Electronic Eros Bodies And Desire In The Postindus

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The Body Andrew Blaikie 2003-08-28 In a comprehensive sociological guide to the body an interdisciplinary team of scholars draw upon a wide range of expertise to create an historical and conceptual framework that enables the reader to pursue a particular enquiry in great depth.

Extra-Ordinary Men Nicola Rehling 2010-06-21 This book analyzes popular cinematic representations of normative masculinity, exploring the idea that its positioning as the 'ordinary' identity is a source of not only ideological and political strength but also considerable anxiety. Rehling offers lucid accounts of contemporary theoretical debates on masculinity, whiteness, gender, race, and sexuality in popular cinema, and detailed readings of films as diverse as Fight Club, Boys Don't Cry, and The Matrix.

The Oxford Handbook of Science Fiction Rob Latham 2014-09-01 The excitement of possible futures found in science fiction has long fired the human imagination, but the genre's acceptance by academe is relatively recent. No longer marginalized and fighting for respectability, science-fictional works are now studied alongside more traditional art forms. Tracing the capacious genre's birth, evolution, and impact across nations, time periods, subgenres, and media, The Oxford Handbook of Science Fiction offers an in-depth, comprehensive assessment of this robust area of scholarly inquiry and considers the future directions that will dictate the terms of the scholarly discourse. The Handbook begins with a focus on questions of genre, covering topics such as critical history, keywords, narrative, the fantastic, and fandom. A subsequent section on media engages with film, television, comics, architecture, music, video games, and more. The genre's role in the convergence of art and everyday life animates a third section, which addresses topics such as UFOs, the Atomic Era, the Space Race between the US and USSR, organized religion, automation, the military, sexuality, steampunk, and retrofuturism. The final section on worldviews features perspectives on SF's relationship to the gothic, evolution, colonialism, feminism, afrofuturism, utopianism, and posthumanism. Along the way, the Handbook's forty-four original essays cover novels by the likes of Mary Shelley, Jules Verne, H. G. Wells, Philip K. Dick, and Octavia Butler; horror-tinged pulp magazines like Weird Tales; B-movies and classic films that

include 2001: A Space Odyssey, Close Encounters of the Third Kind, and Star Wars; mind-bending TV shows like The Twilight Zone and Dr. Who; and popular video games such as Eve Online. Showing how science fiction's unique history and subcultural identity have been constructed in ongoing dialogue with popular discourses of science and technology, The Oxford Handbook of Science Fiction acknowledges the full range of texts and modalities that make science fiction today less a genre than a way of being in the world.

The Future of Flesh: A Cultural Survey of the Body K. Kitsi-Mitakou 2009-04-26 Encompassing some of the most recent academic research on mainstream issues of body image, weight and representation of the body, this collection addresses the body in areas such as ancient Greek poetry, new media art, comic book culture and biotechnology.

Net.seXXX Dennis D. Waskul 2004 Sex has shaped the Internet from the very beginning. In the process, the Internet has also brought about a plethora of new sexual possibilities, opened new markets for the entrepreneurs of pornography, challenged the boundaries of social institutions, exposed precarious moral dynamics, and created a novel arena for asking important questions about the people who may or may not be grounded in this emerging matrix of computer-mediated meaning. This book takes stock of these changes. Drawing from some of the most notable works written on the subject and original contributions from experts in the field, Net.SeXXX explores the dynamics of Internet sex, entertains implications and consequences, critically examines key conclusions, and raises new questions.

Liquid Metal Sean Redmond 2005-01-19 Liquid Metal brings together 'seminal' essays that have opened up the study of science fiction to serious critical interrogation. Eight distinct sections cover such topics as the cyborg in science fiction; the science fiction city; time travel and the primal scene; science fiction fandom; and the 1950s invasion narratives. Important writings by Susan Sontag, Vivian Sobchack, Steve Neale, J.P. Telotte, Peter Biskind and Constance Penley are included.

Electronic Media and Technoculture John Thornton Caldwell 2000 Never before has the future been so systematically envisioned, aggressively analyzed, and grandly theorized as in the present rush to cyberspace and digitalization. In the mid-twentieth century, questions about media technologies and society first emerged as scholarly hand-wringing about the deleterious sweep of electronic media and information technologies in mass culture. Now, questions about new technologies and their social and cultural impact are no longer limited to intellectual soothsayers in the academy but are pervasive parts of day-to-day discourses in newspapers, magazines, television, and film. Electronic Media and Technoculture anchors contemporary discussion of the digital future within a critical tradition about the media arts, society, and culture. The collection examines a range of phenomena, from boutique cyber-practices to the growing ubiquity of e-commerce and the internet. The essays chart a critical field in media studies, providing a historical perspective on theories of new media. The contributors place discussions of producing technologies in dialogue with consuming technologies, new media in relation to old media, and argue that digital media should not be restricted to the constraining public discourses of either the computer, broadcast, motion-picture, or internet industries. The collection charts a range of theoretical positions to assist readers interested in new media and to enable them to weather the cycles of hardware obsolescence and theoretical volatility that characterize the present rush toward digital

technologies. Contributors include Ien Ang, John Caldwell, Cynthia Cockburn, Helen Cunningham, Hans Magnus Enzensberger, Guillermo G=mez-Pe±a, Arthur Kroker, Bill Nichols, Andrew Ross, Ellen Seiter, Vivian Sobchack, AllucquFre Rosanne Stone, Ravi Sundaram, Michael A. Weinstein, Raymond Williams, and Brian Winston. John Thornton Caldwell is chair of the film and television department at the University of California at Los Angeles. He is a filmmaker and media artist and author of Televisuality: Style, Crisis, and Authority in American Television (also from Rutgers University Press).

Women's Studies Quarterly Lee Quinby 2001-08 A timely and vital issue of this leading journal examines the impact of new technologies on the lives of women.

Avant-garde Performance Gunter Berghaus 2017-09-16 How did the concept of the avant-garde come into existence? How did it impact on the performing arts? How did the avant-garde challenge the artistic establishment and avoid the pull of commercial theatre, gallery and concert-hall circuits? How did performance artists respond to new technological developments? Placing key figures and performances in their historical, social and aesthetic context, Günter Berghaus offers an accessible introduction to post-war avant-garde performance. Written in a clear, engaging style, and supported by text boxes and illustrations throughout, this volume explains the complex ideas behind avant-garde art and evocatively brings to life the work of some of its most influential performance artists. Covering hot topics such as multi-media and body art performances, this text is essential reading for students of theatre studies and performance.

Governance of Digital Game Environments and Cultural Diversity Christoph Beat Graber 2010-01-01 'This collection of legal, philosophical, economic, and cultural perspectives ultimately makes a strong case for the potential value of game environments for addressing diversity issues, but also raises important concerns regarding implementation of corporate and government policies in this sector highly recommended for anyone exploring this emerging field.' Benjamin T. Duranske, Pillsbury Winthrop Shaw Pittman LLP, US 'Videogaming is serious business. But the legal and theoretical implications of online and virtual environments are little understood. Professor Graber and Ms. Burri-Nenova have done a masterful job of bringing together several insightful articles that inform us about the business, legal and sociological implications of digital gaming. Innovative, fast-paced, and engaging as games themselves, these scholarly works provide invaluable insight for academics, policy makers and perhaps even participants themselves about the reality behind virtual worlds.' Shubha Ghosh, University of Wisconsin Law School, US 'This is an excellent and path-breaking collection of sharp and carefully researched essays. It provides wonderful insights on numerous important aspects of the complex relationship between play, cultural diversity, communications policy, and the governance of virtual societies. The phenomenal growth of these new digital realms has raised important questions across the academic disciplines, making this book's interdisciplinary focus extremely helpful to potential regulators and university scholars alike.' Greg Lastowka, Rutgers School of law, Camden, US This innovative book provides transdisciplinary analyses of the nature and dynamics of digital game environments whilst tackling the existing fragmentation of academic research. Digital game environments are of increasing economic, social and cultural value. As their influence on diverse facets of life grows, states have felt compelled to intervene and secure some public interests. Yet, the contours of a comprehensive governance model are far from recognisable and governments are grappling with the complexity and fluidity of online games and virtual worlds as private spaces and as experimentation fields

for creativity and innovation. This book contributes to a more comprehensive and fine-grained understanding of digital game environments, which is a precondition for addressing any of the pressing governance questions posed. Particular attention is given to the concept and policy objective of cultural diversity, which also offers a unique entry point into the discussion of the appropriate legal regulation of digital games. Governance of Digital Game Environments and Cultural Diversity will be of interest to researchers of media law, internet law and governance, cultural studies, anthropology and sociology. As the book addresses a highly topical theme, it will attract the attention of policymakers at national, regional and international levels and will also serve as a great resource tool for scholars in new media and in particular digital games and virtual worlds.

The Routledge Companion to Digital Consumption Rosa Llamas 2013-05-07 The first generation that has grown up in a digital world is now in our university classrooms. They, their teachers and their parents have been fundamentally affected by the digitization of text, images, sound, objects and signals. They interact socially, play games, shop, read, write, work, listen to music, collaborate, produce and co-produce, search and browse very differently than in the pre-digital age. Adopting emerging technologies easily, spending a large proportion of time online and multitasking are signs of the increasingly digital nature of our everyday lives. Yet consumer research is just beginning to emerge on how this affects basic human and consumer behaviours such as attention, learning, communications, relationships, entertainment and knowledge. The Routledge Companion to Digital Consumption offers an introduction to the perspectives needed to rethink consumer behaviour in a digital age that we are coming to take for granted and which therefore often escapes careful research and reflective critical appraisal.

Unspeakable ShaXXXspeares, Revised Edition NA NA 2016-04-30 Unspeakable ShaXXXspeares is a savvy look at the wide range of adaptations, spin-offs, and citations of Shakespeare's plays in 1990s popular culture. What does it say about our culture when Shakespearean references turn up in television episodes of The Brady Bunch and Gilligan's Island, films such as In and Out and My Own Private Idaho, and hardcore porn adaptations of Hamlet and Romeo and Juliet? Burt reads the reception of these often quite bad replays in relation to contemporary youth culture and the "queering" of Shakespeare.

Electronica, Dance and Club Music MarkJ. Butler 2017-07-05 Discos, clubs and raves have been focal points for the development of new and distinctive musical and cultural practices over the past four decades. This volume presents the rich array of scholarship that has sprung up in response. Cutting-edge perspectives from a broad range of academic disciplines reveal the complex questions provoked by this musical tradition. Issues considered include aesthetics; agency; 'the body' in dance, movement, and space; composition; identity (including gender, sexuality, race, and other constructs); musical design; place; pleasure; policing and moral panics; production techniques such as sampling; spirituality and religion; sub-cultural affiliations and distinctions; and technology. The essays are contributed by an international group of scholars and cover a geographically and culturally diverse array of musical scenes.

The Body Tiffany Atkinson 2005-09-11 What do we mean when we talk about 'the body'? This Reader challenges the assumption that it can be invoked as a neutral, or indeed natural, point of reference in critical discussion or

cultural practice. The essays collected here foreground the historical construction of 'the body' throughout a range of discourses from the modern to the postmodern, and seek to present it not as a biological 'given', but as a contestable signifier in the articulation of identities.

Body/Embodiment Phillip Vannini 2016-04-08 The body and experiences of embodiment have generated a rich and diverse sociological literature. This volume articulates and illustrates one major approach to the sociology of the body: symbolic interactionism, an increasingly prevalent theoretical base of contemporary sociology derived from the pragmatism of writers such as John Dewey, William James, Charles Peirce, Charles Cooley and George Herbert Mead. The authors argue that, from an interactionist perspective, the body is much more than a tangible, corporeal object - it is a vessel of great significance to the individual and society. From this perspective, body, self and social interaction are intimately interrelated and constantly reconfigured. The collection constitutes a unique anthology of empirical research on the body, from health and illness to sexuality, from beauty and imagery to bodily performance in sport and art, and from mediated communication to plastic surgery. The contributions are informed by innovative interactionist theory, offering fresh insights into one of the fastest growing sub-disciplines of sociology and cultural studies.

Speaking into the Air John Durham Peters 2012-04-26 Communication plays a vital and unique role in society-often blamed for problems when it breaks down and at the same time heralded as a panacea for human relations. A sweeping history of communication, Speaking Into the Air illuminates our expectations of communication as both historically specific and a fundamental knot in Western thought. "This is a most interesting and thought-provoking book. . . . Peters maintains that communication is ultimately unthinkable apart from the task of establishing a kingdom in which people can live together peacefully. Given our condition as mortals, communication remains not primarily a problem of technology, but of power, ethics and art." —Antony Anderson, New Scientist "Guaranteed to alter your thinking about communication. . . . Original, erudite, and beautifully written, this book is a gem." —Kirkus Reviews "Peters writes to reclaim the notion of authenticity in a media-saturated world. It's this ultimate concern that renders his book a brave, colorful exploration of the hydra-headed problems presented by a rapid-fire popular culture." —Publishers Weekly What we have here is a failure-to-communicate book. Funny thing is, it communicates beautifully. . . . Speaking Into the Air delivers what superb serious books always do-hours of intellectual challenge as one absorbs the gradually unfolding vision of an erudite, creative author." —Carlin Romano, Philadelphia Inquirer

Hacking Cyberspace David J. Gunkel 2018-02-19 In Hacking Cyberspace David J. Gunkel examines the metaphors applied to new technologies, and how those metaphors inform, shape, and drive the implementation of the technology in question. The author explores the metaphorical tropes that have been employed to describe and evaluate recent advances in computer technology, telecommunications systems, and interactive media. Taking the stance that no speech is value-neutral, Gunkel examines such metaphors as "the information superhighway" and "the electronic frontier" for their political and social content, and he develops a critical investigation that not only traces the metaphors' conceptual history, but explicates their implications and consequences for technological development. Through Hacking Cyberspace, David J. Gunkel develops a sophisticated understanding of new technology that takes

into account the effect of technoculture's own discursive techniques and maneuvers on the actual form of technological development.

Devices & Desires Margarete Sandelowski 2000 The author traces the relationship between nursing and technology from the 1870s to the present. She argues that while technology has helped shape and intensify persistent dilemmas in nursing, it has also both advanced and impeded the development of the nursing profession.

The Oxford Handbook of Dance and Competition Dr. Sherril Dodds 2018-11-01 In the twenty-first century, values of competition underpin the free-market economy and aspirations of individual achievement shape the broader social world. Consequently, ideas of winning and losing, success and failure, judgment and worth, influence the dance that we see and do. Across stage, studio, street, and screen, economies of competition impact bodily aesthetics, choreographic strategies, and danced meanings. In formalized competitions, dancers are judged according to industry standards to accumulate social capital and financial gain. Within the capitalist economy, dancing bodies compete to win positions in prestigious companies, while choreographers hustle to secure funding and attract audiences. On the social dance floor, dancers participate in dance-offs that often include unspoken, but nevertheless complex, rules of bodily engagement. And the media attraction to the drama and spectacle of competition regularly plays out in reality television shows, film documentaries, and Hollywood cinema. Drawing upon a diverse collection of dances across history and geography, The Oxford Handbook of Dance and Competition asks how competition affects the presentation and experience of dance and, in response, how dancing bodies negotiate, critique, and resist the aesthetic and social structures of the competition paradigm.

Living with Cyberspace John Armitage 2003-02-01 Cyberspace and cybertechnology have impacted on every aspect of our lives. Western society, culture, politics and economics are now all intricately bound with cyberspace. Living With Cyberspace brings together the leading cyber-theorists of North America, Britain and Australia to map the present and the future of cyberspace.Presenting a guidebook to our new world, both the theory and the practice, the book covers subjects as diverse as androids, biotech, electronic commerce, the acceleration of everyday life, access to information, the alliance between the military and the entertainment industries, feminism, democratic practice and human consciousness itself.Together, the essays-- divided into separately introduced sections on society , culture, politics and economics--present a systematic and state-of-the-art overview of technology and society in the 21st Century.Contributors: John Armitage, Verena Andermatt Conley, James Der Derian, William H. Dutton, Phil Graham, Tim Jordan, Wan-Ying Ling, David Lyon, Ian Miles, Joanne Roberts, Saskia Sassen, Cathryn Vasseleu, McKenzie Wark, Frank Webster.

Navigating Cybercultures Nicholas van Orden 2019-01-04 The papers collected here address the questions about posthumanism, hybridity, humanity, subjectivity, and aesthetics that echo through all of our daily attempts to navigate our rapidly shifting cybercultures.

Mediapolis Sam Inkinen 1999-01-01

Cyberpop: Digital Lifestyles and Commodity Culture Sidney Eve Matrix 2006-05-22 Cyberpop is an analysis of cyberculture and its popular cultural productions.

The study begins with a Foucaultian model of cyberculture as a discursive formation, and explains how some key concepts (such as 'virtuality,' 'speed,' and 'Connectivity') operate as a conceptual architecture network linking technologies to information and individual subjects. The chapters then each focus on a particular cyberfiguration, including Hollywood films (GATTACA, The Matrix), popular literature (William Gibson's Neuromancer, Scott Westerfeld's Polymorph), advertising for digital products and services (Apple Computer's '1984/McIntosh' campaign, AT&T's 'mLife' campaign), digital artworks (including virtual females such as Motorola's 'Mya' and Elite Modeling Agency's 'Webbie Tookay,' and work by visual artist Daniel Lee for Microsoft's 'Evolution' campaign), and video games (Tomb Raider). Each close reading illustrates the ways in which representations of digital lifestyles and identities – which typically fetishize computers and celebrate a 'high tech' aesthetic encourage participation in digital capitalism and commodity cyberculture. Matrix argues that popular representations of cyberculture often function as forms of social criticism that creatively inspire audiences to 'think different' (in the words of Mac advertising) about the consequences of the digitalization of everyday life.

Electronic Eros Claudia Springer 1996 A study of the love affair between humans and machines, which has now expanded into cyberspace, where computer technology seems to promise heightened erotic fulfilment and the threat of human obsolescence. The author explores the techno-erotic imagery in films, cyberpunk fiction, comic books, television, software, and writing on virtual reality and artificial intelligence, showing how these futuristic images actually erode current debates concerning gender roles and sexuality. technology, the author offers an analysis of eroticism and gender in such films as RoboCop, The Terminator, Eve of Destruction and Lawnmower Man, and cyberpunk books such as Neuromancer, Count Zero, Virtual Light, A Fire in the Sun, and Lady El. She also looks at comic books like Cyberpunk and Interface, and at the television series Mann and Machine, demonstrating that while new technologies have inspired change in some pop culture texts, others stubbornly recycle conventions from the past, refusing to come to terms with the new social order.

Critical Digital Studies Arthur Kroker 2013-01-01 An indispensable resource for instructors and students in digital studies programs, Critical Digital Studies is a comprehensive, creative, and fascinating look at a digital culture that is struggling to be born, survive, and flourish."--Publisher description.

The Digital Dialectic Peter Lunenfeld 2000 The Digital Dialectic is an interdisciplinary jam session about our visual andintellectual cultures as the computer recodes technologies, media, and art forms. Unlike purelyacademic texts on new media, the book includes contributions by scholars, artists, andentrepreneurs, who combine theoretical investigations with hands-on analysis of the possibilities(and limitations) of new technology. The key concept is the digital dialectic: a method to groundthe insights of theory in the constraints of practice. The essays move beyond journalistic reportageand hype into serious but accessible discussion of new technologies, new media, and new culturalforms.

Digital Media Paul Messaris 2006 In this must-have new anthology, top media scholars explore the leading edge of digital media studies to provide a broad, authoritative survey of the study of the field and a compelling preview of future developments. This book is divided into five key areas – video games, digital images, the electronic word, computers and music, and new digital media

– and offers an invaluable guide for students and scholars alike.

Unspun Thomas Swiss 2001 Visit the Unspun website which includes Table of Contents and the Introduction. The World Wide Web has cut a wide path through our daily lives. As claims of "the Web changes everything" suffuse print media, television, movies, and even presidential campaign speeches, just how thoroughly do the users immersed in this new technology understand it? What, exactly, is the Web changing? And how might we participate in or even direct Web-related change? Intended for readers new to studying the Internet, each chapter in Unspun addresses a different aspect of the "web revolution"-- hypertext, multimedia, authorship, community, governance, identity, gender, race, cyberspace, political economy, and ideology--as it shapes and is shaped by economic, political, social, and cultural forces. The contributors particularly focus on the language of the Web, exploring concepts that are still emerging and therefore unstable and in flux. Unspun demonstrates how the tacit assumptions behind this rhetoric must be examined if we want to really know what we are saying when we talk about the Web. Unspun will help readers more fully understand and become critically aware of the issues involved in living, as we do, in a wired society. Contributors include: Jay Bolter, Sean Cubitt, Jodi Dean, Dawn Dietrich, Cynthia Fuchs, Matthew Kirschenbaum, Timothy Luke, Vincent Mosco, Lisa Nakamura, Russell Potter, Rob Shields, John Sloop, and Joseph Tabbi.

eVolve: Essays on the Virtual Body C. Jason Smith 2019-02-17 An introductory history of the ?virtual body, ? eVolve explores the boundaries between a series of cultural artifacts, all of which evidence the historical moment when a technology necessary for what we now call ?virtual reality? came into being in order to better understand the human fascination with, and desire for, virtuality. The discussion of simulation technologies includes visual art, cartography, narrative, drama, games and spontaneous play as simulations, miniature war games, role-playing games, computer games, virtual cinema, the internet MOOs and MUDs, massively multiplayer online communities MMOs, and, finally, artificial intelligence, the Anthropic Cosmological Principles, and Omega Point Theory. The subject matter is highly interdisciplinary and draws widely upon theoretical discussions from both the arts, humanities, and the sciences

Reload Mary Flanagan 2002-05-03 An anthology of feminist cyberfiction and theoretical and critical writings on gender and technoculture. Most writing on cyberculture is dominated by two almost mutually exclusive visions: the heroic image of the male outlaw hacker and the utopian myth of a gender-free cyberworld. Reload offers an alternative picture of cyberspace as a complex and contradictory place where there is oppression as well as liberation. It shows how cyberpunk's revolutionary claims conceal its ultimate conservatism on matters of class, gender, and race. The cyberfeminists writing here view cyberculture as a social experiment with an as-yet-unfulfilled potential to create new identities, relationships, and cultures. The book brings together women's cyberfiction—fiction that explores the relationship between people and virtual technologies—and feminist theoretical and critical investigations of gender and technoculture. From a variety of viewpoints, the writers consider the effects of rapid and profound technological change on culture, in particular both the revolutionary and reactionary effects of cyberculture on women's lives. They also explore the feminist implications of the cyborg, a human-machine hybrid. The writers challenge the conceptual and institutional rifts between high and low culture, which are embedded in the texts and

artifacts of cyberculture.

New Media Leah A. Lievrouw 2009

The Virtual Community, revised edition Howard Rheingold 2000-10-23 Howard Rheingold tours the "virtual community" of online networking. Howard Rheingold has been called the First Citizen of the Internet. In this book he tours the "virtual community" of online networking. He describes a community that is as real and as much a mixed bag as any physical community—one where people talk, argue, seek information, organize politically, fall in love, and dupe others. At the same time that he tells moving stories about people who have received online emotional support during devastating illnesses, he acknowledges a darker side to people's behavior in cyberspace. Indeed, contends Rheingold, people relate to each other online much the same as they do in physical communities. Originally published in 1993, The Virtual Community is more timely than ever. This edition contains a new chapter, in which the author revisits his ideas about online social communication now that so much more of the world's population is wired. It also contains an extended bibliography.

The Body Mariam Fraser 2020-07-24 The body has become an increasingly significant concept in recent years and this Reader offers a stimulating overview of the main topics, perspectives and theories surrounding the issue. This broad consideration of the body presents an engagement with a range of social concerns, from the processes of racialization to the vagaries of fashion and performance art, enacted as surgery on the body. Individual sections cover issues such as: the body and social (dis)order bodies and identities bodily norms bodies in health and dis-ease bodies and technologies. Containing an extensive critical introduction, contributions from key figures such as Butler, Sedgwick, Martin Scheper-Huges, Haraway and Gilroy, and a series of introductions summarizing each section, this Reader offers students a valuable practical guide and a thorough grounding in the fascinating topic of the body.

Transcultural Experiments E. Berry 1999-10-28 Contemporary processes of globalization have had a profound impact on cultural production and dissemination both intra- and cross-culturally. The dissemination of cultures on a global scale has led to multiple and complex effects, among them the formation of radical new modes of cultural interaction, transcultural flows, and hybridized knowledges, forms not easily understandable in terms of traditional models of discrete national or ethnic cultures/subcultures. Transcultural Experiments develops new scholarly and creative strategies out of this intersection of cultural traditions, specifically in Russia and the United States. Ellen E. Berry and Mikhail N. Epstein define and enact a transcultural method as an alternative to the legacies of cultural divisions and hegemony that have dominated both Western and Second Worlds. The book introduces a system of original concepts and genres of writing that will help in mapping twenty-first century global culture: 'transculture' (vs. multiculturalism), 'interference' (vs. difference), 'potentiation' (vs. deconstruction), ethics of imagination, and collective improvisation. The authors make a revolutionary argument in cultural studies that will be of profound interest to anyone concerned with finding new modes of intercultural communication between the former First and Second Worlds.

Anime from Akira to Princess Mononoke S. Napier 2001-05-03 With the popularity of Pokemon still far from waning, Japanese animation, known as anime to its fans, has a firm hold on American pop culture. However, anime is much more than

children's cartoons. It runs the gamut from historical epics to sci-fi sexual thrillers. Often dismissed as fanciful entertainment, anime is actually quite adept at portraying important social and cultural issues like alienation, gender inequality, and teenage angst. This book investigates the ways that anime presents these issues in an in-depth and sophisticated manner, uncovering the identity conflicts, fears over rapid technological advancement, and other key themes present in much of Japanese animation.

Key Concepts in Body and Society Kate Cregan 2012-08-16 "This is a very useful book outlining the key concepts of the body in society. It is easy to read and provides useful examples, making it ideal for students across a range of social science disciplines." - Dr Sharron Hinchliff, Sheffield University "Cregan has achieved something distinct: an account of the sociology of the body which incorporates both theory and empirical studies, which demonstrates excellent coverage of an ever expanding field, and which is written in an accessible style... An intelligent treatment and account of the sociology of the body, which I look forward to incorporating into my teaching." - Dr Rob Meadows, University of Surrey "This book is a great idea. It provides a thorough, accessible and interesting introduction to the most important concepts in the sociology of the body. Students new to this area will find it invaluable." - Professor Deborah Lupton, University of Sydney This book provides a clear, focused road map to the study of the body in society. It defines, explains and applies core topics relating to the human body demonstrating how we approach it as a social phenomenon. Each concept: Includes an easy to understand definition Provides real-world examples Gives suggestions for further reading Is carefully cross-referenced to other related concepts. Written to meet the needs of the modern student, this book offers the basic materials, tools and guidance needed study and write about the body.

Love, Technology and Theology Scott A. Midson 2020-06-25 This volume explores love in the context of today's technologies. It is difficult to separate love from romanticist ideals of authenticity, intimacy and depth of relationship. These ideals resonate with theological models of love that highlight the way God benevolently created the world and continues to love it. Technologies, which are designed in response to our desires, do not necessarily enjoy this romanticist resonance, and yet they are now remodelling the world. Are technologies then antithetical to love? In this volume, leading theologians have brought together themes of theology, technology and love for the first time, exploring different areas where notions of love and technology are problematized. In a world where algorithms and artificial intelligences interact with us and shape our lives in ever more intricate and even intimate ways, we might feel attachments to and through machines that suggest sentiments of love while also changing how we think about love. Does love always have to be reciprocal? How can we enact love and care for others with technologies? Whose desires do technologies serve - consumers, corporations, creatures? This volume offers a systematic review of the challenges of living in a technologically saturated world, by means of critical application of, as well as reflection on, theological discussions about love.

The Cybercultures Reader David Bell 2000 This text brings together articles covering the whole spectrum of cyberspace and related new technologies to explore the ways in which new technologies are reshaping cultural forms and practices at the turn of the century. The reader is divided into thematic sections focusing on key issues such as subcultures in cyberspace, posthumanism and cyberbodies, and pop-cultural depictions of human-machine interaction. Each

section features: an introduction locating the essays in their theoretical and technological context; editor's introduction and accompanying user's guide; and an extensive bibliography. Issues include: theoretical approaches to cyberculture; representations in fiction and on film; the development of distinct cyber-subcultures; and feminist and queer approaches within cyberculture.

A Cognitive Approach to John Donne's Songs and Sonnets M. Winkleman 2013-04-03 Investigations into how the brain actually works have led to remarkable discoveries and these findings carry profound implications for interpreting literature. This study applies recent breakthroughs from neuroscience and evolutionary psychology in order to deepen our understanding of John Donne's Songs and Sonnets.

New Media Martin Lister 2003 Providing a comprehensive introduction to the culture, technologies, history and theories of new media, this book considers the ways in which they really are new, assesses whether a media and technological revolution is under way and formulates ways for media studies to respond to new technologies.