
Politics In Fantasy Media Essays On Ideology And Gender In Fiction Film Television And Games

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British TV Comedies Routledge

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Whether one describes them as sequential art, graphic narratives or graphic novels, comics have become a vital part of contemporary culture. Their range of expression contains a tremendous variety of forms, genres and modes ? from high to low, from serial entertainment for children to complex works of art. This has led to a growing interest in comics as a field of scholarly analysis, as comics studies has established itself as a major branch of criticism. This handbook combines a systematic survey of theories and concepts developed in the field alongside an overview of the most important contexts and themes and a wealth of close readings of seminal works

and authors. It will prove to be an indispensable handbook for a large readership, ranging from researchers and instructors to students and anyone else with a general interest in this fascinating medium.

Representations of Masculinity in Literature and Film

Wildside Press LLC

Fans have been responding to literary works since the days of Homer's *Odyssey* and Euripedes' *Medea*. More recently, a number of science fiction, fantasy, media, and game works have found devoted fan followings. The advent of the Internet has brought these groups from

relatively limited, face-to-face enterprises to easily accessible global communities, within which fan texts proliferate and are widely read and even more widely commented upon. New interactions between readers and writers of fan texts are possible in these new virtual communities. From *Star Trek* to *Harry Potter*, the essays in this volume explore the world of fan fiction--its purposes, how it is created, how the fan experiences it. Grouped by subject matter, essays cover topics such as genre intersection, sexual relationships between

characters, character construction through narrative, and the role of the beta reader in online communities. The work also discusses the terminology used by creators of fan artifacts and comments on the effects of technological advancements on fan communities. Instructors considering this book for use in a course may request an examination copy here.

Fantasy Literature Walter de Gruyter GmbH & Co KG

Though manifestations of play represent a burgeoning subject area

in the study of post-medieval responses to the Middle Ages, they have not always received the respect and attention they deserve. This volume seeks to correct those deficiencies. Though manifestations of play represent a burgeoning subject area in the study of post-medieval responses to the Middle Ages, they have not always received the respect and attention they deserve. This volume seeks to correct those

deficiencies via six essays that directly address how the Middle Ages have been put in play with regard to Alice Munro's 1977 short story "The Beggar Maid"; David Lowery's 2021 film *The Green Knight*; medievalist archaisms in Japanese video games; runic play in Norse-themed digital games; medievalist managerialism in the 2020 video game *Crusader Kings III*; and neomedieval architectural praxis in the 2014 video game

Stronghold: Crusader II. The approaches and conclusions of those essays are then tested in the second section's six essays as they examine "muscular medievalism" in George R. R. Martin's 1996 novel *A Game of Thrones*; the queering of the Arthurian romance pattern in the 2018-20 television show *She-Ra and the Princesses of Power*; the interspecies embodiment of dis/ability in the 2010 film *How to Train Your Dragon*; late-

nineteenth and early twentieth-century nationalism in Irish reimaginings of the Fenian Cycle; post-bellum medievalism in poetry of the Confederacy; and the medievalist presentation of Israeli Prime Minister Benjamin Netanyahu's 2020-21 Covid inoculation. [Medievalism in A Song of Ice and Fire and Game of Thrones](#)
McFarland

This collection of essays offers a multi-faceted exploration of audiovisual translation, both as a means of intercultural exchange and as a lens through which

linguistic and cultural representations are negotiated and shaped. Examining case studies from a variety of media, including film, television, and video games, the volume focuses on different modes of audiovisual translation, including subtitling and dubbing, and the representations of linguistic and stylistic features, cultural mores, gender, and the translation process itself embedded within them. The book also meditates on issues regarding accessibility, a growing concern in audiovisual translation research. Rooted in the most up-to-date issues in both audiovisual translation and media culture today, this volume is essential reading for students and scholars in translation studies, film studies,

television studies, video game studies, and media studies.

Apocalyptic Chic Springer Nature

Beowulf's presence on the popular cultural radar has increased in the past two decades, coincident with cultural crisis and change. Why? By way of a fusion of cultural studies, adaptation theory, and monster theory, Beowulf's Popular Afterlife examines a wide range of Anglo-American retellings and appropriations found in literary texts, comic books, and film. The most remarkable feature of popular adaptations of the poem is that its monsters,

frequently victims of organized militarism, male aggression, or social injustice, are provided with strong motives for their retaliatory brutality. Popular adaptations invert the heroic ideology of the poem, and monsters are not only created by powerful men but are projections of their own pathological behavior. At the same time there is no question that the monsters created by human malfeasance must be eradicated.

Shaping the Past

McFarland

This companion

provides a definitive and cutting-edge guide to the study of imaginary and virtual worlds across a range of media, including literature, television, film, and games. From the Star Trek universe, Thomas More 's classic Utopia, and J. R. R. Tolkien 's Arda, to elaborate, user-created game worlds like Minecraft, contributors present interdisciplinary perspectives on

authorship, world structure/design, and narrative. The Routledge Companion to Imaginary Worlds offers new approaches to imaginary worlds as an art form and cultural phenomenon, explorations of the technical and creative dimensions of world-building, and studies of specific worlds and worldbuilders. The Politics of Big Fantasy McFarland How are men

represented on the printed page, the stage and the screen? What do these representations say about masculinity in the past, the present, and the future? The twelve essays in this volume explore the different ways in which men and masculinity have been represented, from the plays of William Shakespeare to the science fiction of Richard K. Morgan, passing through classic

fiction by Emily Brontë and Charles Dickens, and popular favourites by Terry Pratchett and Isaac Asimov, without forgetting the Star Wars saga. Collectively, these essays argue that, although much has been written about men, it has been done from a perspective that does not see masculinity as a specific feature in need of critical appraisal. Men need to be made aware of how they are represented in order to

alter the toxic patriarchal models handed down to them and even break the extant binary gender models. For that, it is important that men distinguish patriarchy from masculinity, as is done here, and form anti-patriarchal alliances with each other and with women. This book is, then, an invitation to men's liberation from patriarchy by raising an awareness of its

crippling constraints. Space and Time Boydell & Brewer Fantasy literature, often derided as superficial and escapist, is one of the most popular and enduring genres of fiction worldwide. It is also—perhaps surprisingly—thought-provoking, structurally complex, and relevant to contemporary society, as the essays in this volume attest. The scholars, teachers, and authors represented here offer their perspectives on this engaging genre. Within these pages, a reader will find a wealth of ideas to help teachers use these

texts in the classroom, challenging students to read fantasy with a critical eye. They employ interdisciplinary, philosophical, and religious lenses, as well as Marxist and feminist critical theory, to help students unlock texts. The books discussed include epic fantasy by such authors as Tolkien and Le Guin, children's fantasy by Beatrix Potter and Saint-Exupéry, modern fantasy by Rowling and Martin, and even fairy tales and comic books. The contributors offer provocations, questioning the texts and pushing the boundaries of

meaning within the fantasy genre. And in doing so, they challenge readers themselves to ponder these tales more deeply. But through each of these chapters runs a profound love of the genre and a respect for those who produce such beautiful and moving stories.

Furthermore, as with all the books in this series, this volume is informed by the tenets of critical pedagogy, and is focused on re-envisioning fantasy literature through the lens of social justice and empowerment. Prepare to be challenged and inspired

as you read these explorations of a much-loved genre. Television Program Master Index Cambridge Scholars Publishing Dystopian States of America provides students and researchers with an illuminating resource for understanding the impact and relevance of dystopian and apocalyptic works in contemporary American culture. Through its wide survey of dystopian works in numerous forms and genres, the book encourages readers to connect with these works of fiction and understand

how the catastrophically grim or disquieting worlds they portray offer insights into our own current situation. In addition to providing more than 150 encyclopedia articles on a large and representative sample of dystopian/apocalyptic narratives in fiction, film, television, and video games (including popular works that often escape critical inquiry), Dystopian States of America features a suite of critical essays on five themes—war, pandemics, totalitarianism, environmental calamity, and technological

overreach—that serve as the foundation for most dystopian worlds of the imagination. These offerings complement one another, enabling readers to explore dystopian conceptions of America and the world from multiple perspectives and vantage points.

Representing the Eighteenth Century in Film and Television, 2000 – 2015
Ultramarine Publishing
Tolkien, Race, and Racism in Middle-earth is the first systematic

examination of how Tolkien understood racial issues, how race manifests in his oeuvre, and how race in Middle-earth, his imaginary realm, has been understood, criticized, and appropriated by others. This book presents an analysis of Tolkien's works for conceptions of race, both racist and anti-racist. It begins by demonstrating that Tolkien was a racialist, in that his mythology is

established on the basis of different races with different characteristics, and then poses the key question “ Was Tolkien racist? ” Robert Stuart engages the discourse and research associated with the ways in which racism and anti-racism relate Tolkien to his fascist and imperialist contemporaries and to twenty-first-century neo-Nazis and White Supremacists—including White Supremacy,

genocide, blood-and-soil philology, anti-Semitism, and aristocratic racism. Addressing a major gap in the field of Tolkien studies, Stuart focuses on race, racisms and the Tolkien legendarium.

Studies in Medievalism XXXII Springer Nature

What makes a horror television drama interesting? Like any other drama, it is often the character development or plot,

and this certainly applies to the dramatically-resonant Supernatural and its beloved characters. However, Supernatural has achieved a dedicated fandom and a record-breaking 15-season run by skillfully engaging with the social reality inhabited by the show's audience. Additionally, the show plays with the fourth wall by having an in-world fandom for the main characters.

Supernatural's many layers have garnered the attention of academics who analyzed the show's engagement with diverse topics such as the #MeToo movement, consumerism, and the American Dream. This collection of essays studies the topical issues and politics that added depth and maturity to Supernatural, separated it from X-Files knock-offs, and garnered the

show its own cult following.

Film Landscapes McFarland One of the biggest attractions of George R.R. Martin's high fantasy series A Song of Ice and Fire, and by extension its HBO television adaptation, Game of Thrones, is its claim to historical realism. The author, the directors and producers of the adaptation, and indeed the fans of the books and show, all lay claim to Westeros, its setting, as representative of an authentic medieval world. But how true are these claims? Is it possible to faithfully represent a

time so far removed from our own in time and culture? And what does an authentic medieval fantasy world look like? This book explores Martin's and HBO's approaches to and beliefs about the Middle Ages and how those beliefs fall into traditional medievalist and fantastic literary patterns. Examining both books and programme from a range of critical approaches - medievalism theory, gender theory, queer theory, postcolonial theory, and race theory - Dr Carroll analyzes how the drive for historical realism affects the books' and show's treatment of

men, women, people of colour, sexuality, and imperialism, as well as how the author and showrunners discuss these effects outside the texts themselves. SHILOH CARROLL teaches in the writing center at Tennessee State University.

Politics in Fantasy

Media Routledge

This book gathers together many of the illuminating essays on science fiction and fantasy film penned by a major critic in the SF field. The pieces are

roughly organized in the chronological order of when the movies and television programs being discussed first appeared, with essays providing more general overviews clustered near the beginning and end of the volume, to provide the overall aura of a historical survey. Although this book does not pretend to provide a comprehensive history of science fiction and fantasy films, it does intermingle analyses of films and TV programs with some discussions of related plays, novels, stories, and comic books, particularly in the essays on *This Island Earth* and *2001: A Space Odyssey* and its sequels. Inciteful, entertaining, and full of intelligent and witty observations about science fiction and its relationship with the visual media, these essays will both delight and entertain critics, fans, and viewers alike.

Dystopian States of America: Apocalyptic Visions and Warnings in Literature and Film
McFarland
This book analyzes early twenty-first century film and television 's fascination with representing the Anglo-American eighteenth century. Grounded in cultural studies, film studies, and adaptation theory, the book examines how these works represented the eighteenth century to

assuage anxieties about values, systems, and institutions at the start of a new millennium. The first two chapters reveal how films like *Gulliver's Travels* (2010) or the remake of *Poldark* (2015) use history to establish the direct relationship between the eighteenth century and the twenty-first. The final chapters examine pairs of productions for how they address and legitimate different aspects of contemporary ideology such as attitudes toward

race and gender, or the connection between technological and social progress.

The Language of the Night
Edward Elgar Publishing
Dystopian stories and visions of the Apocalypse are nothing new; however in recent years there has been a noticeable surge in the output of this type of theme in literature, art, comic books/graphic novels, video games, TV shows, etc. The reasons for this are not exactly clear; it may partly be as a result of post 9/11 anxieties, the increasing incidence of extreme weather and/or

environmental anomalies, chaotic fluctuations in the economy and the uncertain and shifting political landscape in the west in general. Investigating this highly topical and pervasive theme from interdisciplinary perspectives this volume presents various angles on the main topic through critical analyses of selected works of fiction, film, TV shows, video games and more.

Fantasy Media in the Classroom
Scarecrow Press

Do you find yourself contemplating the

imminent end of the world? Do you wonder how society might reorganize itself to cope with global cataclysm? (Have you begun hoarding canned goods and ammunition...?) Visions of an apocalypse began to dominate mass media well before the year 2000. Yet narratives since then present decidedly different spins on cultural anxieties about terrorism, disease, environmental collapse, worldwide conflict and millennial technologies.

Many of these concerns have been made metaphorical: zombie hordes embody fear of out-of-control appetites and encroaching disorder. Other fears, like the prospect of human technology's turning on its creators, seem more reality based. This collection of new essays explores apocalyptic themes in a variety of post-millennial media, including film, television, video games, webisodes and smartphone apps. Broken Mirrors Springer

Essays in this work examine treatments of history in science fiction and fantasy television programs from a variety of disciplinary and methodological perspectives. Some essays approach science fiction and fantasy television as primary evidence, demonstrating how such programs consciously or unconsciously elucidate persistent concerns and enduring ideals of a past era and place. Other essays study television as

secondary evidence, investigating how popular media construct and communicate narratives about past events.

Management Lessons from Game of Thrones
Routledge

Fourth wave feminism has entered the national conversation and established a highly visible presence in popular media, especially in cutting-edge science fiction and fantasy films and television series.

Wonder Woman, the Wasp, and Captain

Marvel headline superherothe web has accelerated fan engagement to the point that progressivism celebrates nonwestern power. Disney princesses value sisterhood over conventional marriage.

This first of two companion volumes addresses cinema, exploring how, since 2012, such films as the Hunger Games trilogy, Mad Max: Fury Road, and recent Star Wars installments have showcased women of action. The true innovation is a product of the Internet age. Though

and backlash happen simultaneously, new films increasingly emphasize diversity over toxic masculinity. They defy net trolls to provide stunning role models for viewers across the spectrum of age, gender, and nationality.

Fantasy Cambridge
Scholars Publishing

This book brings together critical and theoretical essays examining the

connections between films and landscapes. It showcases the work of established and emerging academics whose research probes the complex relationships between moving images and the filmed environment, and accounts for the impactful effects of viewing lived spaces and human places on screen. The essays in this collection actively engage with examples of contemporary popular and art cinema, genre films and auteur canon, historical films, propaganda, documentary and animation in their explorations of the meanings with which filmed landscapes are endowed and invested. The breadth of the study is matched by the depth of the interest, with writers here approaching the subject of film landscapes as critics, as film practitioners, and as teachers of film studies and film making. *Film Landscapes* gives voice to a great many ideas, and includes coverage of a great many films; but it also points forward to ways in which we might revisit discussions of the environments of film and consider ways in which history and creativity, critical understanding and the interaction of human beings and place could be reconsidered and

revised to produce new insights.

Fourth Wave Feminism in Science Fiction and Fantasy McFarland Essays in this work examine treatments of history in science fiction and fantasy television programs from a variety of disciplinary and methodological perspectives. Some essays approach science fiction and fantasy television as primary evidence, demonstrating how such programs consciously or

unconsciously elucidate persistent concerns and enduring ideals of a past era and place. Other essays study television as secondary evidence, investigating how popular media construct and communicate narratives about past events.