



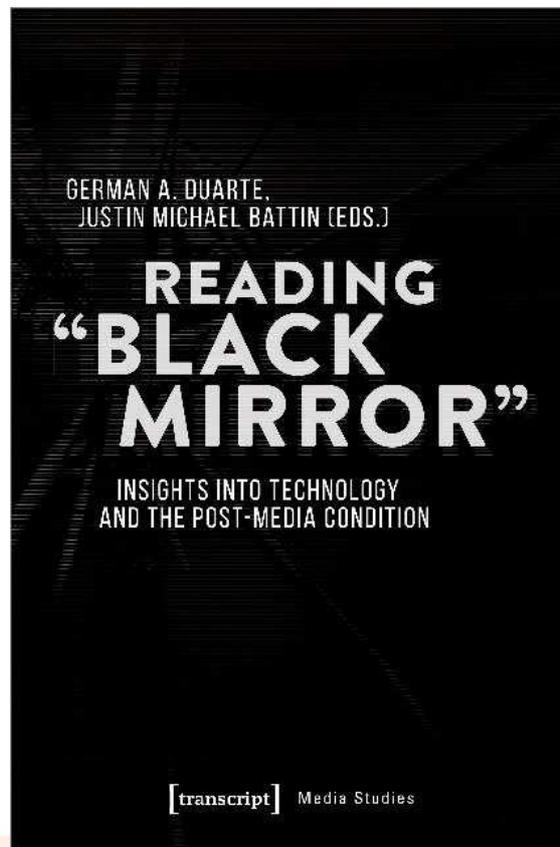
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FILM & MEDIA STUDIES



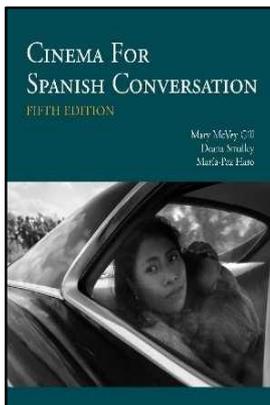
NEW TITLES

- Hackett Publishing
- Sussex Academic Press
- Transcript Verlag
- University of Southern Denmark

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Hackett Publishing



Cinema for Spanish Conversation

Mary McVey Gill, Deana Smalley, Maria-Paz Haro

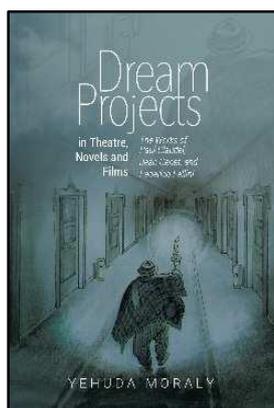
Cinema for Spanish Conversation, Fifth Edition, draws on sixteen high-interest films (and related readings) to introduce students to the authentic language and cultures of the Spanish-speaking world. Each chapter offers a wide variety of activities designed to improve students' conversational skills as well as opportunities for reading and writing practice.

Available for sale only in the US, Canada, and UK.

New to the Fifth Edition:

- Three new critically acclaimed films, including *Yuli* (set in Cuba), *El último verano de la Boyita* (Argentina), and Oscar-award-winning film *Roma* (Mexico), along with readings and activities related to each.
- A section, added to each chapter, offering new and expanded activities related to the films.
- Updated information on each film, and its actors and directors.
- A revised and updated appendix, organized by chapter, offering a list of recent films that can be compared or contrasted to the films in the book.

PB 9781585109722 £66.99 March 2021 Hackett Publishing 344 pages



Dream Projects in Theatre, Novels and Films The Works of Paul Claudel, Jean Genet, and Federico Fellini

Yehuda Moraly

Every artist has a “dream project” – an enterprise that he or she has continuously taken up but never completed. Via archived notes and drafts, a retrospective reconstitution of such projects can serve as a key for better understanding the author’s artistic corpus. The present study reaches out to the authorship of Paul Claudel, Jean Genet, and Federico Fellini.

Claudel deferred and never completed the fourth segment of his *Trilogie des Coufontaine*. The only indication of the existence of this prospective fourth part of the theatre sequence is a brief entry in his *Journal*. In 1949, he began writing a third version of his first great work *Tête d’Or*. Like the unfinished fourth section that was to be added to the trilogy, the draft of the third version of *Tête d’Or* reveals a dialogue between the Old and New Testaments – a theme that appears to be central to Claudel’s entire corpus.

Genet labored over *La Mort* for many years. At the conclusion of *Saint Genet, comédien et martyr* (1952), Sartre mentions this final work of Genet. Genet discussed his progress on *La Mort* in correspondence and even published “Fragments” of *La Mort* in the literary magazine *Les Temps Modernes*. While the project never came to fruition, it nevertheless remains an important means through which to understand Genet’s work.

The aborted production of Fellini’s *Voyage de G. Mastorna* has become a legend. After *8½* and *Giulietta degli spiriti*, Fellini wrote a screenplay that he began to film but subsequently abandoned, much to the chagrin of producer Dino de Laurentiis who had already invested in sets and costumes. Fellini would often revisit this project, but never completed it.

About the Author: Yehuda (Jean-Bernard) Moraly is professor emeritus at the Hebrew University, Jerusalem. His fields of research are mainly French theatre and film: *Jean Genet, la vie écrite* (Editions de la Différence, 1988); *Claudel metteur en scène* (Presses Universitaires de Franche Comté, 1998); *Le Maître fou, Genet théoricien du théâtre*, Nizet, 2009). His *Revolution in Paradise: Veiled Representations of Jewish Characters in the Cinema of Occupied France* (2019) is published by SAP. He is also a play-wright and his plays are published and produced in France and Israel.

HB 9781789760361 £75.00 November 2020 Sussex Academic Press 224 pages

PB 9781789760880 £34.95 November 2020 Sussex Academic Press 224 pages

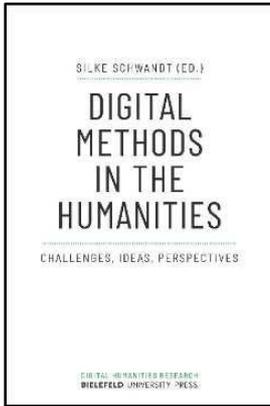


History in Games Contingencies of an Authentic Past

Edited by Martin Lorber, Felix Zimmermann

Where do we end up when we enter the time machine that is the digital game? One axiomatic truth of historical research is that the past is the time-space that eludes human intervention. Every account made of the past is therefore only an approximation. But how is it that strolling through ancient Alexandria can feel so real in the virtual world? Claims of authenticity are prominent in discussions surrounding the digital games of our time. What is historical authenticity and does it even matter? When does authenticity or the lack thereof become political? By answering these questions, the book illuminates the ubiquitous category of authenticity from the perspective of historical game studies.

PB 9783837654202 £31.99 October 2020 Transcript Verlag 284 pages



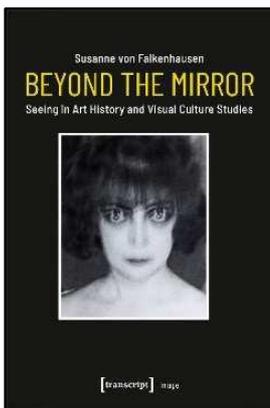
Digital Methods in the Humanities Challenges, Ideas, Perspectives

Edited by Silke Schwandt

Digital Humanities is a transformational endeavor that not only changes the perception, storage, and interpretation of information but also of research processes and questions. It also prompts new ways of interdisciplinary communication between humanities scholars and computer scientists.

This volume offers a unique perspective on digital methods for and in the humanities. It comprises case studies from various fields to illustrate the challenge of matching existing textual research practices and digital tools. Problems and solutions with and for training tools as well as the adjustment of research practices are presented and discussed with an interdisciplinary focus.

PB 9783837654196 £34.99 December 2020 Transcript Verlag 312 pages

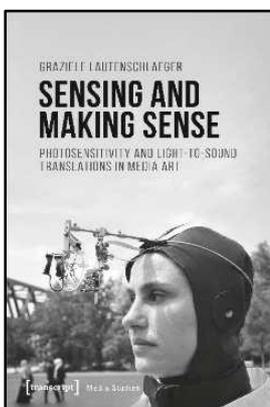


Beyond the Mirror Seeing in Art History and Visual Culture Studies

Susanne von Falkenhausen

Since the late 1980s visibility has become a currency of social recognition, and a political issue. It also brought forth a new discipline, visual culture studies, and a hotly contested debate unfolded between art history and visual culture studies over the interpretation of visual culture, whose impact can still be felt today. In this first comparative study Susanne von Falkenhausen reveals the concepts of seeing as scholarly act that underwrite these competing approaches to visibility and society, along with the agendas of identity politics that motivate them. In close readings of key texts spanning from the early 20th century to the present the author crosses expertly between American, German, and British versions of art history, cultural studies, aesthetics, and film studies.

PB 9783837653526 £54.99 July 2020 Transcript Verlag 250 pages

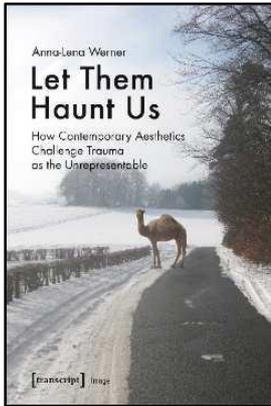


Sensing and Making Sense Photosensitivity and Light-to-sound Translations in Media Art

Grazielle Lautenschlaeger

Through a genealogy of photosensitive elements in media devices and artworks, this book investigates three dichotomies that impoverish debates and proposals in media art: material/immaterial, organic/machinic, and theory/practice. It combines historical and analytical approaches, through new materialism, media archaeology, cultural techniques and second-order cybernetics. Known media stories are reframed from an alternative perspective, elucidating photosensitivity as a metonymy to provide guidelines to art students, artists, curators and theoreticians - especially those who are committed to critical views of scientific and technological knowledge in aesthetic experimentations.

PB 9783837653311 £36.99 December 2020 Transcript Verlag 264 pages

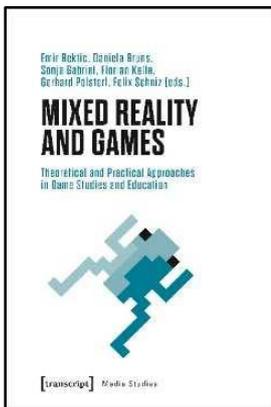


Let Them Haunt Us How Contemporary Aesthetics Challenge Trauma as the Unrepresentable

Anna-Lena Werner

Let Them Haunt Us analyzes contemporary aesthetics engaged in trauma and critically challenges its canonical status as »unrepresentable«. Focusing on case studies in the aesthetic practices of Janet Cardiff and George Bures Miller, Omer Fast, Forensic Architecture, and Paul McCarthy this book proposes to redefine trauma as a productive framework to exploring individual, collective, and cultural conflicts addressed in current artistic and curatorial practices. Anna-Lena Werner considers the aesthetic realm as a potential forum that provides methods of understanding the humanitarian consequences of violence and warfare, and to reveal the effects of trauma on visual culture, collective memory, and politics.

PB 9783837650464 £31.99 May 2020 Transcript Verlag 260 pages

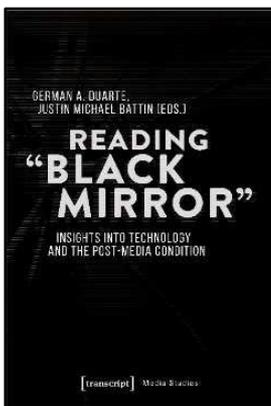


Mixed Reality and Games Theoretical and Practical Approaches in Game Studies and Education

Edited by Emir Bektic, Daniela Bruns, Sonja Gabriel, Florian Kelle, Gerhard Pölsterl, Felix Schniz

Videogames allow us to immerse ourselves in worlds that are reflective of cultural phenomena. At the same time, games are in the process of occupying and utilising the real world as a part of the game. The book provides a combination of theoretical and practical approaches to mixed reality through the lenses of game studies and pedagogy. These novel approaches invite the reader to rethink their conceptions of games and mixed reality. They are complemented with classical analyses of games and applications in educational contexts. In uniting theory and hands-on approaches, the book provides a broad spectrum that facilitates and inspires interdisciplinary thinking and work.

PB 9783837653298 £36.99 November 2020 Transcript Verlag 296 pages

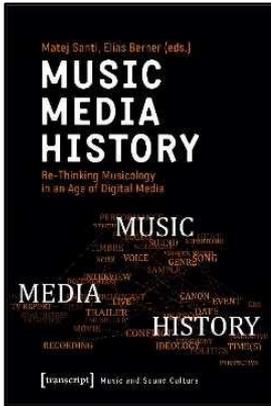


Reading "Black Mirror" Insights into Technology and the Post-Media Condition

Edited by German A. Duarte, Justin Michael Battin

Very few contemporary television programs provoke spirited responses quite like the dystopian series *Black Mirror*. This provocative program, infamous for its myriad apocalyptic portrayals of humankind's relationship with an array of electronic and digital technologies, has proven quite adept at offering insightful commentary on a number of issues contemporary society is facing. This timely collection draws on innovative and interdisciplinary theoretical frameworks to provide unique perspectives about how confrontations with such issues should be considered and understood through the contemporary post-media condition that drives technology use.

PB 9783837652321 £29.99 January 2021 Transcript Verlag 334 pages

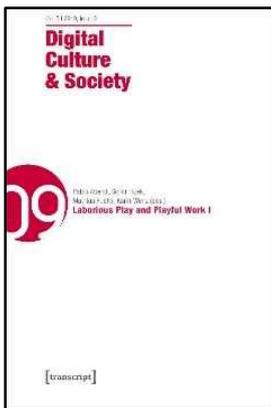


Music - Media - History Re-Thinking Musicology in an Age of Digital Media

Edited by Matej Santi, Elias Berner

Music and sound shape the emotional content of audio-visual media and carry different meanings. This volume considers audio-visual material as a primary source for historiography. By analyzing how the same sounds are used in different media contexts at different times, the contributors intend to challenge the linear perspective of (music) history based on canonic authority. The book discusses AV-Documents (analysis in context), methodological questions (implications for research, education, and popularization of knowledge), archives of cultural memory (from the perspective of Cultural Studies) as well as digitalization and its consequences (organization of knowledge).

PB 9783837651454 £36.99 January 2021 Transcript Verlag 300 pages



Digital Culture & Society (DCS) Vol. 5, Issue 2/2019 - Laborious Play and Playful Work I

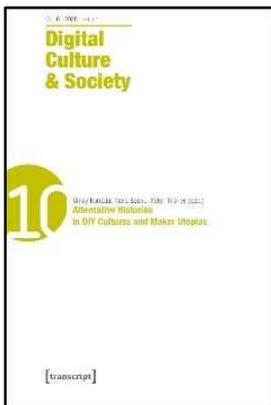
Edited by Pablo Abend, Sonia Fizek, Mathias Fuchs, Karin Wenz

This double issue of *Digital Culture & Society* addresses the complex thematic field of the dialectics of play and labour. We will take a closer look at the problem of play and work from two overlapping, albeit not mutually exclusive, perspectives: *laborious play* and *playful work*.

The term *laborious play* points to practices and processes that turn playful activities into hard work. *Laborious play* happens whenever playfulness turns into work, and may be observed in such activities such as e-sports, excessive play, »goldfarming«, and Twitch gameplay broadcasting, amongst many others.

A complementary phenomenon to that of *laborious play* is the practice and concept of *playful work*. The promises of a joyful and rewarding working experience have been promoted as »gamification« while critical voices denounce such attempts as ideology, exploitation or simply »bullshit«.

PB 9783837644791 £27.99 September 2020 Transcript Verlag 172 pages



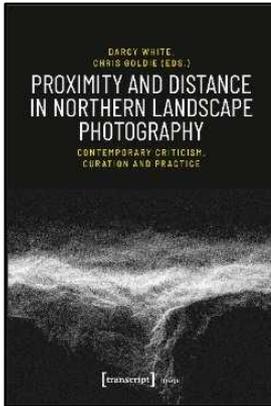
Digital Culture & Society (DCS) Vol. 6, Issue 1/2020 - Alternative Histories in DIY Cultures and Maker Utopias

Edited by Cindy Kohtala, Yana Boeva, Peter Troxler

As DIY digital maker culture proliferates globally, research on these practices is also maturing. Still, particular terminologies dominate beyond their Western contexts, and technocultural histories of making are often rendered as over-simplified technomyths that render invisible diverse local practices. This special issue brings together contributions that highlight how historicising plays a role in mythmaking and the creation of social imaginaries. The peer-reviewed articles present cultural-historical perspectives, technology and design histories and historiographies, and alternative histories related to postcolonial resistance. The contributions illustrate the relevance of craft to making as a reparative practice after the Salvadoran Civil War and as a leisure activity to spark »innovation« in mid-century corporate culture; the political-economic background to the diffusion and differentiation of community workshops in contemporary Spain and post-war Germany; and the various aesthetics and politics of technology culture manifestos over the years.

The issue features an interview with Peter Harper of the Alternative Technology movement by Simon Sadler, as well as an interview with Felix Holm and Suné Stassen on the antecedents of making and design in South Africa. The special issue is rounded off with six short alternative (hi)stories of DIY making including multiple practices, geographies and temporalities.

PB 9783837649550 £27.99 February 2021 Transcript Verlag 214 pages

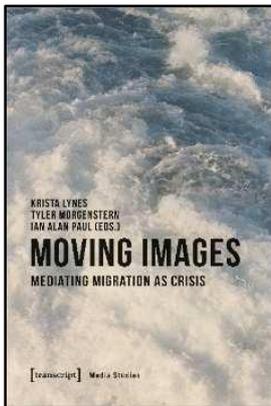


Proximity and Distance in Northern Landscape Photography Contemporary Criticism, Curation and Practice

Edited by Darcy White, Chris Goldie

Northern landscapes are both real places and representations, imagined spaces - notions which are bound to collide in landscape photography. In this book, photographers, academics, curators, and archivists from Germany, Finland, Scandinavia, the US, and the UK address urgent questions about environmental degradation, globalization, consumerism, and the role of new technologies of representation in relation to landscape. Wide-ranging case studies examine the interpretation, experience, and appropriation of landscape in northern Europe, northern England, Scotland, and the Nordic countries. The book explores tensions in landscape photography between an emphasis on proximity and the embodied experience of place and space, and an advocacy of distance and critical engagement and a questioning of the primacy of direct experience.

PB 9783837649505 £27.99 July 2020 Transcript Verlag 234 pages

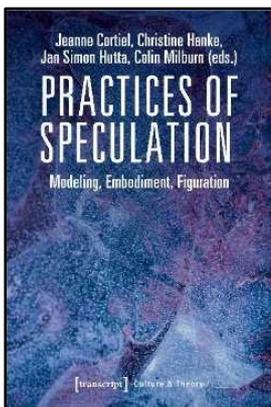


Moving Images Mediating Migration as Crisis

Edited by Krista Lynes, Tyler Morgenstern, Ian Alan Paul

In recent years, spectacular images of ruined boats, makeshift border camps, and beaches littered with life vests have done much to consolidate the politics of movement in Europe. Indeed, the mediation of migration *as a crisis* has worked to shore up various forms of militarized surveillance, humanitarian response, legislative action, and affective investment. Bridging academic inquiry and artistic and activist practice, the essays, documents, and artworks gathered in *Moving Images* interrogate the mediation of migration and refugeeism in the contemporary European conjuncture, asking how images, discourses, and data are involved in shaping the visions and experience of migration in increasingly global contexts.

PB 9783837648270 £36.99 May 2020 Transcript Verlag 320 pages

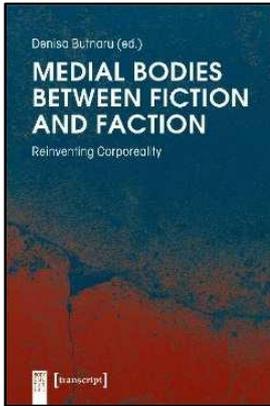


Practices of Speculation Modeling, Embodiment, Figuration

Edited by Jeanne Cortiel, Christine Hanke, Jan Simon Hutta, Colin Milburn

This volume offers innovative ways to think about speculation at a time when anticipation of catastrophe in an apocalyptic mode is the order of the day and shapes public discourse on a global scale. It maps an interdisciplinary field of investigation: the chapters interrogate hegemonic ways of shaping the present through investments in the future, while also looking at speculative practices that reveal transformative potential. The twelve contributions explore concrete instances of envisioning the open unknown and affirmative speculative potentials in history, literature, comics, computer games, mold research, ecosystem science and artistic practice.

PB 9783837647518 £38.99 January 2021 Transcript Verlag 284 pages

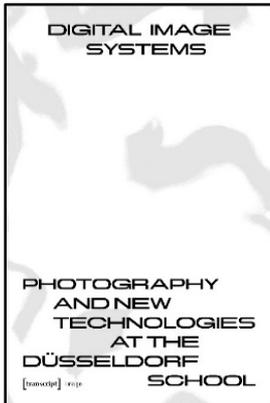


Medial Bodies between Fiction and Faction Reinventing Corporeality

Edited by Denisa Butnaru

In the past decades, developments in the fields of medicine, new media, and biotechnologies challenged many representations and practices, questioning the understanding of our corporeal limits. Using concrete examples from literary fiction, media studies, philosophy, performance arts, and social sciences, this collection underlines how bodily models and transformations, thought until recently to be only fictional products, have become a part of our reality. The essays provide a spectrum of perspectives on how the body emerges as a transitional environment between fictional and factual elements, a process understood as faction.

PB 9783837647297 £40.99 June 2020 Transcript Verlag 270 pages



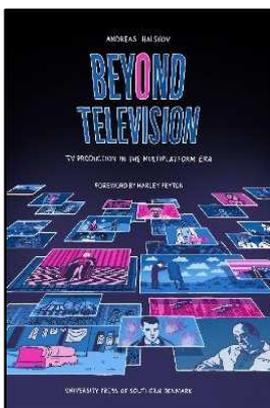
Digital Image Systems Photography and New Technologies at the Düsseldorf School

Claus Gunti

In *Digital Image Systems*, Claus Gunti examines the antagonizing reactions to digital technologies in photography. While Thomas Ruff, Andreas Gursky and Jörg Sasse have gradually adopted digital imaging tools in the early 1990s, other photographers from the Düsseldorf School have remained faithful to film-based technologies. By evaluating the aesthetic and discursive preconditions of this situation and by extensively analyzing the digital work of these three photographers, this book shows that the digital turn in photography was anticipated by the conceptualization of images within systems, and thus offers new perspectives for understanding the »digital revolution«.

PB 9783837639025 £40.99 March 2020 Transcript Verlag 352 pages

University of Southern Denmark



Beyond Television TV Production in the Multiplatform Era

Andreas Halskov

Since the cable revolution of the 1990s and early 2000s, the TV landscape has changed dramatically. *Beyond Television* explores the modern mediascape and changes in television production through analyses of prominent TV series (e.g. *True Detective*, *Transparent*, *Better Call Saul*, *Stranger Things*, *Twin Peaks: The Return* and *Euphoria*) and interviews with more than 100 people from the industry, including David Chase, David Simon, Mary Harron, Nic Pizzolatto, Beau Willimon, Tricia Brock, Jesse Armstrong, Jay Duplass, Joel Fields, Tom Fontana, Angela Kang, Peter Gould, Derek Cianfrance, Tom Perrotta, Sabrina Sutherland and Sam Levinson.

About the Author: Andreas Halskov (b. 1981) holds an MA in Film Studies from Copenhagen University. Halskov is a lecturer in Media Studies, and he works as a film and TV expert in different media and as a curator of film historical screenings for The Danish Film Institute (DFI), besides being an editor of the scholarly film journal 16:9. Halskov has published numerous articles and books, and he has co-written and edited three anthologies about modern American TV drama, film and TV comedy and television in the age of streaming. He has also contributed to international anthologies and written an English book called *TV Peaks: Twin Peaks and Modern Television Drama* (2015), and he has worked on a documentary project with HBO Nordic and hosted various industry seminars and talks, e.g. at Aarhus Series Festival.

PB 9788740833508 £32.00 February 2021 University of Southern Denmark 403 pages



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