

# LIVRO O MUNDO DE GELO E FOGO GEORGE R R MARTIN EL O M GARCIA JUNIOR E LINDA ANTONSSON

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**Expressive Anatomy for Comics and Narrative: Principles and Practices from the Legendary Cartoonist** - Will Eisner 2008-08-17

The final volume of Will Eisner's celebrated instructional trilogy explores the critical principle of body grammar in comics storytelling. Designed and outlined by Will Eisner before his death in 2005, this posthumous masterwork, the third and final book in the Will Eisner Instructional Series, finally reveals the secrets of Eisner's own techniques and theories of movement, body mechanics, facial expressions, and posture: the key components of graphic storytelling. From his earliest comics, including the celebrated Spirit, to his pioneering graphic novels, Eisner understood that the proper use of anatomy is crucial to effective storytelling. His control over the mechanical and intuitive skills necessary for its application set him apart among comics artists, and his principles of body grammar have proven invaluable to legions of students in overcoming what is perhaps the most challenging aspect of creating comics. Buttressed by dozens of illustrations, which display Eisner's mastery of expression, both subtle and overt, *Expressive Anatomy for Comics and Narrative* will benefit comics fans, students, and teachers and is destined to become the essential primer on the craft.

**Historical Dictionary of Fantasy Literature** - Brian M. Stableford 2005

"This Historical Dictionary of Fantasy Literature provides an invaluable guide to the current state of the field. The chronology tracks fantasy's evolution from the origins of literature until the 21st century. The introduction explains the nature of the impulse to create and shape fantasy literature, the problems in defining what it is, and the reasons for its changing historical fortunes. The dictionary includes more than 700 entries on authors, both contemporary and historical, and more than 200 entries on fantasy subgenres, key images in fantasy literature, technical terms used in fantasy criticism, and the intimately convoluted relationship between literary

fantasies, scholarly fantasies, and lifestyle fantasies.

**Game of Thrones and Philosophy** - Henry Jacoby 2012-03-13

An in-depth look at the philosophical issues behind HBO's Game of Thrones television series and the books that inspired it George R.R. Martin's New York Times bestselling epic fantasy book series, *A Song of Ice and Fire*, and the HBO television show adapted from it, have earned critical acclaim and inspired fanatic devotion. This book delves into the many philosophical questions that arise in this complex, character-driven series, including: Is it right for a "good" king to usurp the throne of a "bad" one and murder his family? How far should you go to protect your family and its secrets? In a fantasy universe with medieval mores and ethics, can female characters reflect modern feminist ideals? Timed for the premiere of the second season of the HBO Game of Thrones series *Game of Thrones and Philosophy* gives new perspectives on the characters, storylines, and themes of Game of Thrones. Draws on great philosophers from ancient Greece to modern America to explore intriguing topics such as the strange creatures of Westeros, the incestuous relationship of Jaime and Cersei Lannister, and what the kings of Westeros can show us about virtue and honor (or the lack thereof) as they play their game of thrones. Essential reading for fans, *Game of Thrones and Philosophy* will enrich your experience of your favorite medieval fantasy series.

**The Cold War** - Konrad H. Jarausch 2017-02-06

The traces of the Cold War are still visible in many places all around the world. It is the topic of exhibits and new museums, of memorial days and historic sites, of documentaries and movies, of arts and culture. There are historical and political controversies, both nationally and internationally, about how the history of the Cold War should be told and taught, how it should be represented and remembered. While much has been written

about the political history of the Cold War, the analysis of its memory and representation is just beginning.

Bringing together a wide range of scholars, this volume describes and analyzes the cultural history and representation of the Cold War from an international perspective. That innovative approach focuses on master narratives of the Cold War, places of memory, public and private memorialization, popular culture, and schoolbooks. Due to its unique status as a center of Cold War confrontation and competition, Cold War memory in Berlin receives a special emphasis. With the friendly support of the Wilson Center.

Papa! - Philippe Corentin 1997

Papa! Papa! There's a monster in my bed! But just who exactly is the monster in this story? Children and parents alike will giggle as they learn that "monsters" come in all different shapes and sizes.

History and Historians - Mark T. Gilderhus 2000

For undergraduate courses in historiography. Good supplemental text for American History or Western Civilization or similar survey courses. As a survey of historical thinking in the West from ancient times to the present, this accessible text focuses on historiography, philosophy of history, and historical methodology, introducing the main issues to beginning students with thorough and balanced discussions.

The Dark Man - Stephen King 2013

Stephen King first wrote about the Dark Man in college after he envisioned a faceless man in cowboy boots and jeans and a denim jacket forever walking the roads. Later this dark man would come to be known around the world as one of King's greatest villains, Randall Flagg, but at the time King only had simple questions on his mind: where was this man going? What had he seen and done? What terrible things... 'i have ridden rails... More than forty years after Stephen King first wrote his breathtaking poem "The Dark Man," Glenn Chadbourne set out to answer those questions in this World's First Edition hardcover featuring more than 70 full-page illustrations from the talented artist behind *The Secretary of Dreams*. i have slept in glaring swamps... This Cemetery Dance Publications hardcover is a true marriage of words and art, with Chadbourne pulling the images from King's imagination and illustrating them in magnificent detail. This incredible blending of King's words with Chadbourne's art creates a unique page turning experience you can return to again and again, always finding new details hidden on every page. You'll discover hidden layers and mysterious secrets for years to come. i am a dark man... So who is the Dark Man and why is he traveling the country? The answers are terrifying....

Fup - Jim Dodge 2004

Een whisky-drinkende grootvader en zijn kleinzoon voeren samen met Fup, een dikke eend, strijd tegen een listig, oud wild zwijn.

O diário de Marise - Vanessa de Oliveira 2014-11-04

Marise é o nome de trabalho de Vanessa. Em casa, uma mãe dedicada. Na faculdade de enfermagem, uma aluna esforçada. Nos hotéis e motéis onde atende, uma garota de programa muito requisitada por conta dos anúncios de jornal, nos quais vende com criatividade sua beleza e seus atributos, sozinha ou em dupla. Neste diário, ela fala sem censura de seus programas, das taras de seus clientes, da cafetinagem, das orgias, das casas de swing, da vida nas ruas e nas boates. Vanessa também mostra a relação com a família e as amigas, as frustrações com os homens que amou, como entrou nessa vida. E fala de vários dos 5 mil programas que já calcula ter feito.

If Anything Happens I Love You - Will McCormack 2022-09-27

Unimaginable loss yields to the power of human connection in this simple, moving story from the filmmakers of the eponymous Oscar-winning film. An elegy on grief. "Heavy pain exquisitely rendered." Kirkus Starred Review Based on the Academy Award-winning animated short by the same name, *If Anything Happens I Love You* is a young adult graphic novel that follows two parents as they reckon with the loss of their young daughter, Rose, in a school shooting. Readers follow Rose from "above" as she watches her parents slowly break down under the weight and pain of their loss. Throughout the novel, Rose's soul seeks to help her parents reconnect. We learn who Rose was and how much life she lived in her short time. By incorporating a wide range of characters, her boyfriend, teacher, and her cat, Rose is able to introduce healing into the lives of the people she left behind. *If Anything Happens I Love You* may be a story about loss, but in it we see ourselves—in the grief, the pain, and, most importantly, in the fight toward human connection, love, and acceptance.

Italian Renaissance Painting According to Genres - Jacob Burckhardt 2005

Jacob Burckhardt (1818-1897) was one of the first great historians of culture and art. In his manuscript on the genres of Italian Renaissance painting—still unpublished in the original German and published here in English for the first time—Burckhardt assayed a transformative approach to the study of art history. Rather than undertaking a biographical or a chronological reading of artistic development, Burckhardt chose to read the source materials and extant works of the Italian Renaissance synchronically, by genre. Probably written between 1885 and 1893, this manuscript takes up twelve different categories of paintings, ranging from the allegorical to the historical, from the biblical to the mythological, from the glorification of saints to the denunciation of sinners. Maurizio Ghelardi's introductory essay analyzes Burckhardt's innovative treatment of his subject, establishing the importance of this text not only within Burckhardt's oeuvre but also within the continuum of art historical research.

The Lands of Ice and Fire - George R. R. Martin 2012

A series of maps to illustrating the lands and cities of George R. R. Martin's A Song of Ice and Fire series.

How Computer Games Help Children Learn - D. Shaffer 2007-02-25

How can we make sure that our children are learning to be creative thinkers in a world of global competition - and what does that mean for the future of education in the digital age? David Williamson Shaffer offers a fresh and powerful perspective on computer games and learning. *How Computer Games Help Children Learn* shows how video and computer games can help teach children to build successful futures - but only if we think in new ways about education itself. Shaffer shows how computer and video games can help students learn to think like engineers, urban planners, journalists, lawyers, and other innovative professionals, giving them the tools they need to survive in a changing world. Based on more than a decade of research in technology, game science, and education, *How Computer Games Help Children Learn* revolutionizes the ongoing debate about the pros and cons of digital learning.

FASHION BEAST TPB - Alan Moore 2013-09-03

Alan Moore, the best-selling graphic novelist of all time, delivers an original dystopian fairy tale set against the backdrop of nuclear winter. Alan Moore's 1985 time-lost screenplay written with Malcolm McLaren (*Sex Pistols*) is finally brought to life as a graphic novel. Doll was unfulfilled in her life as a coat checker of a trendy club. But when she is fired from the job and auditions to become a "mannequin" for a reclusive designer, the life of glamour she always imagined is opened before her. She soon discovers that the house of Celestine is as dysfunctional as the clothing that define the classes of this dystopian world. And she soon discovers that the genius of the designer is built upon a terrible lie that has influence down to the lowliest citizen. This unique retelling of *Beauty and the Beast* was written in 1985 alongside Alan Moore's comics redefining work on *Watchmen*. Beautifully illustrated by Facundo Perico (Anna Mercury) and meticulously adapted by Antony Johnston (Yuggoth Cultures), this is another entry in the graphic novel masterworks library by Alan Moore.

Mastering the Game of Thrones - Jes Battis 2015-01-08

George R.R. Martin's A Song of Ice and Fire series is a worldwide phenomenon, and the world of Westeros has seen multiple adaptations, from HBO's acclaimed television series to graphic novels, console games and orchestral soundtracks. This collection of new essays investigates what makes this world so popular, and why the novels and television series are being taught in university classrooms as genre-defining works within the American fantasy tradition. This volume represents the first sustained scholarly treatment of George R.R. Martin's groundbreaking work, and includes writing by experts involved in the production of the HBO show. The contributors investigate a number of compelling areas, including the mystery of the shape-shifting wargs,

the conflict between religions, the origins of the Dothraki language and the sex lives of knights. The

significance of fan cultures and their adaptations is also discussed.

Videogames and Education - Harry J. Brown 2014-12-18

Video games challenge our notions of identity, creativity, and moral value, and provide a powerful new avenue for teaching and learning. This book is a rich and provocative guide to the role of interactive media in cultural learning. It searches for specific ways to interpret video games in the context of human experience and in the field of humanities research. The author shows how video games have become a powerful form of political, ethical, and religious discourse, and how they have already influenced the way we teach, learn, and create. He discusses the major trends in game design, the public controversies surrounding video games, and the predominant critical positions in game criticism. The book speaks to all educators, scholars, and thinking persons who seek a fuller understanding of this significant and video games cultural phenomenon.

Handbook of Simulation - Jerry Banks 1998-09-14

The only complete guide to all aspects and uses of simulation-from the international leaders in the field There has never been a single definitive source of key information on all facets of discrete-event simulation and its applications to major industries. The *Handbook of Simulation* brings together the contributions of leading academics, practitioners, and software developers to offer authoritative coverage of the principles, techniques, and uses of discrete-event simulation. Comprehensive in scope and thorough in approach, the *Handbook* is the one reference on discrete-event simulation that every industrial engineer, management scientist, computer scientist, operations manager, or operations researcher involved in problem-solving should own, with an in-depth examination of: \* Simulation methodology, from experimental design to data analysis and more \* Recent advances, such as object-oriented simulation, on-line simulation, and parallel and distributed simulation \* Applications across a full range of manufacturing and service industries \* Guidelines for successful simulations and sound simulation project management \* Simulation software and simulation industry vendors

One Hundred Strokes of the Brush Before Bed - Melissa P. 2012-08-01

One very hot Italian summer, a young woman sits alone in her bedroom and writes in her diary: 'I want love. I want to feel my heart melt. I want to sink into a river of passion.' As the summer unfolds, she follows her desires wherever they lead her, often into the arms of men who set her world on fire. She is thrilled to discover the sexual power she wields. And yet, will any of these passionate encounters lead to the love she longs for?

The Importance of Being Married - Gemma Townley 2009-01-22

Jessica Wild isn't big on commitment. 'Don't depend on anyone' is her motto. But her friend Grace, a sweet old lady she met in her grandmother's nursing home, can't believe that Jess is truly happy on her own. Eventually Jess caves and tells Grace she's got a boyfriend: her glamorous boss, Anthony Milton. When in time her fantasy boyfriend becomes her fantasy husband, Grace is thrilled for Jess. So much so, that she leaves Jess an inheritance. But there's a snag. It's in the name of Jessica Milton. Grace trusted Jess to look after the house she adored. If Jess is to keep that trust, it will mean turning her Little White Lie into a Big White Wedding - and getting Anthony to fall in love with her and pop the question for real. With the help of her formidable best friend Helen and Gloria, a Russian escort experienced in the ways of men, Jess reluctantly learns the art of flirting, seduction and playing hard to get. But just when it appears that Operation Marriage is a success and Anthony is about to ask the million-dollar question, Jess wonders if it's right to say 'I do' for all the wrong reasons...

#### **The Middle Ages on Television - Meriem Pagès 2015-04-16**

The 21st century has seen a resurgence of popular interest in the Middle Ages. Television in particular has presented a wide and diverse array of "medieval" offerings. Yet there exists little scholarship on television medievalism. This collection fills the gap with 10 new essays focusing on the depiction of the Middle Ages in popular culture and questioning the role of television in shaping our ideas about past and present. The contributors emphasize the need for scholars of medievalism to pay attention to its manifestations on the small screen. The essays cover quite a range of topics, including genre, gender and sexuality. The series covered are Game of Thrones, Merlin, Full Metal Jousting, Joan of Arcadia, Tudors, Camelot and Mists of Avalon. Instructors considering this book for use in a course may request an examination copy here.

#### **The Eleventh Commandment - Jeffrey Archer 2011-04-01**

A gripping spy thriller set at an addictive pace, from bestselling author, Jeffrey Archer. Connor Fitzgerald is the professional's professional. Holder of the Medal of Honour. Devoted family man. The CIA's most deadly weapon. But for twenty-eight years, he has been leading a double life. And only days from his retirement, he comes across an enemy even he cannot handle. The enemy is his own boss. And she has only one purpose: to destroy him. Meanwhile, the United States is faced with an equally formidable foe: a new Russian President, determined to force a military confrontation between the two superpowers. Ranging from the Oval Office in the White House to a Russian Mafia boss's luxurious hideaway outside St Petersburg, The Eleventh Commandment sets new standards in contemporary thriller writing. Jeffrey Archer scoops his readers up in the first paragraph, and doesn't let them go until the last. The pace, the ingenuity, the twists, intertwined with a moving love story, show Britain's bestselling writer at the peak of his page-turning powers.

#### *Gaming the Past - Jeremiah McCall 2013-06-17*

Despite the growing number of books designed to radically reconsider the educational value of video games as powerful learning tools, there are very few practical guidelines conveniently available for prospective history and social studies teachers who actually want to use these teaching and learning tools in their classes. As the games and learning field continues to grow in importance, *Gaming the Past* provides social studies teachers and teacher educators help in implementing this unique and engaging new pedagogy. This book focuses on specific examples to help social studies educators effectively use computer simulation games to teach critical thinking and historical analysis. Chapters cover the core parts of conceiving, planning, designing, and implementing simulation based lessons. Additional topics covered include: Talking to colleagues, administrators, parents, and students about the theoretical and practical educational value of using historical simulation games. Selecting simulation games that are aligned to curricular goals Determining hardware and software requirements, purchasing software, and preparing a learning environment incorporating simulations Planning lessons and implementing instructional strategies Identifying and avoiding common pitfalls Developing activities and assessments for use with simulation games that facilitate the interpretation and creation of established and new media Also included are sample unit and lesson plans and worksheets as well as suggestions for further reading. The book ends with brief profiles of the majority of historical simulation games currently available from commercial vendors and freely on the Internet.

#### The Othello of Tommaso Salvini - Edward Tuckerman Mason 1890

#### **The Children's Crusade - Marcel Schwob 1898**

#### *Digital Games as History - Adam Chapman 2016-05-05*

This book provides the first in-depth exploration of video games as history. Chapman puts forth five basic categories of analysis for understanding historical video games: simulation and epistemology, time, space, narrative, and affordance. Through these methods of analysis he explores what these games uniquely offer as a new form of history and how they produce representations of the past. By taking an inter-disciplinary and accessible approach the book provides a specific and firm first foundation upon which to build further examination of the potential of video games as a historical form.

#### Pastplay - Kevin Kee 2014-03-10

In the field of history, the Web and other technologies have become important tools in research and teaching of the past. Yet the use of these tools is limited—many historians and history educators have resisted adopting

them because they fail to see how digital tools supplement and even improve upon conventional tools (such as books). In *Pastplay*, a collection of essays by leading history and humanities researchers and teachers, editor Kevin Kee works to address these concerns head-on. How should we use technology? Playfully, Kee contends. Why? Because doing so helps us think about the past in new ways; through the act of creating technologies, our understanding of the past is re-imagined and developed. From the insights of numerous scholars and teachers, *Pastplay* argues that we should play with technology in history because doing so enables us to see the past in new ways by helping us understand how history is created; honoring the roots of research, teaching, and technology development; requiring us to model our thoughts; and then allowing us to build our own understanding.

**Remaking the Middle Ages** - Andrew B.R. Elliott 2014-01-10

Proposing a fresh theoretical approach to the study of cinematic portrayals of the Middle Ages, this book uses both semiotics and historiography to demonstrate how contemporary filmmakers have attempted to recreate the past in a way that, while largely imagined, is also logical, meaningful, and as truthful as possible. Carrying out this critical approach, the author analyzes a wide range of films depicting the Middle Ages, arguing that most of these films either reflect the past through a series of visual signs (a concept he has called "iconic recreation") or by comparing the past to a modern equivalent (called "paradigmatic representation").

**Ethics and Form in Fantasy Literature** - Lykke Guanio-Uluru 2015-08-10

*Ethics and Form in Fantasy Literature: Tolkien, Rowling and Meyer* by Lykke Guanio-Uluru examines formal and ethical aspects of *The Lord of the Rings*, *Harry Potter* and the *Twilight* series in order to discover what best-selling fantasy texts can tell us about the values of contemporary Western culture.

**Filming the Middle Ages** - Bettina Bildhauer 2013-06-01

In this groundbreaking account of film history, Bettina Bildhauer shows how from the earliest silent films to recent blockbusters, medieval topics and plots have played an important but overlooked role in the development of cinema. *Filming the Middle Ages* is the first book to define medieval films as a group and trace their history from silent film in Weimar Germany to Hollywood and then to recent European co-productions. Bildhauer provides incisive new interpretations of classics like Murnau's *Faust* and Eisenstein's *Alexander Nevsky*, and she rediscovers some forgotten works like Douglas Sirk's *Sign of the Pagan* and Asta Nielsen's *Hamlet*. As Bildhauer explains, both art house films like *The Seventh Seal* and *The Passion of Joan of Arc* and popular films like *Beowulf* or *The Da Vinci Code* cleverly use the Middle Ages to challenge modern ideas of historical progress, to find alternatives to a print-dominated culture, and even to question what makes us human. *Filming the Middle Ages* pays special attention to medieval animated and detective films and

provocatively demonstrates that the invention of cinema itself is considered a return to the Middle Ages by many film theorists and film makers. *Filming the Middle Ages* is ideal reading for medievalists with a stake in the contemporary and film scholars with an interest in the distant past.

**Playing with the Past** - Matthew Wilhelm Kapell 2013-10-24

Game Studies is a rapidly growing area of contemporary scholarship, yet volumes in the area have tended to focus on more general issues. With *Playing with the Past*, game studies is taken to the next level by offering a specific and detailed analysis of one area of digital game play -- the representation of history. The collection focuses on the ways in which gamers engage with, play with, recreate, subvert, reverse and direct the historical past, and what effect this has on the ways in which we go about constructing the present or imagining a future. What can World War Two strategy games teach us about the reality of this complex and multifaceted period? Do the possibilities of playing with the past change the way we understand history? If we embody a colonialist's perspective to conquer 'primitive' tribes in *Colonization*, does this privilege a distinct way of viewing history as benevolent intervention over imperialist expansion? The fusion of these two fields allows the editors to pose new questions about the ways in which gamers interact with their game worlds. Drawing these threads together, the collection concludes by asking whether digital games - which represent history or historical change - alter the way we, today, understand history itself.

**Thirteen Days of Midnight** - Leo Hunt 2015-08-25

In a devilishly dark and funny debut, a teen finds himself the unwitting beneficiary of eight enslaved and angry ghosts seeking bloody vengeance. When Luke Manchett's estranged father dies unexpectedly, he leaves his son a dark inheritance: a collection of eight restless spirits, known as his Host, who want revenge for their long enslavement. Once they figure out that Luke has no clue how to manage them, they become increasingly belligerent, and eventually mutiny. Halloween (the night when ghosts reach the height of their power) is fast approaching, and Luke knows his Host is planning something far more trick than treat. Armed with only his father's indecipherable notes, a locked copy of *The Book of Eight*, and help from school outcast Elza Moss, Luke has just thirteen days to uncover the closely guarded secrets of black magic and send his unquiet spirits to their eternal rest—or join their ghostly ranks himself.

**The Victorian Mirror of History** - Arthur Dwight Culler 1985

It was a pervasive belief among Victorian writers that their era was transitional in character, that they were moving from an outworn past into an unknown future and therefore needed to look to history for guidance. History was a mirror reflecting the present. On the basis of analogies and contrasts with earlier ages and cultures, the great Victorians tried to gain a sense of their own place in the continuum. In this insightful and

elegantly written book, A. Dwight Culler explores the Victorians' uses of history, surveying the major authors and the intellectual and cultural currents of the era. Culler begins with an introductory chapter on the Augustan Age, which was the immediately preceding example of the use of history as a mirror to reflect the present. He then charts the rise of the new attitude toward history in Scott and Macaulay and traces its use by individuals and groups who were concerned either with a particular phase of the past or with a current problem in relation to the past. Among those treated are Carlyle, Mill, and the Saint-Simonians, Thomas Arnold and the Liberal Anglican historians, Newman and the anti-Tractarians, Matthew Arnold, Ruskin and the Victorian medievalists, Browning, the Pre-Raphaelites, Pater, and others preoccupied with the idea of a "Victorian Renaissance." Throughout, Culler vividly demonstrates that the Victorian debates about science, religion, art, and culture always had a historical dimension, always were concerned with the relation of the present to the past.

Visions of the Past - Robert A. Rosenstone 1998-08-04

Can filmed history measure up to written history? What happens to history when it is recorded in images, rather than words? Can images convey ideas and information that lie beyond words? Taking on these timely questions, Robert Rosenstone pioneers a new direction in the relationship between history and film. Rosenstone moves beyond traditional approaches, which examine the history of film as art and industry, or view films as texts reflecting their specific cultural contexts. This essay collection makes a radical venture into the investigation of a new concern: how a visual medium, subject to the conventions of drama and fiction, might be used as a serious vehicle for thinking about our relationship with the past. Rosenstone looks at history films in a way that forces us to reconceptualize what we mean by "history." He explores the innovative strategies of films made in Africa, Latin America, Germany, and other parts of the world. He journeys into the history of film in a wide range of cultures, and expertly traces the contours of the postmodern historical film. In essays on specific films, including *Reds*, *JFK*, and *Sans Soleil*, he considers such issues as the relationship between fact and film and the documentary as visionary truth. Theorists have for some time been calling our attention to the epistemological and literary limitations of traditional history. The first sustained defense of film as a way of thinking historically, this book takes us beyond those limitations.

Digital Gaming Re-imagines the Middle Ages - Daniel T. Kline 2013-09-11

Digital gaming's cultural significance is often minimized much in the same way that the Middle Ages are discounted as the backward and childish precursor to the modern period. *Digital Gaming Reimagines the Middle Ages* challenges both perceptions by examining how the Middle Ages have persisted into the contemporary world via digital games as well as analyzing how digital gaming translates, adapts, and

remediates medieval stories, themes, characters, and tropes in interactive electronic environments. At the same time, the Middle Ages are reinterpreted according to contemporary concerns and conflicts, in all their complexity. Rather than a distinct time in the past, the Middle Ages form a space in which theory and narrative, gaming and textuality, identity and society are remediated and reimagined. Together, the essays demonstrate that while having its roots firmly in narrative traditions, neomedieval gaming—where neomedievalism no longer negotiates with any reality beyond itself and other medievalisms—creates cultural palimpsests, multiply-layered trans-temporal artifacts. *Digital Gaming Re-imagines the Middle Ages* demonstrates that the medieval is more than just a stockpile of historically static facts but is a living, subversive presence in contemporary culture.

World's Finest - Dave Gibbons 2020-09-01

Superman and Batman take on their archenemies – Lex Luthor and the Joker – in this Deluxe Edition of a classic tale from the 1990s by Dave Gibbons (*WATCHMEN*, *GREEN LANTERN CORPS*) and Steve Rude (*Nexus*)! Superman and Batman are the World's Finest heroes, and they couldn't be more different. But they have more in common than they realize. For one, they're both orphans of a sort – one who has lost not just his parents but his world; and another who witnessed the cold-blooded murder of his parents. Now they must come together to battle two of the most feared villains!

Lights, Camera, History - Richard V. Francaviglia 2007-01-23

This important volume addresses a number of central topics concerning how history is depicted in film. In the preface, the volume editors emphasize the importance of using film in teaching history: students will see historical films, and if they are not taught critical viewing, they will be inclined simply to accept what they see as fact. Authors of the individual chapters then explore the portrayal of history—and the uses of history—in specific films and film genres. Robert Rosenstone's "In Praise of the Biopic" considers such films as *Reds*, *They Died with Their Boots On*, *Little Big Man*, *Seabiscuit*, *Cinderella Man*, and *The Grapes of Wrath*. In his chapter, Geoff Pingree focuses on the big questions posed in Jay Rosenblatt's 1998 film *Human Remains*. Richard Francaviglia's chapter on films about the Middle East is especially timely in the post-9/11 world. One chapter, by Daniel A. Nathan, Peter Berg, and Erin Klemyk, is devoted to a single film: Martin Scorsese's urban history *The Gangs of New York*, which the authors see as a way of exploring complex themes of the immigrant experience. Finally, Robert Brent Toplin addresses the paradox of using an art form (film) to present history. Among other themes, he considers the impact of *Patton* and *Platoon* on military decisions and interpretations, and of *Birth of a Nation* and *Glory* on race relations. The cumulative effect is to increase the reader's understanding of the medium of film in portraying history and to stimulate the imagination as to how

it can and how it should not be used. Students and teachers of history and cinema will benefit deeply from this informative and thoughtful discussion.

**Gaming** - Alexander R. Galloway 2006

Video games have been a central feature of the cultural landscape for over twenty years and now rival older media like movies, television, and music in popularity and cultural influence. Yet there have been relatively few attempts to understand the video game as an independent medium. Most such efforts focus on the earliest generation of text-based adventures (Zork, for example) and have little to say about such visually and conceptually sophisticated games as Final Fantasy X, Shenmue, Grand Theft Auto, Halo, and The Sims, in which players inhabit elaborately detailed worlds and manipulate digital avatars with a vast—and in some cases, almost unlimited—array of actions and choices. In *Gaming*, Alexander Galloway instead considers the video game as a distinct cultural form that demands a new and unique interpretive framework. Drawing on a wide range of disciplines, particularly critical theory and media studies, he analyzes video games as something to be played rather than as texts to be read, and traces in five concise chapters how the “algorithmic culture” created by video games intersects with theories of visuality, realism, allegory, and the avant-garde. If photographs are images and films are moving images, then, Galloway asserts, video games are best defined as actions. Using examples from more than fifty video games, Galloway constructs a classification system of action in video games, incorporating standard elements of gameplay as well as software crashes, network lags, and the use of cheats and game hacks. In subsequent chapters, he explores

the overlap between the conventions of film and video games, the political and cultural implications of gaming practices, the visual environment of video games, and the status of games as an emerging cultural form.

Together, these essays offer a new conception of gaming and, more broadly, of electronic culture as a whole, one that celebrates and does not lament the qualities of the digital age. Alexander R. Galloway is assistant professor of culture and communication at New York University and author of *Protocol: How Control Exists after Decentralization*.

*Dracula* - Jon J. Muth 1993-01-01

Graphic interpretation of Bram Stoker's character Count Dracula done in watercolors.

*One Hundred Days of Happiness* - Fausto Brizzi 2015-08-13

'Charming, touching, surprising and ultimately uplifting. Funny, moving . . . I defy anyone to finish this story without tears in their eyes' Graeme Simsion, author of *The Rosie Project* 'Hilarious but heart-wrenching' Daily Mail What would you do if you only had 100 days left to live? Lucio Battistini has a list: To win back his wife - the love of his life To become a dad his kids will always remember To help his father-in-law find love To let his friends know how much they mean to him And most of all he must make every moment count. So far, he hasn't been getting it right. And if Lucio is going to become the man he was always meant to be, he's got a lot of work to do . . .

**Understanding Computer Simulation** - Roger McHaney 2009