Record Nr. UNINA9910219864803321 Autore Paz James **Titolo** Nonhuman voices in Anglo-Saxon literature and material culture / / James Paz Pubbl/distr/stampa Manchester, UK:,: Manchester University Press,, 2017 ©2017 **ISBN** 1-5261-1600-6 1 online resource (x, 236 pages): illustrations; digital file(s) Descrizione fisica Collana Manchester Medieval Literature and Culture Disciplina 829.09 English literature - Old English, ca. 450-1100 - History and criticism Soggetti Civilization, Anglo-Saxon Material culture - Great Britain - History - To 1500 Literature Anglo-Saxon LITERARY CRITICISM / Medieval Anglo-Saxon / Old English Criticism, interpretation, etc. History **Great Britain** Lingua di pubblicazione Inglese **Formato** Materiale a stampa Livello bibliografico Monografia Includes bibliographical references and index. Nota di bibliografia Nota di contenuto Acknowledgments --Introduction: On Anglo- Saxon things --1. Æschere's head, Grendel's mother and the swordthat isn't a sword: Unreadable things in Beowulf -- 2. The 'thingness' of time in the Old English riddles of the Exeter Book and Aldhelm's Latin enigmata --3. The riddles of the Franks Casket: Enigmas, agencyand assemblage --4. Assembling and reshaping Christianity in the Livesof St Cuthbert and Lindisfarne Gospels --5. The Dream of the Rood and the Ruthwellmonument: Fragility, brokenness and failure -- Afterword: Old things with new things to say --Bibliography --Index. Sommario/riassunto "Anglo-Saxon 'things' could talk. Nonhuman voices leap out from the

Exeter Book Riddles, telling us how they were made or how they behave. The Franks Casket is a box of bone that alludes to its former

fate as a whale that swam aground onto the shingle, and the Ruthwell monument is a stone column that speaks as if it were living wood, or a wounded body. In this book, James Paz uncovers the voice and agency that these nonhuman things have across Anglo-Saxon literature and material culture. He makes a new contribution to 'thing theory' and rethinks conventional divisions between animate human subjects and inanimate nonhuman objects in the early Middle Ages. Anglo-Saxon writers and craftsmen describe artefacts and animals through riddling forms or enigmatic language, balancing an attempt to speak and listen to things with an understanding that these nonhumans often elude, defy and withdraw from us. But the active role that things have in the early medieval world is also linked to the Germanic origins of the word. where a bing is a kind of assembly, with the ability to draw together other elements, creating assemblages in which human and nonhuman forces combine. Nonhuman voices in Anglo-Saxon literature and material culture invites us to rethink the concept of voice as a quality that is not simply imposed upon nonhumans but which inheres in their ways of existing and being in the world. It asks us to rethink the concept of agency as arising from within groupings of diverse elements, rather than always emerging from human actors alone."