

1. Record Nr.	UNINA9910790594103321
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Titolo	Go nation [[electronic resource]] : Chinese masculinities and the game of weiqi in China // Marc L. Moskowitz
Pubbl/distr/stampa	Berkeley, Calif., : University of California Press, 2013
ISBN	0-520-27631-0 0-520-95693-1
Descrizione fisica	1 online resource (207 p.)
Collana	Asia: local studies/global themes ; ; v.28
Disciplina	794.4
Soggetti	Go (Game) - China Games - Social aspects - China
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	Frontmatter -- Contents -- List of illustrations -- Preface -- Acknowledgments -- 1, Introduction -- 2. Multiple Metaphors and Mystical Imaginaries: A Cultural History of Weiqi -- 3. Nation, Race, and Man -- 4. Becoming Men: Children's Training in Contemporary China -- 5. A Certain Man: University Students, Amateurs, and Professionals -- 6. Retirement and Constructions of Masculinity among Working-Class Weiqi Players -- 7. Conclusion: Looking Forward to a Bygone Age -- Notes -- Glossary of Terms -- Bibliography -- Index
Sommario/riassunto	Go (Weiqi in Chinese) is one of the most popular games in East Asia, with a steadily increasing fan base around the world. Like chess, Go is a logic game but it is much older, with written records mentioning the game that date back to the 4th century BC. As Chinese politics have changed over the last two millennia, so too has the imagery of the game. In Imperial times it was seen as a tool to seek religious enlightenment and was one of the four noble arts that were a requisite to becoming a cultured gentleman. During the Cultural Revolution it was a stigmatized emblem of the lasting effects of feudalism. Today, it marks the reemergence of cultured gentlemen as an idealized model of manhood. Marc L. Moskowitz explores the fascinating history of the game, as well as providing a vivid snapshot of Chinese Go players today. Go Nation uses this game to come to a better understanding of

Chinese masculinity, nationalism, and class, as the PRC reconfigures its history and traditions to meet the future.
