

1. Record Nr.	UNINA9910818316403321
Autore	Gattoronchieri Valeria
Titolo	La postura correcta // Valeria Gattoronchieri
Pubbl/distr/stampa	[Barcelona, Spain] : , : Editorial De Vecchi, , 2016 ©2016
ISBN	1-68325-141-5
Descrizione fisica	1 online resource (111 pages) : color illustrations
Disciplina	613.78
Soggetti	Posture Physical fitness Exercise
Lingua di pubblicazione	Spagnolo
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	"Bienestar y forma fisica"--Cover.

2. Record Nr.	UNICAMPANIAVAN00273603
Titolo	Human Chromosome Atlas : Introduction to Diagnostics of Structural Aberrations / Claudia Behrend ... [et al.]
Pubbl/distr/stampa	2. e, : - Cham : , prin
Titolo uniforme	Human Chromosome Atlas : Introduction to Diagnostics of Structural Aberrations
Descrizione fisica	2023. - X : 388 ; : ill
Disciplina	576.5 571.6 613
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
3. Record Nr.	UNINA9910973454703321
Autore	Wolf Mark J. P
Titolo	Building imaginary worlds : the theory and history of subcreation / / Mark J. P. Wolf
Pubbl/distr/stampa	New York ; ; Oxfordshire, England, : Routledge, c2012 New York ; ; Oxfordshire, England : , : Routledge, , 2012
ISBN	1-136-22081-X 0-203-09699-1
Edizione	[1st ed.]
Descrizione fisica	1 online resource (409 p.)
Disciplina	801/.92
Soggetti	Creation (Literary, artistic, etc.) Imaginary societies - Authorship Fiction - History and criticism - Theory, etc
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.

Cover; Title Page; Copyright Page; Dedication; Table of Contents; List of Figures; Acknowledgements; Introduction; World-building as a Human Activity; Toward a Theory of Imaginary Worlds; 1 Worlds within the World; The Philosophy of Possible Worlds; Imagination, Creation, and Subcreation; Degrees of Subcreation; Story vs. World: Storytelling and World-building; Invention, Completeness, and Consistency; Invention; Completeness; Consistency; Immersion, Absorption, and Saturation; World Gestalten: Ellipsis, Logic, and Extrapolation; Catalysts of Speculation

Connecting the Secondary World to the Primary World  
2 A History of Imaginary Worlds; Transnarrative Characters and Literary Cycles; The Mythical and Unknown World; Travelers' Tales and the Age of Exploration; Utopias and Dystopias; The Genres of Science Fiction and Fantasy; Science Fiction; Fantasy; The Rise of Mass Media; Early Cinema and Comic Strips; Oz: The First Great Transmedial World; Pulp Magazines; Developments in Cinema and Theater; Radio and Television; Developments in Literature; The Lord of the Rings and Tolkien's Influence; New Universes and the Rise of the Media Franchise  
Interactive Worlds  
Into the Computer Age; Worlds as Art and Thought  
Experiments; 3 World Structures and Systems of Relationships; Secondary World Infrastructures; Maps; Timelines; Genealogies; Nature; Culture; Language; Mythology; Philosophy; Tying Different Infrastructures Together; 4 More than a Story: Narrative Threads and Narrative Fabric; Narrative Threads, Braids, and Fabric; Backstory and World History; Sequence Elements and Internarrative Theory; Retroactive Continuity (Retcon) and Reboots; Crossovers, Multiverses, and Retroactive Linkages; Interactivity and Alternate Storylines  
The Story of the World: "Making Of " Documentation  
5 Subcreation within Subcreated Worlds; Importance of the Word; Self-reflexivity; Subcreated Subcreators and Diegetic World-building; Evil Subcreators; 6 Transmedial Growth and Adaptation; The Nature of Transmediality; Windows on the World: Words, Images, Objects, Sounds, and Interactions; Transmedial Expansion; Description; Visualization; Auralization; Interactivation; Deinteractivation; Encountering Transmedial Worlds; 7 Circles of Authorship; Open and Closed Worlds; Levels of Canonicity; Originator and Main Author  
Estates, Heirs, and Torchbearers  
Employees and Freelancers; Approved, Derivative, and Ancillary Products; Elaborationists and Fan Productions; Participatory Worlds; Creation, Subcreation, and the Imago Dei; Appendix: Timeline of Imaginary Worlds; Notes; Glossary; Index

Mark J.P. Wolf's study of imaginary worlds theorizes world-building within and across media, including literature, comics, film, radio, television, board games, video games, the Internet, and more. Building Imaginary Worlds departs from prior approaches to imaginary worlds that focused mainly on narrative, medium, or genre, and instead considers imaginary worlds as dynamic entities in and of themselves. Wolf argues that imaginary worlds-which are often transnarrative, transmedial, and transauthorial in nature-are compelling objects of inquiry for Media Studies. Chapters touch on: