

1. Record Nr.	UNISA996453544803316
Autore	Heß Cordelia
Titolo	The Medieval Archive of Antisemitism in Nineteenth-Century Sweden / / Cordelia Heß
Pubbl/distr/stampa	Berlin ; ; Boston : , : De Gruyter, , [2021] ©2022
ISBN	3-11-075740-0
Descrizione fisica	1 online resource (194 p.)
Collana	Religious Minorities in the North : History, Politics, and Culture , , 2627-440X ; ; 3
Soggetti	HISTORY / Europe / Scandinavia
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Sommario/riassunto	<p>The significance of religion for the development of modern racist antisemitism is a much debated topic in the study of Jewish-Christian relations. This book, the first study on antisemitism in nineteenth-century Sweden, provides new insights into the debate from the specific case of a country in which religious homogeneity was the considered ideal long into the modern era. Between 1800 and 1900, approximately 150 books and pamphlets were printed in Sweden on the subject of Judaism and Jews. About one third comprised of translations mostly from German, but to a lesser extent also from French and English. Two thirds were Swedish originals, covering all genres and topics, but with a majority on religious topics: conversion, supersessionism, and accusations of deicide and bloodlust. The latter stem from the vastly popular medieval legends of Ahasverus, Pilate, and Judas which were printed in only slightly adapted forms and accompanied by medieval texts connecting these apocryphal figures to contemporary Jews, ascribing them a physical, essential, and biological coherence and continuity - a specific Jewish temporality shaped in medieval passion piety, which remained functional and intelligible in the modern period. Relying on medieval models and their combination of religious and racist imagery, nineteenth-century debates were informed by a comprehensive and mostly negative "knowledge" about</p>

2. Record Nr.	UNINA9910835100803321
Titolo	Video game art reader . version_4.1.2022 / / Editor-in-Chief, Tiffany Funk ; Managing Editor, Michael Reed
Pubbl/distr/stampa	Amherst, Massachusetts : , : Amherst College Press, , [2022] ©2022
ISBN	1-943208-35-2
Descrizione fisica	1 electronic resource (118 p.)
Soggetti	Video games - Design Video games - Social aspects Computer art Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references.
Sommario/riassunto	In computing, overclocking refers to the common practice of increasing the clock rate of a computer to exceed that certified by the manufacturer. The concept is seductive but overclocking may destroy your motherboard or system memory, even irreparably corrupt the hard drive. Volume 4 of the Video Game Art Reader (VGAR) proposes overclocking as a metaphor for how games are produced and experienced today, and the temporal compressions and expansions of the many historical lineages that have shaped game art and culture. Contributors reflect on the many ways in which overclocking can be read as a means of oppression but also a strategy to raise awareness of how inequities have shaped video games.