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The Routledge Companion to History and the Moving Image
Game of Thrones

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Secrets of Screen Directing Archaeopress Publishing Ltd

The true history behind the hit HBO fantasy show and George R. R. Martin's bestselling Fire and Ice series. A wall in the distant north cuts the world in two. Ruthless sea-born warriors raid the coasts from their war galleys. A young nobleman and his kin are slaughtered under a banner of truce within a mighty castle. A warrior king becomes a legend when he smites his foe with one swing of his axe during a nation-forging battle. Yet this isn't Westeros—it's Scotland. Game of Thrones is history re-imagined as fantasy. The History Behind Game of Thrones turns the tables, using George R. R. Martin's extraordinary fictional universe as a way to understand the driving forces and defining moments from Scotland's story. Why were castles so important? Was there a limit to the powers a medieval king could use—or abuse? What was the reality of being under siege? Was there really anything that can compare to the destructive force of dragons? By joining forces, Westeros and Scotland hold the answers. Writer and presenter David C. Weinczok draws on a vast array of characters, events, places, and themes from Scottish history that echo Game of Thrones at every dramatic turn. Visit the castle where the real Red Wedding transpired, encounter the fearsome historical tribes beyond Rome's great wall, learn how a blood-red heart became the most feared sigil in Scotland, and much more. By journey's end, the cogs in the wheels of Martin's world and Scottish history will be laid bare, as well as the stories of those who tried to shape—and sometimes even break—them.

Envisioning Legality Bloomsbury Publishing USA

This edited collection explores the malleability and influence of body image, focusing particularly on how media representation and popular culture's focus on the body exacerbates the crucial social influence these representations can have on audiences' perceptions of themselves and others. Contributors investigate the cultural context and lived experiences of individuals' relationships with their bodies, going beyond examination of the

thin, ideal body type to explore the emerging representations and portrayals of a diverse set of body types across the media spectrum, paving the way for future research on this topic.

Scholars of media studies, popular culture, and health communication will find this book particularly useful.

Game of Thrones Season 3 Dynamic Learning Online

The medieval in the modern world is here explored in a variety of media, from film and book to gaming.

Game of Thrones versus History Kogan Page Publishers

Mothers on American television takes an in-depth look at how motherhood is represented on some of the most popular television series produced this century. Adopting a feminist, Marxist, cultural studies and psychoanalytical approach, the book offers a history of the positioning of mothers within American society. It provides detailed analysis of *The Sopranos*, *Sex and the City*, *The Handmaid's Tale* and more, while reflecting on the newspaper 'mommy wars', employment patterns and alternative views of motherhood.

Art of Sound Chronicle Books

Filled with gorgeous illustrations and artwork from HBO's hit series, *The Art of Game of Thrones* is the definitive collection. Beautifully crafted and presented in a deluxe, large format, these pages present a visual chronicle of the meticulous work done by artists to bring the world of Westeros to life on-screen.

The History Behind Game of Thrones Intellect Books

iOS devices - the iPhone and iPad - are among the most popular portable computing devices in the world. In this eBook, we look at the iPad, show you what is it, how it works, and how to best take advantage of it. This eBook contains over 230 highly illustrated pages and examples. This book is based on the interactive Online Computer Training created by Dynamic Learning Online for the Australian Federal Government, resulting in hundreds of thousands of training accesses.

The Business of Television Pen and Sword

The Routledge Companion to History and the Moving Image takes an interdisciplinary approach to understanding history in moving images. It engages this popular and dynamic field that has evolved rapidly from film and television to digital streaming into

the age of user-created content. The volume addresses moving image history through a theoretical lens; modes and genres; representation, race, and identity; and evolving forms and formats. It brings together a range of scholars from across the globe who specialize in film and media studies, cultural studies, history, philosophy of history, and education. Together, the chapters provide a necessary contemporary analysis that covers new developments and questions that arise from the shift to digital screen culture. The book examines technological and ethical concerns stemming from today's media landscape, but it also considers the artificial construction of the boundaries between professional expertise and amateur production. Each contributor's unique approach highlights the necessity of engaging with moving images for the academic discipline of history. The collection, written for a global audience, offers accessible discussions of historiography and a compelling resource for advanced undergraduates and postgraduates in history, film and media studies, and communications. Both Chapter 17 and the Afterword of this book are freely available as downloadable Open Access PDFs at <http://www.taylorfrancis.com> under a Creative Commons [Attribution-Non Commercial-No Derivatives (CC-BY-NC-ND)] 4.0 license.

Inside HBO's Game of Thrones CRC Press

In this expanded and updated second edition, esteemed television executive and Harvard lecturer Ken Basin offers a comprehensive and readable overview of the business, financial, and legal structure of the U.S. television industry, as well as its deal-making norms. *The Business of Television* explores the basic structure and recent history of the television and streaming business, rights and talent negotiations, intellectual property, backend deals, licensing, international production, and much more. This expanded and updated second edition also features an in-depth exploration of the evolution of the streaming business, offers valuable new insights about negotiation, reflects the historic impacts of the 2020 Covid-19 pandemic and 2023 WGA and SAG-AFTRA strikes, addresses the intersection of artificial intelligence technology and intellectual property law, and provides a greater breadth and depth of technical material about

a wide variety of common television deals. The book also includes breakdowns after each chapter summarizing major deal terms and points of negotiation, a significantly expanded glossary, an extensive list of referenced articles and cases, and a wealth of real-world examples to help readers put the material into context. Written for a diverse audience of working or aspiring creative professionals, executives, agents, managers, lawyers, and students, *The Business of Television* is the definitive reference guide for the ever-changing television industry.

Brienne NYU Press

This carefully crafted ebook is formatted for your eReader with a functional and detailed table of contents. The sixth season of the fantasy drama television series *Game of Thrones* premiered on HBO on April 24, 2016, and concluded on June 26, 2016. It consists of ten episodes, each of approximately 50–60 minutes, largely of original content not found in George R. R. Martin's *A Song of Ice and Fire* series. Some material is adapted from the upcoming sixth novel *The Winds of Winter* and the fourth and fifth novels, *A Feast for Crows* and *A Dance with Dragons*. The series was adapted for television by David Benioff and D. B. Weiss. HBO ordered the season on April 8, 2014, together with the fifth season, which began filming in July 2015 primarily in Northern Ireland, Spain, Croatia, Iceland and Canada. Each episode cost over \$10 million. This book has been derived from Wikipedia: it contains the entire text of the title Wikipedia article + the entire text of all the 593 related (linked) Wikipedia articles to the title article. This book does not contain illustrations. e-Pedia (an imprint of e-artnow) charges for the convenience service of formatting these e-books for your eReader. We donate a part of our net income after taxes to the Wikimedia Foundation from the sales of all books based on Wikipedia content.

e-Pedia: Game of Thrones (season 6) e-artnow sro
 Kit Harington: A Short Unauthorized Biography is a short unauthorized biography produced from electronic resources researched that includes significant events and career milestones. Ideal for fans of Kit Harington and general readers looking for a quick insight about one of today's most intriguing celebrities. This must-read short unauthorized biography chronicles: Who is Kit Harington Things People Have Said about Kit Harington Kit Harington is Born Growing Up with Kit Harington Kit Harington Personal Relationships The Rise of Kit Harington Significant Career

Milestones Kit Harington Friends and Foes Fun Facts About Kit Harington How The World Sees Kit Harington Kit Harington A Short Unauthorized Biography is one of the latest short unauthorized biographies from Fame Life Bios. Check it out now!

Introduction to the iPad John Wiley & Sons

This book constitutes the first major exploration of HBO's current programming, examined in the context of the transformation of American television and global society. With studies of well-known shows such as *Game of Thrones*, *Girls*, *Insecure*, *Looking*, *Silicon Valley*, *The Comeback*, *The Leftovers*, *True Detective* and *Veep* and *Vinyl*, the authors examine the trends in current programming, including the rise of queer characters, era-defining comedy, reinvented fantasy series, and the content's new awareness of gender, sexuality and family dysfunction. Interdisciplinary and international in scope, HBO's *New and Original Voices* explores the sociocultural and political role and impact that HBO's current programmes have held and the ways in which it has translated and reinterpreted social discourses into its own televisual language. A significant intervention in television studies, media studies and cultural studies, this book illuminates the emergence of a new era of culturally relevant television that fans, students, and researchers will find lively, accessible and fascinating.

Content - The Atomic Particle of Marketing Vernon Press

Winter is coming. Every Sunday night, millions of fans gather around their televisions to take in the spectacle that is a new episode of *Game of Thrones*. Much is made of who will be gruesomely murdered each week on the hit show, though sometimes the question really is who won't die a fiery death. The show, based on the *Song of Ice and Fire* series written by George R. R. Martin, is a truly global phenomenon. With the seventh season of the HBO series in production, *Game of Thrones* has been nominated for multiple awards, its cast has been catapulted to celebrity and references to it proliferate throughout popular culture. Often positioned as the grittier antithesis to J. R. R. Tolkien's *Lord of the Rings*, Martin's narrative focuses on the darker side of chivalry and heroism, stripping away these higher ideals to reveal the greed, amorality and lust for power underpinning them. Fan Phenomena: *Game of Thrones* is an exciting new addition to the *Intellect* series, bringing together academics and fans of Martin's universe to consider not just the

content of the books and HBO series, but fan responses to both. From trivia nights dedicated to minutiae to forums speculating on plot twists to academics trying to make sense of the bizarre climate of Westeros, everyone is talking about *Game of Thrones*. Edited by Kavita Mudan Finn, the book focuses on the communities created by the books and television series and how these communities envision themselves as consumers, critics, and even creators of fanworks in a wide variety of media, including fiction, art, fancasting and cosplay.

The Devil's Historians Simon and Schuster

Literary Theory and Criminology demonstrates the significance of contemporary literary theory to the discipline of criminology, particularly to those criminologists who are primarily concerned with questions of power, inequality, and harm. Drawing on innovations in philosophical, narrative, cultural, and pulp criminology, it sets out a deconstructive framework as part of a critical criminological critique-praxis. This book comprises eight essays – on globalisation, criminological fiction, poststructuralism, patriarchal political economy, racial capitalism, anthropocidal ecocide, critical theory, and critical praxis – that argue for the value of contemporary literary theory to a critical criminology concerned with the construction of a just and sustainable reality in the face of climate change and other mass harms. This is the first criminology book to engage with literary theory from the perspective of criminology and provides a guide for criminologists who want to deploy literary theory as part of their research programmes. It supersedes existing engagements with poststructuralism in the philosophical criminological tradition because it entails neither a constructionist ontology nor a relativist epistemology. It shows criminologists how literary theory offers the tools to first deconstruct and then reconstruct meaning and value. *Literary Theory and Criminology* is essential reading for all critical criminological theorists.

The Art of Game of Thrones, the Official Book of Design from Season 1 to Season 8 Fame Life Bios

Since it first aired in 2011, *Game of Thrones* galloped up the ratings to become the most watched show in HBO's history. It is no secret that creator George R.R. Martin was inspired by late 15th century Europe when writing *A Song of Ice and Fire*, the sprawling saga on which the show is based. Aside from the fantastical elements, *Game of Thrones* really does mirror historic

events and bloody battles of medieval times—but how closely? *Game of Thrones versus History: Written in Blood* is a collection of thought-provoking essays by medieval historians who explore how the enormously popular HBO series and fantasy literature of George R. R. Martin are both informed by and differ significantly from real historical figures, events, beliefs, and practices of the medieval world. From a variety of perspectives, the authors delve into Martin's plots, characterizations, and settings, offering insights into whether his creations are historical possibilities or pure flights of fantasy. Topics include the Wars of the Roses, barbarian colonizers, sieges and the nature of medieval warfare, women and agency, slavery, celibate societies in Westeros, myths and legends of medieval Europe, and many more. While life was certainly not a game during the Middle Ages, *Game of Thrones versus History: Written in Blood* reveals how a surprising number of otherworldly elements of George R. R. Martin's fantasy are rooted deeply in the all-too-real world of medieval Europe. Find suggested readings, recommended links, and more from editor Brian Pavlac at gameofthronesversushistory.com.

The Forgotten Victims of Sexual Violence in Film, Television and New Media University of Toronto Press

For eight seasons the hit HBO series *Game of Thrones* painted a picture of a fantasy world filled with images such as white walkers (the undead), a three-eyed raven, and dragons. All these elements set the series visually apart, far distant from our realities. And yet, after each episode and season, viewers were left pondering about the wars, political games, diplomacy, and human rights violations that somehow resonated with the world today. Laura D. Young and Nusta Carranza Ko's groundbreaking book provides the answers to these questions that international relations scholars, historians, and fans have been wanting to know. How does *Game of Thrones* mirror international politics and how may the series provide a useful tool for better understanding the theories, concepts, and thematic issues in international relations? *Game of Thrones and the Theories of International Relations* connects the prominent international relations theories—realism, liberalism, constructivism, and critical identity theories—to the series, providing examples from various characters whose actions reflect applied scenarios of decision-making and strategizing.

"A Hero Will Endure": Essays at the Twentieth Anniversary of

'Gladiator' Thomas Dunne Books

How black Americans use digital networks to organize and cultivate solidarity *Unrest* gripped Ferguson, Missouri, after Mike Brown, an unarmed black teenager, was shot and killed by Officer Darren Wilson in August 2014. Many black Americans turned to their digital and social media networks to circulate information, cultivate solidarity, and organize during that tumultuous moment. While Ferguson and the subsequent protests made black digital networks visible to mainstream media, these networks did not coalesce overnight. They were built and maintained over years through common, everyday use. *Beyond Hashtags* explores these everyday practices and their relationship to larger social issues through an in-depth analysis of a trans-platform network of black American digital and social media users and content creators. In the crucial years leading up to the emergence of the Movement for Black Lives, black Americans used digital networks not only to cope with day-to-day experiences of racism, but also as an incubator for the debates that have since exploded onto the national stage. *Beyond Hashtags* tells the story of an influential subsection of these networks, an assemblage of podcasting, independent media, Instagram, Vine, Facebook, and the network of Twitter users that has come to be known as "Black Twitter." Florini looks at how black Americans use these technologies often simultaneously to create a space to reassert their racial identities, forge community, organize politically, and create alternative media representations and news sources. *Beyond Hashtags* demonstrates how much insight marginalized users have into technology.

Beyond Hashtags Trivent Publishing

George R.R. Martin's acclaimed seven-book fantasy series *A Song of Ice and Fire* is unique for its strong and multi-faceted female protagonists, from teen queen Daenerys, scheming Queen Cersei, child avenger Arya, knight Brienne, Red Witch Melisandre, and many more. The *Game of Thrones* universe challenges, exploits, yet also changes how we think of women and gender, not only in fantasy, but in Western culture in general. Divided into three sections addressing questions of adaptation from novel to television, female characters, and politics and female audience engagement within the GoT universe, the interdisciplinary and international lineup of contributors analyze gender in relation to female characters and topics such as genre, sex, violence,

adaptation, as well as fan reviews. The genre of fantasy was once considered a primarily male territory with male heroes. *Women of Ice and Fire* shows how the GoT universe challenges, exploits, and reimagines gender and why it holds strong appeal to female readers, audiences, and online participants.

Neomedievalism, Popular Culture, and the Academy Taylor & Francis

Events from a mobilities perspective attend to moments in which individual networks coalesce in place but are not isolated in their performance as they often foster far-reaching and mobile networks of community. In so doing, individuals travel from varying distances to participate in localized performances. However, events themselves are also mobile, and events affect mobility. Mobile events serve as contexts that provide meanings and purpose articulated in relation to, and as, a series of other social actions. They further highlight the role of the body and embodied practices in the performance of events. Building on Sheller and Urry's (2004) seminal work *Tourism Mobilities*, the purpose of this book is to further develop event studies research within mobilities studies so as to challenge the limitations that dichotomous understandings of home/away, work/leisure, and host/guest play. Simply put, events are always already place-based and political in the sense that they can both inspire mobility as well as lead to various immobilities for different social groups. The title addresses everyday as well as extraordinary events, shining an empirical and theoretical lens onto the political, economic and social role of events in numerous geographic and cultural contexts. It stretches across academic disciplines and fields of study to illustrate the advantages of a mobilities multi-disciplinary conversation. This groundbreaking volume is the first to offer a conceptualization and theorization of event mobilities. It will serve as a valuable resource and reference for event, tourism and leisure studies students and scholars interested in exploring the ways the everyday and the extraordinary interlace.

Women of Ice and Fire McFarland

Amy S. Kaufman and Paul B. Sturtevant examine the many ways in which the medieval past has been manipulated to promote discrimination, oppression, and murder. Tracing the fetish for "medieval times" behind toxic ideologies like nationalism, antisemitism, Islamophobia, misogyny, and white supremacy,

Kaufman and Sturtevant show us how the Middle Ages have been twisted for political purposes in every century that followed. *The Devil's Historians* casts aside the myth of an oppressive, patriarchal medieval monoculture and reveals a medieval world not often shown in popular culture: one that is diverse, thriving, courageous, compelling, and complex.

Literary Theory and Criminology Independently Published
It is widely acknowledged that the hit franchise *Game of Thrones* is based on the Wars of the Roses, a bloody fifteenth-century civil war between feuding English families. In this book, Jeffrey R.

Wilson shows how that connection was mediated by Shakespeare, and how a knowledge of the Shakespearean context enriches our understanding of the literary elements of *Game of Thrones*. On the one hand, Shakespeare influenced *Game of Thrones* indirectly because his history plays significantly shaped the way the Wars of the Roses are now remembered, including the modern histories and historical fictions George R.R. Martin drew upon. On the other, *Game of Thrones* also responds to Shakespeare's first tetralogy directly by adapting several of its literary strategies (such as shifting perspectives, mixed genres, and metatheater)

and tropes (including the stigmatized protagonist and the prince who was promised). Presenting new interviews with the *Game of Thrones* cast, and comparing contextual circumstances of composition—such as collaborative authorship and political currents—this book also lodges a series of provocations about writing and acting for the stage in the Elizabethan age and for the screen in the twenty-first century. An essential read for fans of the franchise, as well as students and academics looking at Shakespeare and Renaissance literature in the context of modern media.

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