

So, here's the thing about *Waiting for Godot*: it's a play where, quite literally, nothing happens. At first glance, you might be wondering why anyone would bother reading or watching a play that consists of two dudes loitering by a tree, bickering like an old married couple, and waiting for someone who never arrives. Beckett's characters are bumbling, clueless, and comically stuck, which makes their back-and-forth exchanges both tragic and laugh-out-loud funny. Beneath all that waiting and seemingly pointless conversation is an exploration of human existence, and spoiler alert: it's just as absurd as the play itself. What initially drew me to this play is how it lures you in with its simplicity and then sucker-punches you with deeper questions about the meaning of life. But don't be fooled into thinking *Waiting for Godot* is a depressing slog. The result is a strange, captivating play that manages to be about everything while seemingly being about nothing. It's two guys, standing around, waiting for someone who never shows up, but Beckett packs so much into that nothingness. Well, welcome to one of the most brilliant pieces of absurdist theatre ever written! And when those things don't come, we're left standing around, just like Vladimir and Estragon, wondering what's next. The mix of absurd humour and existential dread just works as you're laughing one minute, then questioning your entire existence the next. Two guys stand around waiting for some mysterious figure named Godot. Godot never shows up. Sound a little weird? But that's where Beckett makes the point. Godot, whoever or whatever he is, becomes a stand-in for all the things we're waiting for in life: answers, purpose, meaning. It's got plenty of humour, albeit the dry, absurd kind. That is exactly what made me fall in love with *Waiting for Godot*. It somehow makes doing absolutely nothing feel meaningful. I loved how it plays with the idea that life doesn't have neat answers, and sometimes we're all just waiting for something to happen. And guess what