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Autore	Yeates Robert
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Nota di contenuto	Cover -- Half Title -- Series Information -- Title Page -- Copyright Page -- Contents -- List of figures -- Acknowledgements -- Introduction -- Modern cities and ruin -- A brief history of the end of the world in sf -- The pleasures of urban ruins -- State of the field -- Parameters of study -- Structure of the book -- Notes -- 1 Urban apocalypse in the magazines -- The Scarlet Plague -- Cycles of urbanization and modernization -- The 1906 San Francisco earthquake and fire -- The publication of The Scarlet Plague -- Critical responses to The Scarlet Plague The afterlife of The Scarlet Plague -- Conclusion -- Notes -- 2 Listening to ruins on the radio -- Audio fiction and the imagination -- The roots of radio's golden age sf -- Post-war sf on the airwaves -- The heights of radio sf -- Conclusion -- Notes -- 3 Cinema and the aesthetics of destruction -- Urban destruction on film -- Aerial warfare and the imagination of disaster -- Destruction and renewal in The War of the Worlds -- Rebuilding the future in The Time Machine -- Conclusion -- Notes -- 4 Urban decay in the transmedia universe of Blade Runner -- Marginalization The glamour of decay: Los Angeles and New York City -- The policing of sexual identities -- Permeable boundaries -- Illicit relationships -- Deviancy and class -- Conclusion -- Notes -- 5 Playing in virtual ruins from Wasteland to Wasteland 2 -- Virtual space and the post-apocalyptic city -- Gameplay motivation and immersion -- Wasteland and 2D worlds -- 2.5D spaces and Fallout -- Choices in virtual worlds -- 3D game spaces -- Ruins in 3D worlds -- Narrative choices in Fallout 3 and 4 -- Wasteland 2 --

Conclusion -- Notes -- 6 Cities and sanctuary in The Walking Dead The Walking Dead as transmedia fictional world -- 'We are the walking dead' -- Atlanta -- Resurgens -- Unsalvageable cities -- Alexandria -- Gated communities -- Cities and violence -- Conclusion -- Notes -- Bibliography -- Index -- Back Cover.

Sommario/riassunto

American Cities in Post-Apocalyptic Science Fiction explores the post-apocalyptic American city in literary and popular fiction, across print, visual, audio and digital media.