

Culture Identities And Technology In The Star Wars Films Essays On The Two Trilogies Critical Explorations In Science Fiction And Fantasy

Culture, Identities and Technology in the Star Wars Films Essays on the Two Trilogies McFarland

A Networked Self examines self presentation and social connection in the digital age. This collection brings together new work on online social networks by leading scholars from a variety of disciplines. The focus of the volume rests on the construction of the self, and what happens to self-identity when it is presented through networks of social connections in new media environments. The volume is structured around the core themes of identity, community, and culture – the central themes of social network sites. Contributors address theory, research, and practical implications of many aspects of online social networks including self-presentation, behavioral norms, patterns and routines, social impact, privacy, class/gender/race divides, taste cultures online, uses of social networking sites within organizations, activism, civic engagement and political impact.

This book examines the emerging problems and opportunities that are posed by media innovations, spatial typologies, and cultural trends in (re)shaping identities within the fast-changing milieus of the early 21st Century. Addressing a range of social and spatial scales and using a phenomenological frame of reference, the book draws on the works of Heidegger, Merleau-Ponty and Don Ihde to bridge the seemingly disparate, yet related theoretical perspectives across a number of disciplines. Various perspectives are put forward from media, human geography, cultural studies, technologies, urban design and architecture etc. and looked at thematically from networked culture and digital interface (and other) perspectives. The book probes the ways in which new digital media trends affect how and what we communicate, and how they drive and reshape our everyday practices. This mediatization of space, with fast evolving communication platforms and applications of digital representations, offers challenges to our notions of space, identity and culture and the book explores the diverse yet connected levels of technology and people interaction.

"The eight essays in this edition analyze Caribbean culture less as commodity to be consumed than as ontological device and discursive

tool/weapon."--BOOK JACKET.

Boundaries and Identities in Popular Culture

**IN TRANSITION: Cultural Identities in the Age of Transnational and
Transcultural Flux**

Snapshots of a Culture

Caribbean Cultural Identities

Identity, Community, and Culture on Social Network Sites

Race, Culture, and Identities in Second Language Education

Boundaries, Identities and Otherness

Drawing on Dialogical Self Theory, this book presents a new framework for social and cultural identity construction in the literacy classroom, offering possibilities for how teachers might adjust their pedagogy to better support the range of cultural stances present in all classrooms. In the complex multicultural/multiethnic/multilingual contexts of learning in and out of school spaces today, students and teachers are constantly dialoguing across cultures, both internally and externally, and these cultures are in dialogue with each other. The authors unpack some of the complexity of culture and identity, what people do with culture and identity, and how people navigate multiple cultures and identities. Readers are invited to re-examine how they view different cultures and the roles these play in their lives, and to dialogue with the authors about cultures, learning, literacy, identity, and agency.

What does sexiness mean today? Has sexiness become something that is bought and sold?

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What identity effects does a sexiness informed by consumer culture have? This book addresses these questions, off the back of a heightened visibility of 'sex', 'sexiness', and 'sexualization' in everyday life.

"Examines the importance of culture in the push for black political power and social recognition and argues the key black cultural practices have been notable in reconfiguring the shape and texture of social and cultural life in the U.S. Drawing on examples from jazz, television, and academia, Gray highlights cultural strategies for inclusion in the dominant culture as well as cultural tactics that move beyond the quest for mere recognition by challenging, disrupting, and unsettling dominant cultural representations and institutions. In the end, Gray challenges the conventional wisdom about the centrality of representation and politics in black cultural production"--Provided by publisher.

The purpose of this study was to investigate how elementary students can learn about the culture of another country and how technology can play a role in this process. The sample of the study included 135 fifth grade students from the United States and Turkey. Initial knowledge and information sources of students were assessed at the beginning of the study. Then, they exchanged multimedia presentations which they prepared to make their peers more knowledgeable about their own country. After studying the presentation about the other country, the students responded to a post-survey assessing their knowledge gains. Results showed that the Turkish students had much more initial knowledge about the American culture compared to knowledge of the American students about Turkey. Both groups had certain prejudices or misperceptions about each other. Media, school, and family were main sources of information, while books and friends played a small role. Studying multimedia-based

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presentations and discussing its content as a group was highly effective to learn about the culture of another country. By exchanging intercultural information through technology, students became less prejudiced and more understanding of each others' respective cultures. (Contains 9 tables.).

The Shaping of Culture in Media and Society

Club Cultures

Cultural identities and the aesthetics of Britishness

Digital Online Culture, Identity, and Schooling in the Twenty-First Century

Mediated Identities in the Futures of Place: Emerging Practices and Spatial Cultures

The Politics of Big Fantasy

Artificial Culture

If the twentieth century has been dominated by discussions of the public, public life, and the public sphere, Contemporary Publics argues that, in the twenty-first century, we must complicate the singularity of that paradigm and start thinking of our world in terms of multiple, overlapping, and competing publics. In three distinct streams—art, media and technology, and the intimate life—this volume offers up the intellectual and political significance of thinking through the plurality of our publics. “Countering Neoliberal Publics: Screen and Space,” explores how different artistic practices articulate the challenges and desires of multiple publics. “Making and Shaping Publics: Discourse and Technology” showcases how media

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shape publics, and how new and emerging publics use these technologies to construct identities. "Commodifying Public Intimacies" examines what happens to the notion of the private when intimacies structure publics, move into public spaces, and develop value that can be exchanged and circulated.

A variety of theoretical approaches to the study of culture have emphasised the significance of the creation, maintenance, and the transgression of boundaries to identities - be they social, cultural, national or personal. The essays collected in this book, first published in 1997, explore the creation of identities in American culture through analysis of the boundaries within and across which American identity is negotiated. The dissemination of cultural identity and the creation of national identity through this process has had a crucial impact on the shape of social life in post-war American culture. The contributors to this volume offer a variety of perspectives on this richly complicated process.

Released in May 1977, the original Star Wars movie inaugurated the age of the movie blockbuster. It also redefined the use of cinematic special effects, creating a new textual universe that now stretches through three decades, two trilogies and generations of fascinated viewers. The body of critical analysis that has developed from this epic focuses primarily on the Star

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Wars universe as a contemporary myth. However, like any fiction, it must also be viewed—and consequently analyzed—as a product of the culture which created it. The essays in this book analyze the Star Wars trilogies as a culturally and historically specific phenomenon. Moving away from the traditional myth-based criticism of the films, the essayists employ a cultural studies model to examine how this phenomenon intersects with social formations such as economics, technology, race and gender. Critical approaches are varied and include political and economic analysis informed by feminism, contemporary race theory, Marxism, new media studies and post-humanism. Among the topics covered are the connections between the trilogies and our own cultural landscape; the problematic issues of race and gender; and the thematic implications of Lucas' presentation of technology. Instructors considering this book for use in a course may request an examination copy here.

Advances in audiovisual technology, most notably the advent of the popular usage of digital technology in the last few years, have altered the face of popular television. Thanks to cable, satellite and now digital technology, television broadcasts can reach an international audience. The reaction from cultural critics has been mixed. As the debate concerning the effects of new telecommunications and audiovisual technology continues unabated,

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this book examines the underlying hypothesis that collective allegiances are moving away from the national paradigm towards the global/local model and provides a balanced appraisal of the depiction of a select number of group identities on television in Britain and France.

Children, Technology and Culture

Cultural Moves

Discourses and Identities Emerging Through the Association of Learning Technology

Culture, Identities and Technology in the Star Wars Films

How Do American and Turkish Elementary Students Represent Their Cultural Identities Using Technology as a Means of Expression and Communication?

Understanding Digital Culture

Does the West impose its own definition of human rights and democracy on the rest of the world? Does globalization threaten British, French or other European identities? Is African culture compatible with multi-party politics? This text aims to answer these and other questions.

Considers how notions of Britishness were constructed and promoted through architecture, landscape, painting, sculpture and literature.

Maps important moments in the self-conscious evolution of the idea of 'nation' against a broad cultural historical framework. An important addition to the field of postcolonial studies as it looks at how British identity creation affected those living in England - most study in this area has thus far focused on the effect of such identity creation upon the colonial subject. Broad appeal due to wide subject matter covered. Examines just how 'constructed' a national identity is - past and present.

Artificial Culture is an examination of the articulation, construction, and representation of "the artificial" in contemporary popular cultural texts, especially science fiction films and novels. The book argues that today we live in an artificial culture due to the deep and inextricable relationship between people, our bodies, and technology at large. While the artificial is often imagined as outside of the natural order and thus also beyond the realm of humanity, paradoxically, artificial concepts are simultaneously produced and constructed by human ideas and labor. The artificial can thus act as a boundary point against which we as a culture can measure what it means to be human. Science fiction feature films and novels, and other related media,

frequently and provocatively deploy ideas of the artificial in ways which the lines between people, our bodies, spaces and culture more broadly blur and, at times, dissolve. Building on the rich foundational work on the figures of the cyborg and posthuman, this book situates the artificial in similar terms, but from a nevertheless distinctly different viewpoint. After examining ideas of the artificial as deployed in film, novels and other digital contexts, this study concludes that we are now part of an artificial culture entailing a matrix which, rather than separating minds and bodies, or humanity and the digital, reinforces the symbiotic connection between identities, bodies, and technologies.

The relationship between science and religion has regained interest in the fields of history of science, social studies of science, and religious studies. An anthropological inquiry into this relationship takes a different turn from a philosophical or epistemological approach. An important contribution of an ethnographic understanding of science and Islam is the ability to generate a cultural critique of philosophical and religious assertions. This book examines how Muslim scientists and engineers, in the global context in which Islam has become an

ingredient of identity discourses, are grappling with competing discourses to create new technoscientific outlooks.

Exploring Young People's Game-making

America Under Construction

Contemporary Conditions, Practices and Politics of a Global Phenomenon

Platform, Culture, Identities

Language Policy, Culture, and Identity in Asian Contexts

The Ludification of Digital Media Cultures

Mirrored Identities of the Legal Order

Cultural identity is a key area of debate in contemporary Europe. Despite widespread use of the past in the construction of ethnic, national and European identity, theories of cultural identity have been neglected in archaeology. Focusing on the interrelationships between concepts of cultural identity today and the interpretation of past cultural groups, *Cultural Identity and Archaeology* offers proactive archaeological perspectives in the debate surrounding European identities. This fascinating and thought-provoking book covers three key areas. It considers how material remains are used in the interpretation of cultural identities, for example 'pan-Celtic culture' and 'Bronze Age Europe'. Finally, it looks at archaeological evidence for the construction of cultural identities in the European past. The authors are critical of monolithic constructions of Europe, and also of the ethnic and national groups within it. In place of such exclusive cultural, political and territorial entities the book argues for a consideration of

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the diverse, hybrid and multiple nature of European cultural identities.

Bringing critical attention to a particular set of Science Fiction and Fantasy films--Larry and Andy Wachowski's *The Matrix*, George Lucas' *Star Wars* saga, and Joss Whedon's *Avengers*--this book utilises a wide-ranging set of critical tools to illuminate their political ideologies, while also examining any resistant and complicating turns or byways the films may provide. What they all have in common ideologically is that they--or at least the genres they belong to--tend to be regarded as belonging to politically conservative frames of sociocultural reference. With the *Star Wars* saga, however, this idea is shown to be superficial and weak.

Bringing together scholarship on issues relating to language, culture, and identity, with a special focus on Asian countries, this volume makes an important contribution in terms of analyzing and demonstrating how language is closely linked with crucial social, political, and economic forces, particularly the tensions between the demands of globalization and local identity. A particular feature is the inclusion of countries that have been under-represented in the research literature, such as Nepal, Bangladesh, Brunei Darussalam, Pakistan, Cambodia, Vietnam, and Korea. The book is organized in three sections: *Globalization and its Impact on Language Policies, Culture, and Identity*; *Language Policy and the Social (Re)construction of National Cultural Identity*; *Language Policy and Language Politics: The Role of English*. Unique in its attention to how the domination of English is being addressed in relation to cultural values and identity by non-English speaking countries in a range of sociopolitical contexts, this volume will help readers to understand the impact of globalization on non-English speaking countries, particularly developing countries, which differ significantly from contexts in the West in their cultural orientations and the way identities are being constructed. *Language Policy, Culture, and Identity in Asian Contexts* will interest scholars and research students in the areas of

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language policy, education, sociolinguistics, applied linguistics, and critical linguistics. It can be adopted in graduate and advanced undergraduate courses on language policy, language in society, and language education.

Technologies of Sexuality, Identity and Sexual Health highlights the complex ways in which sexuality is expressed and enacted through local ideologies, global identities and material cultures, and their influence on people's sexual health and wellbeing. Its impetus is the renewed interest in technology and the 'social life of things,' including pharmaceuticals, expanded sexual and related surgery, the growing exploitation of markets for sexual and contraceptive products, and the impact of these on sexual and health practices and outcomes. The book is organised into three parts. The first section on cultural practices consists of four chapters exploring the durability of various traditional practices, products and beliefs about bodies, illustrating how these technologies enable the exercise of power and draw attention to the complex tasks for individuals who may resist, challenge or avoid their imposition. The second part looks at commonalities across cultural borders and gendered identities -- how products and procedures travel, not only in formal economies and through the vectors of globalisation, but also informally, carried by individuals across cultural and social boundaries though sexual, social and commercial interactions. The final part discusses power and cultural norms in relation to contemporary technologies and to modern rights, places and spaces -- with violence highlighted as a technology of control. The volume brings together anthropologists, sociologists and cultural studies scholars, both senior and emerging scholars from around the globe -- and contains ethnographic data from Australia (indigenous and Anglo), Bangladesh, Brazil, France, India, Indonesia, Mozambique and Zambia, Papua New Guinea, Turkey, the United States, and the cyberworld. Offering an important and topical contribution to the developing global literature on sexuality, sexual identity, culture and health, it is of interest to

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researchers and advanced students in these areas

Cultural Identity and Archaeology

African Americans and the Politics of Representation

Cultural Identity in Transition

The Ideologies of Star Wars, The Matrix and The Avengers

Law, Legal Culture and Society

Wedding as Text

Multilingualism, Cultural Identity, and Education in Morocco

Cultural Identity In Transition Analyses The Challenges That Globalisation And Modernisation Have Brought To Cultural Identity In Recent Years. This Collection Of Articles Highlights Some Of The Central Theoretical Ideas And Models Currently Used In The Analysis Of Cultural Identity In The Social And Cultural Sciences. While The Book S Main Regional Focus Is On Northern Europe, This Is Complemented By Several Case Studies Addressing Issues Of Cultural Identity In Indigenous And Ethnic Communities, In Literary And Artistic Expression, And In Terms Of National Politics Around The World. The Book Discusses In Detail The Questions Like : What Is At Stake In The Global Culture Industry In Terms Of Cultural Identity? How Do The Internet And Information Technology In General Empower Local Communities? What Kinds Of Political Struggles And Conflicts Can Be Associated With The Processes Of Cultural Identity? Cultural Identities Are In Transition, But In What Direction Are They Moving? Cultural Identity In Transition Will Be Essential Reading For University Students

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And Researchers In Sociology, Anthropology, And Cultural And Literary Studies. In this publication, eighteen scholars examine the increasing role of digital media technologies in identity construction through play. This interdisciplinary collection argues that present-day play and games are not only appropriate metaphors for capturing postmodern human identities, but are in fact the means by which people create their identity.

"This is an outstanding book. It is one of only a few scholarly texts that successfully combine a nuanced theoretical understanding of the digital age with empirical case studies of contemporary media culture. The scope is impressive, ranging from questions of digital inequality to emergent forms of cyberpolitics." - Nick Gane, York University

"Well written, very up-to-date with a good balance of examples and theory. It's good to have all the major issues covered in one book." - Peter Millard, Portsmouth University

"This is just the text I was looking for to enable first year undergraduates to develop their critical understanding of the technologies they have embedded so completely in their lives." - Chris Simpson, University College of St Mark & St John This is more than just another book on Internet studies. Tracing the pervasive influence of 'digital culture' throughout contemporary life, this text integrates socio-economic understandings of the 'information society' with the cultural studies approach to production, use, and consumption of digital media and multimedia. Refreshingly readable and packed with examples from profiling databases and mashups to cybersex and the truth about social

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networking, Understanding Digital Culture: Crosses disciplines to give a balanced account of the social, economic and cultural dimensions of the information society. Illuminates the increasing importance of mobile, wireless and converged media technologies in everyday life. Unpacks how the information society is transforming and challenging traditional notions of crime, resistance, war and protest, community, intimacy and belonging. Charts the changing cultural forms associated with new media and its consumption, including music, gaming, microblogging and online identity. Illustrates the above through a series of contemporary, in-depth case studies of digital culture. This is the perfect text for students looking for a full account of the information society, virtual cultures, sociology of the Internet and new media.

The essays in this volume discuss both the culture of technology that we live in today, and culture as technology. Within the chapters of the book cultures of technology and cultural technologies are discussed, focussing on a variety of examples, from varied national contexts. The book brings together internationally recognised scholars from the social sciences and humanities, covering diverse themes such as intellectual property, server farms and search engines, cultural technologies and epistemology, virtual embassies, surveillance, peer-to-peer file-sharing, sound media and nostalgia and much more. It contains both historical and contemporary analyses of technological phenomena as well as epistemological discussions on the uses of technology.

Playful Identities

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The Construction of European Communities
Dialoguing across Cultures, Identities, and Learning
Technologies of Sexiness
Dislocating Cultures
Group Identities on French and British Television
Culture and Technology

Dislocating Cultures takes aim at the related notions of nation, identity, and tradition to show how Western and Third World scholars have misrepresented Third World cultures and feminist agendas. Drawing attention to the political forces that have spawned, shaped, and perpetuated these misrepresentations since colonial times, Uma Narayan inspects the underlying problems which "culture" poses for the respect of difference and cross-cultural understanding. Questioning the problematic roles assigned to Third World subjects within multiculturalism, Narayan examines ways in which the flow of information across national contexts affects our understanding of issues. Dislocating Cultures contributes a philosophical perspective on areas of ongoing interest such as nationalism, post-colonial studies, and the cultural politics of debates over tradition and "westernization" in Third World contexts.

Childhood is increasingly saturated by technology: from television to the Internet, video games to 'video nasties', camcorders to personal computers. Children, Technology and Culture looks at the interplay of children and technology which poses critical questions for how we understand the nature of childhood in late modern society. This collection brings together researchers from a range

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of disciplines to address the following four aspects of this relationship between children and technology: *children's access to technologies and the implications for social relationships *the structural contexts of children's engagement with technologies with a focus on gender and the family *the situatedness of children's interactions with technological objects *the constitution of children and childhood through the mediations of technology _ This book represents a substantial contribution to contemporary social scientific thinking both about the nature of children and childhood, the social impacts of technologies and the various relationships between the two. Digital Online Culture, Identity and Schooling in the Twenty-First Century provides a cultural, ideological critique of identity construction in the context of virtualization. Kimberly Rosenfeld explores the growing number of people who no longer reside in one physical reality but live, work, and play in multiple realities. Rosenfeld's critique of neo-liberal practices in the digital environment brings to light the on-going hegemonic and counter-hegemonic battles over control of education in the digital age. Rosenfeld draws conclusions for empowering the population through schooling, and how it should understand, respond to, and help individuals live out the information revolution. This volume provides an innovative and timely approach to a fast growing, yet still under-studied field in Latin American cultural production: digital online culture. It focuses on the transformations or continuations that cultural products and practices such as hypermedia fictions, net.art and online performance art, as well as blogs, films, databases and other genre-defying web-based projects, perform with respect to Latin American(ist) discourses, as well as their often contestatory positioning with respect to Western hegemonic discourses as they circulate online. The intellectual rationale for

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the volume is located at the crossroads of two, equally important, theoretical strands: theories of digital culture, in their majority the product of the anglophone academy; and contemporary debates on Latin American identity and culture.

Crosscurrents and Complexities in Literacy Classrooms

Identity, Technology, and Bodies

Identities, Traditions, and Third World Feminism

Essays on the Two Trilogies

British Cultural Identities

ALT Culture

Shifting Boundaries in New Media, Technology and Culture

The concept and construct of race is often implicitly yet profoundly connected to issues of culture and identity. Meeting an urgent need for empirical and conceptual research that specifically explores critical issues of race, culture, and identities in second language education, the key questions addressed in this groundbreaking volume are these: How are issues of race relevant to second language education? How does whiteness influence students' and teachers' sense of self and instructional practices? How do discourses of racialization influence the construction of student identities and subjectivities? How do discourses on race, such as colorblindness, influence classroom practices, educational interventions, and parental involvement? How can teachers transform the status quo? Each chapter is grounded in theory and provides implications for engaged practice. Topics cover a wide range of themes that emerge from various pedagogical contexts. Authors from diverse

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racial/ethnic/cultural backgrounds and geopolitical locations include both established and beginning scholars in the field, making the content vibrant and stimulating. Pre-reading Questions and Discussion Questions in each chapter facilitate comprehension and encourage dialogue.

The central purpose of this collection of essays is to make a creative addition to the debates surrounding the cultural heritage domain. In the 21st century the world faces epochal changes which affect every part of society, including the arenas in which cultural heritage is made, held, collected, curated, exhibited, or simply exists. The book is about these changes; about the decentring of culture and cultural heritage away from institutional structures towards the individual; about the questions which the advent of digital technologies is demanding that we ask and answer in relation to how we understand, collect and make available Europe's cultural heritage. Cultural heritage has enormous potential in terms of its contribution to improving the quality of life for people, understanding the past, assisting territorial cohesion, driving economic growth, opening up employment opportunities and supporting wider developments such as improvements in education and in artistic careers. Given that spectrum of possible benefits to society, the range of studies that follow here are intended to be a resource and stimulus to help inform not just professionals in the sector but all those with an interest in cultural heritage.

This volume addresses the pluralistic identity of the legal order. It argues that the mutual reflexivity of the different ways society perceives law and law perceives society eclipses the unique formal identity of written law. It advances a distinctive approach to the plural ways in which legal cultures work in a modern society, through the metaphor of the mirror. As a mirror of society, it distinguishes between the structure and function of legal culture within the legal

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system, and the external representation of law in society. This duality is further problematized in relation to the increasing transnationalisation of law. Based on a multi-level interpretation of the concept of legal culture, the work is divided into three parts: the first addresses the mutual reflections of social and legal norms that support a pluralist representation of internal legal cultures, the second concentrates on the external legal cultures that constantly enable pragmatic adjustments of the legal order to its social environment, and the third concludes the book with a theoretical discussion of the issues presented.

Digital games are an important component in the contemporary media landscape. They are cultural artefacts and, as such, are subjected to specific conventions. These conventions shape our imaginary about games, defining, for example, what a game is, who can play them and where. Different research has been developed to understand and challenge these conventions, and one of the strategies often adopted is fostering game-making among 'gaming minorities'. By popularising games and their means of production, critical skills towards these objects could be developed, these conventions could be fought, and our perceptions of those artefacts could be transformed. Nevertheless, digital games, as obvious as it sounds, are also digital: they depend on technology to exist and are subjected to different technologies' affordances and constraints. Technologies, however, are not neutral and objective, but are also cultural: they too are influenced by values and conventions. This means that, even if the means of production of digital games are distributed among more diverse groups, we should not ignore the role played by technology in this process of shaping our imaginary about games. Cultural and technical aspects of digital media are not, therefore, as conflicting as it might seem, finding themselves entangled in digital games. They are also equally influential in our

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understanding and our cultural uses of these artefacts; but how influential are they? How easy can one go against cultural and technical conventions when producing a game as a non-professional? Can anyone make any kind of game? In this research, I explore young people's game-making practices in non-professional contexts to understand how repertoires, gaming conventions and platform affordances and constraints can be influential in this creative process. I organised two different game-making clubs for young people in London/UK (one at a community-led centre for Latin American migrants and other at a comprehensive primary school). The clubs consisted in a series of workshops offered in a weekly basis, totalling a minimum of 12 hours of instruction/production at each research site. The participants were aged between 11 and 18 and produced a total of 11 games across these two sites with MissionMaker, a software that facilitates the creation of 3D games by non-specialists through ready-made 3D assets, custom audio and image files, and a simplified drop-down-list-based scripting language. Three games and their production teams were selected as case studies and investigated through qualitative methods and under a descriptive-interpretive approach. Throughout the game-making clubs, short surveys, observations, unstructured and semi-structured interviews and a game archive (with week-by-week saves of participants' games) were employed to generate data that was then analysed through a Multimodal Sociosemiotics framework to explore how cultural and technical conventions were appropriated by participants during this experience. Discourses, gaming conventions and MissionMaker's affordances and constraints were appropriated in different ways by participants in the process of game production, culminating in the realisation of different discourses and the construction of diverse identities. These results are relevant since they restate the value of a more holistic approach -

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one that looks at both culture and technology -to critical videogame production within non-professional contexts. These results are also useful to the mapping of the influence of repertoires, conventions and platforms in non-professional game-making contexts, highlighting how these elements are influential but at the same time not prescriptive to the games produced, and how game development processes within these contexts are better understood as dialogical.

Islam, Technoscientific Identities, and the Culture of Curiosity

Technologies of Sexuality, Identity and Sexual Health

Cultural Heritage in a Changing World

Exploring Critically Engaged Practice

A Networked Self

Latin American Identity in Online Cultural Production

György Ligeti's Cultural Identities

A clear introduction to British culture and 'identity', giving readers an insider's view on the way British people perceive themselves, and are positioned by their culture. Tables, photo- graphs and exercises make this an ideal text.

In this book, I attempt to show how colonial and postcolonial political forces have endeavoured to reconstruct the national identity of Morocco, on the basis of cultural representations and ideological constructions closely related to nationalist and ethnolinguistic trends. I discuss how the

issue of language is at the centre of the current cultural and political debates in Morocco. The present book is an investigation of the ramifications of multilingualism for language choice patterns and attitudes among Moroccans. More importantly, the book assesses the roles played by linguistic and cultural factors in the development and evolution of Moroccan society. It also focuses on the impact of multilingualism on cultural authenticity and national identity. Having been involved in research on language and culture for many years, I am particularly interested in linguistic and cultural assimilation or alienation, and under what conditions it takes place, especially today that more and more Moroccans speak French and are influenced by Western social behaviour more than ever before. In the process, I provide the reader with an updated description of the different facets of language use, language maintenance and shift, and language attitudes, focusing on the linguistic situation whose analysis is often blurred by emotional reactions, ideological discourses, political biases, simplistic assessments, and ethnolinguistic identities.

We are 'going virtual' in more and more areas of our lives - from shopping to education, filing systems to love affairs. How can we assess the relationship between technology and culture when culture is so imbued

with technology? This clear, concise and readable text aims to offer the student a one-stop guide through this complex and slippery terrain. Introducing a wealth of theoretical perspectives in a lucid and engaging style and covering a range of topical, challenging and intriguing examples - from cyborgs to digital art - it will be an essential text for everyone wanting to make sense of crucial forces of change on contemporary culture. This book explores contemporary club and dance cultures as a manifestation of aesthetic and prosthetic forms of life. Rief addresses the questions of how practices of clubbing help cultivate particular forms of reflexivity and modes of experience, and how these shape new devices for reconfiguring the boundaries around youth cultural and other social identities. She contributes empirical analyses of how such forms of experience are mediated by the particular structures of night-clubbing economies, the organizational regulation and the local organization of experience in club spaces, the media discourses and imageries, the technologies intervening into the sense system of the body (e.g. music, visuals, drugs) and the academic discourses on dance culture. Although the book draws from local club scenes in London and elsewhere in the UK, it also reflects on similarities and differences between nightclubbing cultures across geographical contexts.

Sex, Identity, and Consumer Culture

The Impacts of Technologies in Children's Everyday Lives

Cultural Technologies

The Illusion of Cultural Identity

Communicating Cultural Identities Through Ritual

Contemporary Publics

Since György Ligeti's death in 2006, there has been a growing acknowledgement of how central he was to the late twentieth-century cultural landscape. This collection is the first book devoted to exploring the composer's life and music within the context of his East European roots, revealing his dual identities as both Hungarian national and cosmopolitan modernist. Contributors explore the artistic and socio-cultural contexts of Ligeti's early works, including composition and music theory, the influence of East European folk music, notions of home and identity, his ambivalent attitude to his Hungarian past and his references to his homeland in his later music. Many of the valuable insights offered profit from new research undertaken at the Paul Sacher Foundation, Basel, while also drawing on the knowledge of long-time associates such as the composer's assistant, Louise Duchesneau. The contributions as a whole reveal Ligeti's thoroughly cosmopolitan milieu and values, and illuminate why his music

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continues to inspire new generations of performers, composers and listeners. A wedding serves as the beginning marker of a marriage; if a couple is to manage cultural differences throughout their relationship, they must first pass the hurdle of designing a wedding ceremony that accommodates those differences. In this volume, author Wendy Leeds-Hurwitz documents the weddings of 112 couples from across the United States, studied over a 10-year period. She focuses on intercultural weddings--interracial, interethnic, interfaith, international, and interclass--looking at how real people are coping with cultural differences in their lives. Through detailed case studies, the book explores how couples display different identities simultaneously. The concepts of community, ritual, identity, and meaning are given extensive consideration. Because material culture plays a particularly important role in weddings as in other examples of ritual, food, clothing, and objects are given special attention here. Focusing on how couples design a wedding ritual to simultaneously meet multiple--and different--requirements, this book provides: *extensive details of actual behavior by couples; *an innovative format: six traditional theoretical chapters, with examples integrated into the discussion, are matched to six "interludes" providing detailed descriptions of the most successful examples of resolving intercultural differences; *a methodological appendix detailing what was done and why these

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decisions were made; and *a theoretical appendix outlining the study's assumptions in detail. *Wedding as Text: Communicating Cultural Identities Through Ritual* is a distinctive study of those who have accepted cultural difference into their daily lives and how they have managed to do so successfully. As such, it is suitable for students and scholars in semiotics, intercultural communication, ritual, material culture, family communication, and family studies, and will be valuable reading for anyone facing the issue of cultural difference.