

1. Record Nr.	UNINA9910810435003321
Titolo	Games and game playing in European art and literature, 16th-17th centuries // edited by Robin O'Bryan [[electronic resource]]
Pubbl/distr/stampa	Amsterdam : , : Amsterdam University Press, , 2019
ISBN	90-485-4484-X
Descrizione fisica	1 online resource (284 pages) : digital, PDF file(s)
Collana	Cultures of play, 1300-1700
Disciplina	809.933579
Soggetti	Games in literature Literature, Modern - 15th and 16th centuries - History and criticism Literature, Modern - 17th century - History and criticism
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Title from publisher's bibliographic system (viewed on 20 Nov 2020).
Nota di contenuto	Front matter -- Table of Contents -- List of Illustrations -- Acknowledgments -- Introduction. A Passion for Games -- 1. "Mad Chess" with a Mad Dwarf Jester -- 2. Changing Hands. Jean Desmarets, Stefano della Bella, and the Jeux de Cartes -- 3. "A game played home". The Gendered Stakes of Gambling in Shakespeare's Plays -- 4. "Now if the devil have bones,/ These dice are made of his". Dice Games on the English Stage in the Seventeenth Century -- 5. The World Upside Down. Giuseppe Maria Mitelli's Games and the Performance of Identity in the Early Modern World -- 6. "To catch the fellow, and come back again". Games of Prisoner's Base in Early Modern English Drama -- 7. Against Opposition (at Home). Middleton and Rowley's The World Tossed at Tennis as Tennis -- 8. Ordering the World. Games in the Architectural Iconography of Stirling Castle, Scotland -- 9. The Games of Philipp Hainhofer. Ludic Appreciation and Use in Early Modern Art Cabinets -- Index
Sommario/riassunto	This collection of essays examines the vogue for games and game playing as expressed in art and literature in sixteenth- and seventeenth-century Europe. Focusing on games as a leitmotif of creative expression, these scholarly inquiries are framed as a response to two main questions: how were games used to convey special meanings in art and literature, and how did games speak to greater issues in European society? In chapters dealing with chess, playing

cards, board games, dice, gambling, and outdoor and sportive games, essayists show how games were used by artists, writers, game makers and collectors, in the service of love and war, didactic and moralistic instruction, commercial enterprise, politics and diplomacy, and assertions of civic and personal identity. Offering innovative iconographical and literary interpretations, their analyses reveal how games 'played, written about, illustrated and collected' functioned as metaphors for a host of broader cultural issues related to gender relations and feminine power, class distinctions and status, ethical and sexual comportment, philosophical and religious ideas, and conditions of the mind.
