**436 words.** Pixar’s *Monsters Inc.,* an animated movie made for the viewing of children, sets its monster protagonists Sulley and Mike in a corporation which acquires energy to power their city, Monstropolis, using the screams of children. Their corporation’s motto shared through propaganda, “We scare because we care” represents the general consensus of Monstropolis as the screams and fear of children are justified by the general need for power. This film satirizes the harsh unwillful compromises within our own society in order to acquire fundamental/quantitative needs while physically satirizing the dependency upon appearance through monsters for production.

Within this corporation, the “Scare Team”, such as Sully and his manager Mike, are the primary sources to retrieving energy for their city. They prepare by accessorizing their appearances such as adding eyes, sharpening teeth, or adding extra stink to enhance their scary qualities to produce more quantities of “scare tubes”. The monsters are then assigned doors to children’s closets and the collecting of energy begins. They perform a routine often creeping out of the child’s closet and lingering above their beds until fear generates a scream. A scare tube is then filled; the monster exits and prepares for the next door. The amount of scare tubes is then tallied and the winner is then awarded by being named the “Scariest Monster” at the end of the month. This satirizes the need to enhance appearances to gain a larger social status/production regardless of the harsh means to acquire them. As the plot develops, Sulley and Mike discover a misconduct as Randall (a member of the scare team) is found working extra hours in order to acquire more scream tubes by abducting children from their rooms. As though creeping through children’s closets weren’t enough, Randall creates a machine to extract screams rather than obtaining them. Sulley and Mike attempt to return the abducted girl “Boo” and exploit Randall of his wrong-doings, yet they are doomed to banishment to erase the dysfunctions of the corporation as their boss covers the scandal.

*Monsters Inc*. utilizes the fear of children to make their corporation strong and profitable yet does not exist without misconducts and unwillful compromises. After Sulley and Mike return to their city, they return Boo to her rightful home, overthrow their boss and question the process to obtaining energy. The policy then changes from obtaining screams to collecting laughter. Although the ending aims to create happiness, it still manages to satirize the corporation, as the need for power is still more important than finding an alternative source to generating power.  The actions did not change just merely the appearance and performance of it.