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Descrizione fisica	1 online resource (xiii, 189 pages) : forms
Collana	Literary Disability Studies, , 2947-7417
Soggetti	Disabilities in literature Simulation games Science fiction - History and criticism
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Chapter 1: Other Worlds, Other Selves: Moving Beyond Escapism -- Chapter 2: "Everyone's a Composite": Rethinking Three of Cyberpunk's Overlooked Women Writers as New Materialists -- Chapter 3: The Performing Wiggin Siblings: Reading Ender's Game Through Disability Theory -- Chapter 4: The Threat of Silence in Mark Alpert's Dystopian Simulation -- Chapter 5: From Memes to Comics: Virtual Embodiment in Visual Rhetoric -- Chapter 6: The Player and the Avatar: Performing as Other -- Chapter 7: Learning Through Play: An Inclusive Pedagogy for the Twenty-First Century -- Chapter 8: The End ... but not Game Over.
Sommario/riassunto	"Disability Identity in Simulation Narratives considers the relationship between disability identity and simulation activities (ranging from traditional gameplay to more revolutionary technology) in contemporary science fiction. Anelise Haukaas applies posthumanist theory to an examination of disability identity in a variety of science fiction texts: adult novels, young adult literature and comics, as well as ethnographic research with gamers. Haukaas argues that instead of being a means of escapism, simulated experiences are a valuable tool

for cultivating self-acceptance and promoting empathy. Through increasingly accessible technology and innovative gameplay, traditional hierarchies are dismantled, and different ways of being are both explored and validated. Ultimately, the book aims to expand our understandings of disability, performance, and self-creation in significant ways by exploring the boundless selves that the simulated environments in these texts allow."--Provided by publisher.

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