine forge an intellectual alliance and attempt to change the course of history. This futuristic tale involves aliens, political discourse on the Internet, sophisticated computer games, and an orbiting battle station. Yet the reason it rings true for so many is that it is first and foremost a tale of humanity; a tale of a boy struggling to grow up into someone he can respect while living in an environment stripped of choices. Ender's Game is a must-read book for science fiction lovers, and a key conversion read for their friends who "don't read science fiction." Ender's Game won both the Hugo and the Nebula the year it came out. Writer Orson Scott Card followed up this honor with the first-time feat of winning both awards again the next year for the sequel, Speaker for the Dead. --Bonnie Bouman