

The Walking Dead 179

Harnessing the power of fandom--from Game of Thrones to The Legend of Zelda--to conquer anxiety, heal from depression, and reclaim balance in mental and emotional health. Modern mythologies are everywhere--from the Avengers of the Marvel Cinematic Universe to The Wicked + The Divine. Where once geek culture was niche and hidden, fandom characters and stories have blasted their way into our cineplexes, bookstores, and consoles. They help us make sense of our daily lives--and they can also help us heal. Psychotherapists and hosts of the popular Starship Therapise podcast Larisa A. Garski and Justine Mastin offer a self-help guide to the mental health galaxy for those who have been left out of more traditional therapy spaces: geeks, nerds, gamers, cosplayers, introverts, and everyone in between. Starship Therapise explores how narratives and play inform our lives, inviting readers to embrace radical self-care with Westworld's Maeve and Dolores, explore anxiety with Miyazaki, and leverage narrative therapy with Arya Stark. Spanning fandoms from Star Wars to The Expanse and The Legend of Zelda to Outer Wilds, readers will explore mental health and emotional wellness without conforming to mainstream social constructs. Insights from comics like Uncanny X-Men, Black Panther, Akira, Bitch Planet, and The Wicked + The Divine offer avenues to growth and self-discovery alongside explorations of the triumphs and trials of heroes, heroines, and beloved characters from Supernatural, Wuthering Heights, The Lord of the Rings, The Broken Earth trilogy, Mass Effect, Fortnite, Minecraft, Buffy the Vampire Slayer, and Star Trek. Each chapter closes with a mindfulness meditation or yoga exercise to inspire reflection, growth, and the mind-body-fandom connection.

In 2010, The Walking Dead premiered on AMC and has since become the most watched scripted program in the history of basic cable. Based on the graphic novel series by Robert Kirkman, The Walking Dead provides a stark, metaphoric preview of what the end of civilization might look like: the collapse of infrastructure and central government, savage tribal anarchy, and purposeless hordes of the wandering wounded. While the representation of zombies has been a staple of the horror genre for more than half a century, the unprecedented popularity of The Walking Dead reflects an increased identification with uncertain times. In The Walking Dead Live! Essays on the Television Show, Philip L. Simpson and Marcus Mallard have compiled essays that examine the show as a cultural text. Contributors to this volume consider how the show engages with our own social practices—from theology and leadership to gender, race, and politics—as well as how the show reflects matters of masculinity, memory, and survivor's guilt. As a product of anxious times, The Walking Dead gives the audience an idea of what the future may hold and what popular interest in the zombie genre means. Providing insight into the broader significance of the zombie apocalypse story, The Walking Dead Live! will be of interest to scholars of sociology, cultural history, and television, as well as to fans of the show.

Considering the social processes that drove the information explosion of the 1600s, this is an account of the conversion of the public from an object of state surveillance into a subject of self-knowledge. It shows that public texts projected a national collectivity characterized by access to markets, mobility, sociability, and self-fashioning.

"WYTCHE: THE BAD EGG," Part Seven
STORY: SCOTT SNYDER
ART: JOCK and MATT HOLLINGSWORTH
Volume two of the Diamond Gem Award-winning comics magazine IMAGE+ continues with all the hard-hitting content you love! This issue features 80 pages of interviews, previews, and in-depth features, plus exclusive comics content. IMAGE+ remains your number-one source for news and information about Image Comics, and now's the perfect time to get in on the ground floor. IMAGE+ is once again available for the low, low price of FREE for anyone already purchasing a copy of DiamondOs Previews.

A Fresh Cup of Tolerance

Vampire State Building

The Complete Story of Quentin Tarantino's Masterpiece

Strange Histories

More Things Than are Dreamt of

Starship Therapise

Deep into the Labyrinths in the Novels by Louise Welsh

"NEW WORLD ORDER," Part Five
The journey home. There's nothing worse than returning with fewer people than you left with.

Since the emergence of on-demand streaming platforms, television as a storytelling medium has drastically changed. The lines between TV and cinema are blurred. Traditionally, television relied on narrative forms and genres that were highly formulaic, striving to tease the viewer onward with a series of cliffhangers while still maintaining viewer comprehension. Now, on platforms such as Netflix, the lack of commercial breaks and the practice of "binge-watching" have led to a new type of television flow that urges viewers to see and consume a series as a whole and not as a fragmented narrative. This book examines the structuring methods of 13 Netflix original horror series, including Chilling Adventures of Sabrina, Stranger Things, Hemlock Grove, The Haunting of Hill House, and Santa Clarita Diet. Although these shows use television as the medium of storytelling, they are structured according to the classical rules of film.

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In this riveting, “gory, and action-packed” (Jonathan Maberry) survival thriller, set in the expansive world of Robert Kirkman’s The Walking Dead series, three people from different walks of life in China must join forces against the typhoon of undead as chaos sweeps over Asia. In the aftermath of the zombie virus outbreak, what remains of the Chinese government has estimated that one billion walkers (called jiangshi) are currently roaming through the country. Across this dramatic landscape, large groups of survivors have clustered together for safety in villages and towns that have been built vertically as a means of protection against the unceasing wave of jiangshi. Before this devastation, Zhu was one of the millions of poor farmers who left their rural roots for the promise of consistent employment in one of China’s booming factory towns. Elena was an American teaching English in China while on a gap year before beginning law school. Hengyen was a grizzled military officer of some renown, and a passionate believer in his nation’s ability to surmount any obstacle. But with the settlement’s 3,000 mouths to feed and the scavengers having to travel further and further in search of food, Zhu ends up at his home village, where he is shocked to find survivors. Does he force them to join the settlement or keep their existence a secret? Meanwhile, Hengyen is tasked with the impossible: fortifying the Beacon against a 100,000-strong “typhoon” of walkers header their way. Even though he realizes that the Beacon hardly stands a chance, Hengyen is a believer and will stand with his compatriots to the very last, bringing him into conflict with Zhu, who intends to flee the path of the typhoon and make for the safety of China’s dramatic mountain ranges before it’s too late. Given “two decaying thumbs up,” (Jonathan Mayberry, author of Rot & Ruin), this book is sure to get your heart racing and leave you wanting more!

The Walking Dead Season 4 Quiz Book

Corporeal Legacies in the US South

Memory and Embodiment in Contemporary Culture

Moo

Essays on the Television Show

Censored Screams

In this darkly satirical send-up of academia and the Midwest, we are introduced to Moo University, a distinguished institution devoted to the study of agriculture. Amid cow pastures and waving fields of grain, Moo’s campus churns with devious plots, mischievous intrigue, lusty liaisons, and academic one-upmanship, Chairman X of the Horticulture Department harbors a secret fantasy to kill the dean; Mrs. Walker, the provost’s right hand and campus information queen, knows where all the bodies are buried; Timothy Monahan, associate professor of English, advocates eavesdropping for his creative writing assignments; and Bob Carlson, a sophomore, feeds and maintains his only friend: a hog named Earl Butz. Wonderfully written and masterfully plotted, Moo gives us a wickedly funny slice of life.

The fourth season of Walking Dead picks up with the group settled into their new lives in the prison. Rick has given up leadership and the Woodbury survivors have joined the new peaceful community but as ever in the post apocalyptic world of the Walking Dead, threats old and new are on the horizon. Inside this book are 200 questions of varying difficulty so batten down the hatches and prepare to test your knowledge on the actions of the survivors of the zombie apocalypse in the latest chapter of this series of quiz books about one of the best shows on television.

Something has happened to drive Rick over the edge. There's no turning back now as we reach the two-year mark on the zombie movie that never ends. Join the thousands of readers already enjoying this book as we ask, "Where do we go from here?" And trust us - this is only the beginning.

It makes us jump. It makes us scream. It haunts our nightmares. So why do we watch horror? Why do we play it? What could possibly appealing about a genre that tries to terrify us? Why would we subject ourselves to shriek-inducing shocks, or spend dozens of hours watching a television show about grotesque flesh-eating monsters? Monstrous Forms offers a theory of horror that works through the genre across a broad range of contemporary moving-image media: film, television, video games, YouTube, gifs, streaming, virtual reality. This book analyzes our experience of and engagement with horror by focusing on its form, paying special attention to the common ground, the styles and forms that move between mediums. It looks at the ways that moving-image horror addresses its audiences, the ways that it elicits, or demands, responses from its viewers, players, browsers. Camera movement (or "camera" movement), jump scares, offscreen monsters-horror innovates and perfects styles that directly provoke and stimulate the bodies in front of the screen. Analyzing films including Paranormal Activity, It Follows, and Get Out, video games including Amnesia: The Dark Descent, Layers of Fear, and Until Dawn, and TV shows including The Walking Dead and American Horror Story, Monstrous Forms argues for understanding horror through its sensational address, and dissects the forms that make that address so effective.

Entrances of pearls: being a 5th ser. of 50 sermons

Technogothics

The Zombie Book

Masterpieces of Supernatural Horror, from Mary Shelley to Stephen King, in Literature and Film

The Rise and Fall (and Rise) of the Walking Dead in Popular Culture

The Ultimate Guide

The Charles McGregor Story

This book examines the ways in which the histories of racial violence, from slavery onwards, are manifest in representations of the body in twenty-first-century culture set in the US South. Christopher Lloyd focuses on corporeality in literature and film to detail the workings of cultural memory in the present. Drawing on the fields of Southern Studies, Memory Studies and Black Studies, the book also engages psychoanalysis, Animal Studies and posthumanism to revitalize questions of the racialized body. Lloyd traces corporeal legacies in the US South through novels by Jesmyn Ward, Kathryn Stockett and others, alongside film and television such as Beasts of the Southern Wild and The Walking Dead. In all, the book explores the ways in which bodies in contemporary southern culture bear the traces of racial regulation and injury.

Within a theoretical framework that makes use of history, psychoanalysis and anthropology, The Early Modern Corpse and Shakespeare’s Theatre explores the relationship of the public theatre to the question of what constituted the ‘dead’ in early modern English culture.Susan Zimmerman argues that concepts of the corpse as a semi-animate, generative and indeterminate entity were deeply rooted in medieval religious culture. Such concepts ran counter to early modern discourses that sought to harden categorical distinctions between body/spirit, animate/inanimate - in particular, the attacks of Reformists on the materiality of ‘dead’ idols, and the rationale of the new anatomy for publicly dissecting ‘dead’ bodies. Zimmerman contends that within this context, theatrical representations of the corpse or corpse/revenant - as seen here in the tragedies of Shakespeare and his contemporaries - uniquely showcased the theatre’s own ideological and performative agency. Features*Original in its conjunction of critical theory (Bataille, Kristeva, Lacan, Benjamin) with an historical account of the shifting status of the corpse in late medieval and early modern England.*The first study to demonstrate connections between the meanings attached to the material body in early modern Protestantism, the practice of anatomical dissection, and the English public theatre.*Strong market appeal to scholars and graduate students with interests in the theatre of Shakespeare and his contemporaries, early modern religion and science, and literary theory. *Relevant to advanced undergraduates taking widely taught courses in Shakespeare and in Renaissance drama.

In the years following 9/11, American TV developed a preoccupation with apocalypse. Science fiction and fantasy shows ranging from Firefly to Heroes, from the rebooted Battlestar Galactica to Lost, envisaged scenarios in which world-changing disasters were either threatened or actually took place. During the same period numerous commentators observed that the American media’s representation of gender had undergone a marked regression, possibly, it was suggested, as a consequence of the 9/11 attacks and the feelings of weakness and insecurity they engendered in the nation’s men. Eve Bennett investigates whether the same impulse to return to traditional images of masculinity and femininity can be found in the contemporary cycle of apocalyptic series, programmes which, like 9/11 itself, present plenty of opportunity for narratives of damsels-in-distress and heroic male rescuers. However, as this book shows, whether such narratives play out in the expected manner is another matter.

"AFTERMATH" Carl fights for the Commonwealth but who is he fighting against?

Early Modern Corpse and Shakespeare's Theatre

Information and Nation in the Early Modern Period

Up from the Walking Dead

A Narrative Structural Analysis of Original Series

Using Therapeutic Fanfiction to Rewrite Your Life

The Walking Dead Live!

Moments in television

Exploring Depth Psychology and the Female Self: Feminist Views from Somewhere presents a Jungian take on modern feminism, offering an international assessment with a dynamic political edge which includes perspectives from both clinicians and academics. Presented in three parts, this unique collection explores how the fields of gender and politics have influenced each other, how myth and storytelling craft feminist narratives and how public discussion can amplify feminist theory. The contributions include some which are traditionally theoretical in tone, and some which are uniquely personal, but all work to encounter the female self as an active entity. The book as a whole offers a multi-faceted and interdisciplinary approach to feminism and feminist issues from contemporary voices around the world, as well as a critique of Jung’s essentialist notion of the feminine. Exploring Depth Psychology and the Female Self will offer insightful perspectives to academics and students of Jungian and post-Jungian studies, gender studies and politics. It will also be of great interest to Jungian analysts and psychotherapists, and analytical psychologists.

"This book provides a cultural and critical analysis of the cinematic zombie tradition. Closely examining influential works Victor Halperin's White Zombie, Jacques Tourneur's I Walked with a Zombie, Lucio Fulci's Zombi 2, Dan O'Bannon's The Return of theLiving Dead, Danny Boyle's 28 Days Later, and, of course, Romero's entire "Dead" series, it establishes Zombies in Gothic tradition"--Provided by publisher.

This volume, a collection with contributions from some of the major scholars of the Gothic in literature and culture, reflects on how recent Gothic studies have foregrounded a plethora of technologies associated with Gothic literary and cultural production. The engaging essays look into the links between technologies and the proliferation of the Gothic seen in an excess of Gothic texts and tropes: Frankensteinesque experiments, the manufacture of synthetic (true?) blood, Moreauesque hybrids, the power of the Borg, Dr Jekyll's chemical experimentations, the machinery of Steampunk, or the corporeal modifications of Edward Scissorhands. Further, they explore how techno-science has contributed to the proliferation of the Gothic: Gothic in social media, digital technologies, the on-line gaming and virtual Gothic communities, the special effects of Gothic-horror cinema. Contributors address how Gothic technologies have, in a general sense, produced and perpetuated ideologies and influenced the politics of cultural practice, asking significant questions: How has the technology of the Gothic contributed to the writing of self and other? How have Gothic technologies been gendered, sexualized, encrypted, coded or de-coded? How has the Gothic manifested itself in new technologies across diverse geographical locations? This volume explores how Gothic technologies textualize identities and construct communities within a complex network of power relations in local, national, transnational, and global contexts. It will be of interest to scholars of the literary Gothic, extending beyond to include fascinating interventions into the areas of cultural studies, popular culture, science fiction, film, and TV.

In The Walking Dead, human beings are pushed to their limits by a zombie apocalypse and have to decide what really matters. Good and evil, freedom and slavery, when one life has to be sacrificed for another, even the nature of religion—all the ultimate questions of human existence are posed afresh as the old society crumbles away and a new form of society emerges, with new beliefs and new rules. The Ultimate Walking Dead and Philosophy brings together twenty philosophers with different perspectives on the imagined world of this addictive TV show. How can we keep our humanity when faced with such extreme life-or-death choices? Did Dr. Jenner do the right thing in committing suicide, when all hope seemed to be lost?

Does the Governor, as the new Machiavelli, prove that willingness to repeatedly commit murder is the best technique for getting and keeping political power? Why do most characters place such importance on keeping particular individuals alive, especially children? What can we learn about reality from Rick’s haunting hallucinations?

Pulp Fiction

Zombies, Viruses, and the End of the World

The Curious Incident of the Dog in the Night-Time

Japan in Print

Vampires and Zombies in the 21st Century

The Walking Dead #178

The Walking Dead #179

"NEW WORLD ORDER," Part Four
Princess unleashed It’s possible Princess doesn’t quite fit in at the Commonwealth.

Widely regarded as Japan’s greatest animated director, Hayao Miyazaki creates films lauded for vibrant characters and meaningful narrative themes. Examining the messages of his 10 full-length films—from Nausica ä (1984) to The Wind Rises (2013)—this study analyzes each for its religious, philosophical and ethical implications. Miyazaki’s work addresses a coherent set of human concerns, including adolescence, good and evil, our relationship to the past, our place in the natural order, and the problems of living in a complex and ambiguous world. Exhibiting religious influences without religious endorsement, his films urge nonjudgment and perseverance in everyday life.

In 1968, George Romero’s film Night of the Living Dead premiered, launching a growing preoccupation with zombies within mass and literary fiction, film, television, and video games. Romero’s creativity and enduring influence make him a worthy object of inquiry in his own right, and his long career helps us take stock of the shifting interest in zombies since the 1960s. Examining his work promotes a better understanding of the current state of the zombie and where it is going amidst the political and social turmoil of the twenty-first century. These new essays document, interpret, and explain the meaning of the still-budding Romero legacy, drawing cross-disciplinary perspectives from such fields as literature, political science, philosophy, and comparative film studies. Essays consider some of the sources of Romero’s inspiration (including comics, science fiction, and Westerns), chart his influence as a storyteller and a social critic, and consider the legacy he leaves for viewers, artists, and those studying the living dead.

As Dracula (1931) and Frankenstein (1931) ushered in the golden age of horror films in the United States, studios and distributors were faced with a major problem in their number one overseas market: the British Board of Film Censors (BBFC) were demanding extensive cuts, enforcing age restrictions, and banning outright many of Hollywood’s horror movies. The issue most often used to limit the showing of horror films was their “unsuitability” to children. With that in mind, the BBFC developed specific film codes--the “A” (for adults) and the “H” (for horrific), both of which restricted viewing to those 16 or older--and then applied them liberally. This work examines how and why horror films were censored or banned in the United Kingdom, and the part these actions played in ending Hollywood’s golden age of horror.

Representations of Masculinity and Femininity at the End of the World

The Trial of the Pig, the Walking Dead, and Other Matters of Fact from the Medieval and Renaissance Worlds

Moving Image Horror Across Media

Undead Apocalypse

American Zombie Gothic

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The Netflix Vision of Horror

An exciting new strand in The Television Series, the ‘Moments in Television’ collections celebrate the power and artistry of television, whilst interrogating key critical concepts in television scholarship. Each ‘Moments’ book is organised around a

provocative binary theme. Sound / image reassesses the synergy between televisual images, and sounds and music, as a key creative interaction warranting closer attention. Through close scrutiny of visual and sonic elements, the book's chosen programmes are persuasively illuminated in new ways. The book explores an eclectic range of TV fictions, dramatic and comedic. Contributors from diverse perspectives come together to expand and enrich the kind of close analysis most commonly found in television aesthetics. Sustained, detailed programme analyses are sensitively framed within historical, technological, institutional, cultural, creative and art-historical contexts.

When Pulp Fiction was released in theaters in 1994, it was immediately hailed as a masterpiece. The New York Times called it a "triumphant, cleverly disorienting journey," and thirty-one-year-old Quentin Tarantino, with just three feature films to his name, became a sensation: the next great American director. Nearly twenty years later, those who proclaimed Pulp Fiction an instant classic have been proven irrefutably right. In Pulp Fiction: The Complete Story of Quentin Tarantino's Masterpiece, film expert Jason Bailey explores why Pulp Fiction is such a brilliant and influential film. He discusses how the movie was revolutionary in its use of dialogue ("You can get a steak here, daddy-o," "Correct-amundo"), time structure, and cinematography—and how it completely transformed the industry and artistry of independent cinema. He examines Tarantino's influences, illuminates the film's pop culture references, and describes its phenomenal legacy. Unforgettable characters like Jules Winnfield (Samuel L. Jackson), Vincent Vega (John Travolta), Butch Coolidge (Bruce Willis), and Mia Wallace (Uma Thurman) are scrutinized from all-new angles, and memorable scenes—Christopher Walken's gold watch monologue, Vince's explanation of French cuisine—are analyzed and celebrated. Much like the contents of Marcellus Wallace's briefcase, Pulp Fiction is mysterious and spectacular. This book explains why. Illustrated throughout with original art inspired by the film, with sidebars and special features on everything from casting close calls to deleted scenes, this is the most comprehensive, in-depth book on Pulp Fiction ever published.

Featuring chronological reviews of more than 300 zombie films -- from 1932's White Zombie to George A. Romero's 2008 release Diary of the Dead -- this thorough, uproarious guide traces the evolution of one of horror cinema's most popular and terrifying creations. Fans will learn exactly what makes a zombie a zombie, go behind the scenes with a chilling production diary from Land of the Dead, peruse a bizarre list of the oddest things ever seen in undead cinema, and immerse themselves in a detailed rundown of the 25 greatest zombie films ever made. Containing an illustrated zombie rating system, ranging from "Highly Recommended" to "Avoid at All Costs" and "So Bad It's Good," the book also features lengthy interviews with numerous talents from in front of and behind the camera.

The Walking Dead #179Image Comics

The Walking Dead #24

Monstrous Forms

Sound / image

Beyond the Living Dead

Robert Kirkman's The Walking Dead: Typhoon

Gender in Post-9/11 American Apocalyptic TV

Fed Up

With over seven billion people on the planet and a lot more coming, learning to get along and live (love) together is essential to our survival. In a crisis our best nature surfaces—but we seem unable to sustain a sense of true community and remain in the heart of compassion for more than a few CNN weeks at a time. Understanding this, A Fresh Cup of Tolerance offers a revolutionary theory of Universalism—providing a pathway of hope for a troubled and divided world. In doing so, it addresses some of the foremost dilemmas of our time: • Environment • Globalization • Feminist and gender issues • Religious strife • Oppression • Poverty • War • Prejudice. Theologically, it systematically explores: • Our world's multi-layered views of God • Our place in the world • Good, evil, sin and suffering • Ongoing revelation • Spirituality in the digital age • Love and community • Spiritual liberation. Nevertheless, A Fresh Cup of Tolerance is not just a pleasant, vanilla treatise on love; it's a living, breathing, dynamic faith-in-action theology free from rigid words (scriptures), beliefs (dogma) or practices (rituals). Pulling from centuries of global religious tradition — including teachings from Native American, Asian, pagan and neo-pagan Goddess, Judeo-Christian, Islamic ways of life and more — this truly Universalist theology serves as a “call to action” for those individuals desperately seeking a world full of loving relationships and respect.

A Federal Reserve insider pulls back the curtain on the secretive institution that controls America's economy After correctly predicting the housing crash of 2008 and quitting her high-ranking Wall Street job, Danielle DiMartino Booth was surprised to find herself recruited as an analyst at the Federal Reserve Bank of Dallas, one of the regional centers of our complicated and widely misunderstood Federal Reserve System. She was shocked to discover just how much tunnel vision, arrogance, liberal dogma, and abuse of power drove the core policies of the Fed. DiMartino Booth found a cabal of unelected academics who made decisions without the slightest understanding of the real world, just a slavish devotion to their theoretical models. Over the next nine years, she and her boss, Richard Fisher, tried to speak up about the dangers of Fed policies such as quantitative easing and deeply depressed interest rates. But as she puts it, “In a world rendered unsafe by banks that were too big to fail, we came to understand that the Fed was simply too big to fight.” Now DiMartino Booth explains what really happened to our economy after the fatal date of December 8, 2008, when the Federal Open Market Committee approved a grand and unprecedented experiment: lowering interest rates to zero and flooding America with easy money. As she feared, millions of individuals, small businesses, and major corporations made rational choices that didn't line up with the Fed's “wealth effect” models. The result: eight years and counting of a sluggish “recovery” that barely feels like a recovery at all. While easy money has kept Wall Street and the wealthy afloat and thriving, Main Street isn't doing so well. Nearly half of men eighteen to thirty-four live with their parents, the highest level since the end of the Great Depression. Incomes are barely increasing for anyone not in the top ten percent of earners. And for those approaching or already in retirement, extremely low interest rates have caused their savings to stagnate. Millions have been left vulnerable and afraid. Perhaps worst of all, when the next financial crisis arrives, the Fed will have no tools left for managing the panic that ensues. And then what? DiMartino Booth pulls no punches in this exposé of the officials who run the Fed and the toxic culture they created. She blends her firsthand experiences with what she's learned from dozens of high-powered market players, reams of financial data, and Fed documents such as transcripts of FOMC meetings. Whether you've been suspicious of the Fed for decades or barely know anything about it, as DiMartino Booth writes, “Every American must understand this extraordinarily powerful institution and how it affects his or her everyday life, and fight back.”

A bestselling modern classic—both poignant and funny—narrated by a fifteen year old autistic savant obsessed with Sherlock Holmes, this dazzling novel weaves together an old-fashioned mystery, a contemporary coming-of-age story, and a fascinating excursion into a mind incapable of processing emotions. Christopher John Francis Boone knows all the countries of the world and their capitals and every prime number up to 7,057. Although gifted with a superbly logical brain, Christopher is autistic. Everyday interactions and admonishments have little meaning for him. At fifteen, Christopher's carefully constructed world falls apart when he finds his neighbour's dog Wellington impaled on a garden fork, and he is initially blamed for the killing. Christopher decides that he will track down the real killer, and turns to his favourite fictional character, the impeccably logical Sherlock Holmes, for inspiration. But the investigation leads him down some unexpected paths and ultimately brings him face to face with the dissolution of his parents' marriage. As Christopher tries to deal with the crisis within his own family, the narrative draws readers into the workings of Christopher's mind. And herein lies the key to the brilliance of Mark Haddon's choice of narrator: The most wrenching of emotional moments are chronicled by a boy who cannot fathom emotions. The effect is dazzling, making for one of the freshest debut in years: a comedy, a tearjerker, a mystery story, a novel of exceptional literary merit that is great fun to read. Outbreak narratives have proliferated for the past quarter century, and now they have reached epidemic proportions. From 28 Days Later to 24 to The Walking Dead, movies, TV shows, and books are filled with zombie viruses, bioengineered plagues, and disease-ravaged bands of survivors. Even news reports indulge in thrilling scenarios about potential global pandemics like SARS and Ebola. Why have outbreak narratives infected our public discourse, and how have they affected the way Americans view the world? In Going Viral, Dahlia Schweitzer probes outbreak narratives in film, television, and a variety of other media, putting them in conversation with rhetoric from government authorities and news organizations that have capitalized on public fears about our changing world. She identifies three distinct types of outbreak narrative, each corresponding to a specific contemporary anxiety: globalization, terrorism, and the end of civilization. Schweitzer considers how these fears, stoked by both fictional outbreak narratives and official sources, have influenced the ways Americans relate to their neighbors, perceive foreigners, and regard social institutions. Looking at everything from I Am Legend to The X Files to World War Z, this book examines how outbreak narratives both excite and horrify us, conjuring our nightmares while letting us indulge in fantasies about fighting infected Others. Going Viral thus raises provocative questions about the cost of public paranoia and the power brokers who profit from it. Supplemental Study Materials for "Going Viral": <https://www.rutgersuniversitypress.org/going-viral-dahlia-schweitzer> Dahlia Schweitzer- Going Viral: <https://www.youtube.com/watch?v=5xF0V7WL9ow>

American Cities in Post-Apocalyptic Science Fiction

The Encyclopedia of the Living Dead

Exploring Depth Psychology and the Female Self

The British Ban on Hollywood Horror in the Thirties

Technologies of the Gothic in Literature and Culture

Essays on the Romero Legacy

The Ultimate Walking Dead and Philosophy

Strange Histories is an exploration of some of the most extraordinary beliefs that existed in the late Middle Ages through to the end of the seventeenth century. Presenting serious accounts of the appearance of angels and demons, sea monsters and dragons within European and North American history, this book moves away from "present-centred thinking" and instead places such events firmly within their social and cultural context. By doing so, it offers a new way of understanding the world in which dragons and witches were fact rather than fiction, and presents these riveting phenomena as part of an entirely rational thought process for the time in which they existed. This new edition has been fully updated in light of recent research. It contains a new guide to further reading as well as a selection of pictures that bring its themes to life. From ghosts to witches, to pigs on trial for murder, the book uses a range of different case studies to provide fascinating insights into the world-view of a vanished age. It is essential reading for all students of early modern history. .

"Terry Fisher is a young soldier on the verge of being sent away for active military duty, and is going to meet his friends at the top of the Empire State Building for a farewell party. But suddenly a legion of vampires attacks the skyscraper and massacres its occupants. Hounded in the 102 floors that have become a deadly trap, Terry must take decisive action to save himself and his friends - and the city of New York - before the army of abominations, and the terrible vampire god within, walled in the building since its construction, spill into the city..."--Back cover.

Explores the intersection of the vampire and zombie with 21st Century dystopian and post-apocalyptic cinemaTwenty-first century film and television is overwhelmed with images of the undead. Vampires and zombies have often been seen as oppositional: one alluring, the other repellant; one seductive, the other infectious. With case studies of films like I Am Legend and 28 Days Later, as well as TV programmes like Angel and The Walking Dead, this book challenges these popular assumptions and reveals the increasing interconnection of undead genres. Exploring how the figure of the vampire has been infused with the language of science, disease and apocalypse, while the zombie text has increasingly been influenced by the trope of the areluctant vampire, Stacey Abbott shows how both archetypes are actually two sides of the same undead coin. When considered together they present a dystopian, sometimes apocalyptic, vision of twenty-first century existence.Key featuresRather than seeing them as separate or oppositional, this book explores the intersection and dialogue between the vampire and zombie across film and televisionMuch contemporary scholarship on the vampire focuses on Dark Romance, while this book explores the more horror-based end of the genreOffers a detailed discussion of the development of zombie televisionProvides a detailed examination of Richard Mathesons I Am Legend, including the novel, the script, the adaptations and the BBFCs response to Mathesons script

Deep into the Labyrinths in the Novels by Louise Welsh is the first book to focus on the novels of Louise Welsh, one of the most acclaimed and interesting narrative voices in contemporary Scottish Literature. It explores the use of the image of the labyrinth as one of the sites for horror in classic Gothic literature and its rewriting into a contemporary gothic labyrinth in 21st century Scotland – and, by extension, in the European context – that co-exists with various other queer and intertextual labyrinths that complement and complicate it.This book analyses how Louise Welsh's novels present different labyrinths that characters traverse and get lost in, and, by the same process, with which readers also become engaged. In both cases, characters and readers discover that the labyrinthine understanding of reality becomes more real than any other official version of reality. Each chapter of the book explores particular examples of these labyrinths, even though they are not linear: they tend to intermingle and intertwine.

Going Viral

Universalism: the New Religion of Tolerance

An Insider's Take on Why the Federal Reserve is Bad for America

The Walking Dead #192

The Moral Narratives of Hayao Miyazaki

Zombie Movies

Feminist Themes from Somewhere

Rampaging, driven, killing machines. Soulless and dead. Infected and infectious. Zombies. The epidemic of the living dead is stronger than ever in today's pop-culture, but long before exotic viruses, biological warfare,

and sinister military experiments brought the dead back to life in our cinemas and on our television screens, there were the dark spells and incantations of the ancient Egyptians, the Sumerians, and the Babylonians.

Blending the historical with the modern, the biographical with the literary, the plants and animals with bacteria and viruses, the mythological with the horrifying true tales, The Zombie Book: The Encyclopedia of the Living Dead is a comprehensive resource to understanding, combating, and avoiding zombies. More than 250 entries cover everything from hit television shows, books, and movies, including The Walking Dead, World War Z and Pride and Prejudice and Zombies, to zombies' ignominious role in folklore and mythology, such as the Greek god Asclepius, ancient Voodoo religion, and the Native American Wendigo legend. The Zombie Book: The Encyclopedia of the Living Dead examines mad cow disease, the Spanish flu pandemic of 1918, the Centers for Disease Control preparing for the end of the world, and much, much more.

Visions of the American city in post-apocalyptic ruin permeate literary and popular fiction, across print, visual, audio and digital media. American Cities in Post-Apocalyptic Science Fiction explores the prevalence of these representations in American culture, drawing from a wide range of primary and critical works from the early-twentieth century to today. Beginning with science fiction in literary magazines, before taking in radio dramas, film, video games and expansive transmedia franchises, Robert Yeates argues that post-apocalyptic representations of the American city are uniquely suited for explorations of contemporary urban issues. Examining how the post-apocalyptic American city has been repeatedly adapted and repurposed to new and developing media over the last century, this book reveals that the content and form of such texts work together to create vivid and immersive fictional spaces in ways that would otherwise not be possible. Chapters present media-specific analyses of these texts, situating them within their historical contexts and the broader history of representations of urban ruins in American fiction. Original in its scope and cross-media approach, American Cities in Post-Apocalyptic Science Fiction both illuminates little-studied texts and provides provocative new readings of familiar works such as Blade Runner and The Walking Dead, placing them within the larger historical context of imaginings of the American city in ruins.

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