

1. Record Nr.	UNINA9910796388003321
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Titolo	A cultural history of chess-players : Minds, machines, and monsters / / John Sharples
Pubbl/distr/stampa	Manchester, [Michigan] : , : Manchester University Press, , 2017 ©2017
ISBN	1-5261-2055-0 1-5261-2054-2
Descrizione fisica	1 online resource (225 pages)
Disciplina	794.1092/2
Soggetti	Chess - Social aspects Chess players Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references (pages 217-218) and index.
Sommario/riassunto	This inquiry concerns the cultural history of the chess-player. It takes as its premise the idea that the chess-player has become a fragmented collection of images, underpinned by challenges to, and confirmations of, chess's status as an intellectually-superior and socially-useful game, particularly since the medieval period. Yet, the chess-player is an understudied figure. No previous work has shone a light on the chess-player itself. Increasingly, chess-histories have retreated into tidy consensus. This work aspires to a novel reading of the figure as both a flickering beacon of reason and a sign of monstrosity. To this end, this book, utilising a wide range of sources, including newspapers, periodicals, detective novels, science-fiction, and comic-books, is underpinned by the idea that the chess-player is a pluralistic subject used to articulate a number of anxieties pertaining to themes of mind, machine, and monster.