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Descrizione fisica	1 online resource (x, 262 pages)
Collana	Comparative literature and culture
Disciplina	791.43655
Soggetti	Vulnerability (Personality trait) in motion pictures
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references.
Nota di contenuto	Cover -- Half Title -- Series Information -- Title Page -- Copyright Page -- Contents -- List of contributors -- Introduction: on/off limits -- Notes -- Bibliography -- 1 What if they could speak? Humanized animals in science fiction -- Victor Frankenstein meets Charles Darwin -- Listening to a dog's voice -- The freak children of the bomb -- Genetic engineering, or the new Frankensteins of the third millennium -- Notes -- Bibliography -- 2 Rewriting the myth: consideration of the Minotaur in Georgi Gospodinov's The Physics of Sorrow -- 'The Case of M.': a story of abuse 'The Green Box': an anti-anthropocentric revolution -- Notes -- Bibliography -- 3 A vulnerable predator: the wolf as a symbol of the natural environment in the works of Ernest Thompson Seton, Jack London and Cormac McCarthy -- Introduction: real vs mythical wolves -- Seton and the trapper story -- London's hybrid heroes -- McCarthy's vulnerable predator -- Conclusion: the endangered wolf -- Notes -- Bibliography -- 4 Retelling the Parsley Massacre: vulnerability and resistance in Danticat's The Farming of Bones -- The massacre and its context -- Narrating the massacre Conclusion: narration and community -- Notes -- Bibliography -- 5 Toni Cade Bambara's vulnerable men -- Juxtaposing the deviant: representations of vulnerability -- Narrating disability, narrating ideology? -- Challenging (in)vulnerability -- Towards 'Blackhood': conclusion -- Notes -- Bibliography -- 6 The Secret Agent --

fictionalizing history: Joseph Conrad and Stan Douglas -- A Simple Tale of the Nineteenth Century -- A moment in flux -- Looping time -- From Hitchcock to the multiscreen -- The process of suture -- Notes -- Bibliography -- 7 New worlds: violent intersections in graphic novels Introduction: new worlds and contrapuntal readings -- A world before violence -- First encounters -- Violent intersections -- New worlds -- Glimmers of hope: a new new world? -- Conclusion: documents of suffering and the future -- Notes -- Bibliography -- 8 Ludic space in horror fiction -- Urban space in 'The Shadow over Innsmouth' -- Formalizing action in video games -- Virtual spaces in horror literature -- Conclusion: horror fiction and vulnerability -- Notes -- Bibliography -- Ludography -- 9 Graphic stories of resistance: a comic memoir of becoming -- The dignity to fail and to differ Writing in a minor key -- Acknowledgements -- Notes -- Bibliography -- 10 The cryptographic narrative in video games: the player as detective -- Narrative cryptography -- Structure of cryptographic narrative within video games -- The function of cryptographic narrative in video games -- The case of Five Nights at Freddy's -- Conclusion -- Notes -- Bibliography -- Gameography -- 11 Narrating pornographic images: photographic description and ekphrasis in De fotograaf by Jef Geeraerts -- Visuality in pornographic prose -- Literature and photography.

Sommario/riassunto

Mediating Vulnerability brings vulnerability studies into dialogue with media and genre studies to examine vulnerability from a range of connected perspectives.
