

1. Record Nr.	UNINA9910164863503321
Autore	Spiegel Josh
Titolo	Yesterday Is Forever : Nostalgia and Pixar Animation Studios
Pubbl/distr/stampa	The Critical Press
ISBN	1-941629-22-9
Descrizione fisica	1 online resource (112 p.)
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Sommario/riassunto	"Affectionate, vivid, and insightful."--Anthony Breznican, Entertainment Weekly Josh Spiegel examines films from Pixar and Disney over the past twenty years, from Toy Story to Frozen, that have embodied their frequent nostalgic longing for the past, one that may not have truly existed outside of the mind's eye.

2. Record Nr.	UNINA9910484037803321
Autore	Eichner Susanne
Titolo	Agency and Media Reception : Experiencing Video Games, Film, and Television / / by Susanne Eichner
Pubbl/distr/stampa	Wiesbaden : , : Springer Fachmedien Wiesbaden : , : Imprint : Springer VS, , 2014
ISBN	3-658-04673-2
Edizione	[1st ed. 2014.]
Descrizione fisica	1 online resource (255 p.)
Collana	Film, Fernsehen, Medienkultur, Schriftenreihe der Filmuniversität Babelsberg KONRAD WOLF, , 2524-3047
Disciplina	302.23 302.23/1 302.231
Soggetti	Culture Mass media Communication Sociology of Culture Media Sociology
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references.
Nota di contenuto	Agency Interdisciplinary -- Interactivity and Play -- From Media Use to Doing Media -- Agency as a Mode of Involvement -- Levels and Points of Agency -- Textuality and Agency -- Exemplary Analyses -- The Quality of Agency in the Media.
Sommario/riassunto	What happens to our sense of agency, our general ability to perform actions in our lifeworlds, in the course of media reception and appropriation? Whilst considering media communication as a special form of social action, this work reconsiders the key concepts of social action theory, pragmatism, communication theory, as well as film, game, and television theory. It thus integrates agency as the key to understanding 'doing media' and at the same time conceptualizes agency as a specific mode of involvement across media boundaries. This approach amalgamates miscellaneous ideas and conceptions such as interactivity, participation, cognitive control, play or empowerment and applies the theoretical considerations on the basis of textual

analyses of the films Inception and The Proposal, the TV shows Lost and I'm a Celebrity and the video games Grand Theft Auto IV, and The Walking Dead. Contents -Agency Interdisciplinary -Interactivity and Play -From Media Use to Doing Media -Agency as a Mode of Involvement -Levels and Points of Agency -Textuality and Agency – Exemplary Analyses -The Quality of Agency in the Media Target Groups -Researchers and students of Media Studies in general, game studies, film studies, and television studies The Author Dr. Susanne Eichner is lecturer at the Academy of Film and Television, Potsdam-Babelsberg (Hochschule für Film und Fernsehen "Konrad Wolf") in the department of Media Studies.
