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Autore	Torchin Leshu
Titolo	Creating the witness [[electronic resource]] : documenting genocide on film, video, and the Internet / / Leshu Torchin
Pubbl/distr/stampa	Minneapolis, : University of Minnesota Press, 2012
ISBN	1-4529-4881-X 0-8166-8192-9
Descrizione fisica	1 online resource (278 p.)
Collana	Visible evidence ; ; 26
Disciplina	070.1/8
Soggetti	Documentary films - History and criticism Genocide in motion pictures Genocide in mass media
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Introduction: screen media and witnessing publics -- To acquaint America with ravished Armenia -- Witness for the prosecution: films at Nuremberg -- Reflections on the world stage: imagining fields of witnessing for Rwanda and the Balkans -- The work of WITNESS: negotiating the challenges of video advocacy -- iWitnesses and citizentube: focus on Darfur -- Conclusion: testimonial encounters and tempering the celebratory narrative.
Sommario/riassunto	Since the beginning of the conflict in 2003, more than 300,000 lives have been lost in Darfur. Players of the video game Darfur Is Dying learn this sobering fact and more as they work to ensure the survival of a virtual refugee camp. The video game not only puts players in the position of a struggling refugee, it shows them how they can take action in the real world. Creating the Witness examines the role of film and the Internet in creating virtual witnesses to genocide over the last one hundred years. The book asks, how do visual media work to produce witnesses-au