

1. Record Nr.	UNINA9910712813803321
Autore	Koupal John W.
Titolo	Determination of NOx and HC basic emission rates, OBD and I/M effects for tier 1 and later LDVs and LDTs : M6.EXH.007 : draft // John W. Koupal, Edward L. Glover, Assessment and Modeling Division, Office of Mobile Sources, U.S. Environmental Protection Agency
Pubbl/distr/stampa	[Washington, D.C.] : , : United States Environmental Protection Agency, Air and Radiation, , 1999
Descrizione fisica	1 online resource (18 pages, 24 unnumbered pages) : illustrations
Soggetti	Automobiles - Motors - Exhaust gas - Measurement Air - Pollution - Measurement
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	"EPA420-P-99-009." "March 1999." Supersedes EPA 420-D-00-002.
Nota di bibliografia	Includes bibliographical references.

2. Record Nr.	UNINA9910483421103321
Autore	Kerner Aaron
Titolo	Theorizing Stupid Media : De-Naturalizing Story Structures in the Cinematic, Televisual, and Videogames // by Aaron Kerner, Julian Hoxter
Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Palgrave Macmillan, , 2019
ISBN	9783030281762 3030281760
Edizione	[1st ed. 2019.]
Descrizione fisica	1 online resource (232 pages)
Disciplina	302.23 302.234
Soggetti	Film genres Popular culture Genre Studies Popular Culture
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	1.The Stupider the Better -- 2.The Stupid in the Contemporary Hollywood Vernacular: Spectacularly Stupid Transformers -- 3.The Stupid in Genre Fails -- 4.The Stupid as Narrative Dissonance -- 5.The Stupid as Ludonarrative Dissonance -- 6.Conclusion: Well That Was Stupid.
Sommario/riassunto	This book explores the stupid as it manifests in media-the cinema, television and streamed content, and videogames. The stupid is theorized as media that "fails" to conform to established narrative conventions, often surfacing at evolutionary moments. Each chapter explores different manifestations of the stupid: exemplified in the Transformers franchise the contemporary Hollywood vernacular privileges kinetic qualities over conventional narration, and is often dismissed as being stupid. The stupid is also evident in genre failures. Narrative dissonance, where a story "feels off", might be perceived as stupid-Adventure Time being a key example. "Ludonarrative dissonance" refers to instances in videogames (e.g., Bioshock) where

gameplay seemingly runs counter to the narrative, thus stupefying. The authors take the film Sucker Punch as a concluding exercise, applying the book's theorization of the stupid. This book is addressed to those interested in media that is quirky, spectacle-driven, or generally hard to place-stupid! .

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