1.	Record Nr.	UNINA9911022355603321
	Autore	Heino Brett
	Titolo	Literary Geographies and the Work of David Ireland : An Australian Atlas / / by Brett Heino
	Pubbl/distr/stampa	Singapore : , : Springer Nature Singapore : , : Imprint : Palgrave Macmillan, , 2025
	ISBN	981-9502-37-3
	Edizione	[1st ed. 2025.]
	Descrizione fisica	1 online resource (331 pages)
	Collana	Social Sciences Series
	Disciplina	304.2
	Soggetti	Human geography Cultural geography Australasian literature Human Geography Social and Cultural Geography Australasian Literature
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Nota di contenuto	Chapter 1: Introduction -- Chapter 2: Radical geography and the spatiality of capitalism -- Chapter 3: Literary geography and the spatial unconscious -- Chapter 4: From the hidden abode of production to global capital -- Chapter 5: Abstract space and the cauldron of the state -- Chapter 6: Second nature comes first – the world according to capital -- Chapter 7: The Southern Cross Hotel and Home Beautiful – place triumphant? -- Chapter 8: Betwixt and between the lumpenproletariat -- Chapter 9: Women of the present and future – spatiality and gender -- Chapter 10: Conclusion.
	Sommario/riassunto	This book explores the spatiality of post-World War II Australian society through the vehicle of David Ireland's literature. Employing concepts from radical geography and structural Marxist literary theory, it posits the existence of a spatial unconscious of literary texts, whereby they encode the spatiality of the society into which they are born. By mining the spatial unconscious of Ireland's texts, we can create a complex, unique and highly fertile atlas of the spaces and places of Australia. In particular, Ireland's works ideologically handle the contradictory

relationship between capitalism's regime of abstract space, rooted in the production process and the state, and the meaningful social places that can be forged out of the struggle of social forces including workers, lumpenproletarians, women and indigenous peoples. In the midst of the contemporary spatial crisis, this study of Ireland is a form of mapping, creating an atlas by which we might plot our past and present and orient ourselves to the future. Brett Heino is a legal scholar and historian in the Law Faculty at the University of Technology Sydney, Australia. His research interests include literary geography, the political economy of labour law, and the legal and spatial structure of post-World War II Australian capitalism. He is the author of two books: Regulation Theory and Australian Capitalism: Rethinking Social Justice and Labour Law (2017) and Space, Place and Capitalism: The Literary Geographies of The Unknown Industrial Prisoner (2021). He has also published articles in leading journals, including Political Geography, Environment & Planning E, Labour History and the Journal of Australian Political Economy.

2.	Record Nr.	UNINA9910320749903321
	Autore	Harrer Sabine Sabine Harrer, Universität Wien, Österreich
	Titolo	Games and Bereavement : How Video Games Represent Attachment, Loss, and Grief / Sabine Harrer
	Pubbl/distr/stampa	Bielefeld, : transcript Verlag, 2019
		2019, c2018
	ISBN	9783839444153
		3839444152
	Edizione	[1st ed.]
	Descrizione fisica	1 online resource (274 p.)
	Collana	Edition Medienwissenschaft
	Disciplina	794.8019
	Soggetti	Videogames
		Attachment
		Grief
		Media Design
		Art Therapy
		Media
		Computer Games
		Media Aesthetics
		Media Studies

Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references.
Nota di contenuto	
Sommario/riassunto	How can videogames portray love and loss? Games and Bereavement answers this question by looking at five videogames and carrying out a participatory design study with grievers. Sabine Harrer highlights possible connections between grief and videogames, arguing that game design may help make difficult personal feelings tangible. After a brief literary review of grief concepts and videogame theory, the book deep-dives into examples of tragic inter-character relationships from videogame history. Building on these examples, the book presents a case study on pregnancy loss as a potential grief experience that can be validated through game design dialogue.