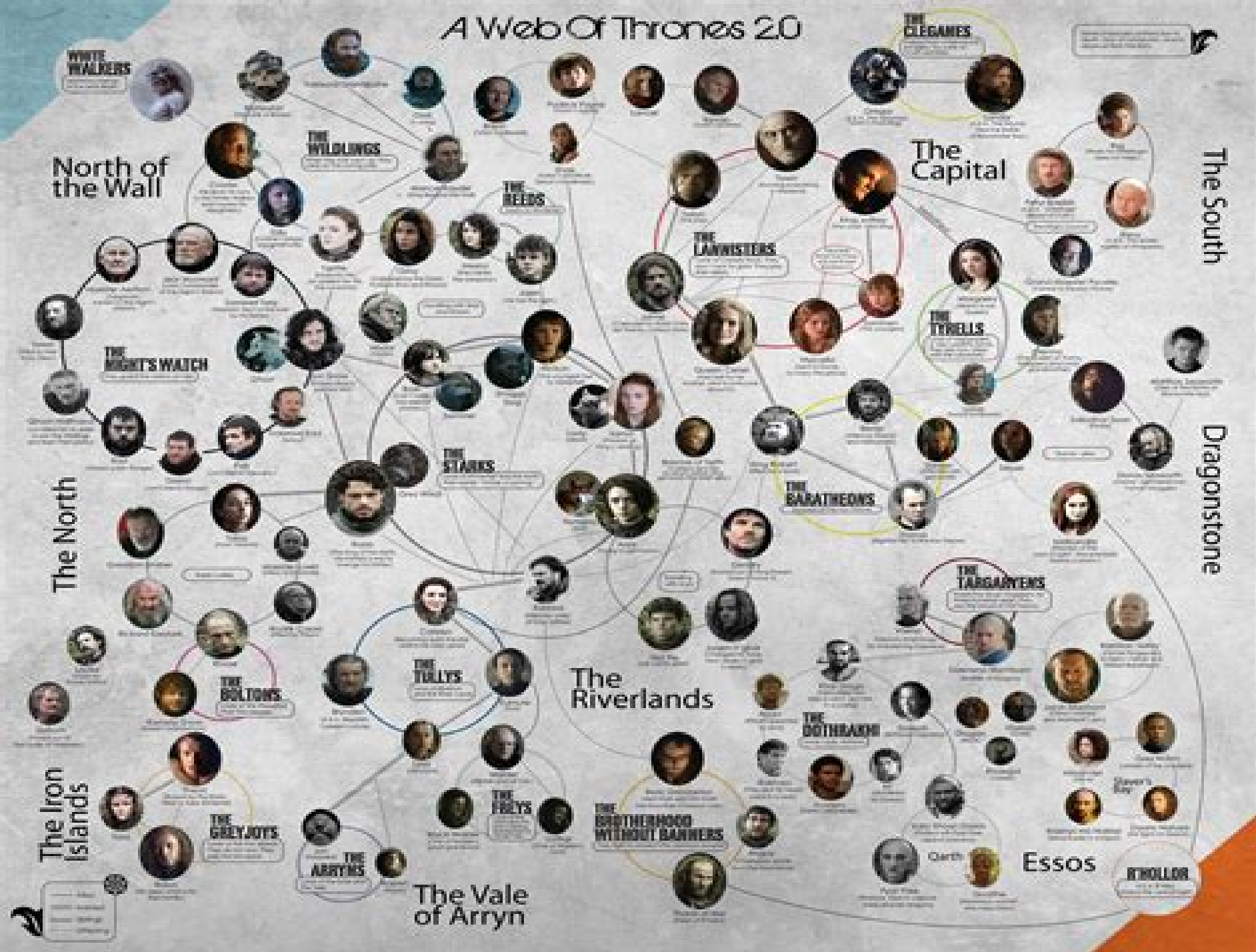


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How Many S In Game Of Thrones

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The "M" in CITAMS@30 Casey Brienza, Laura Robinson, Barry Wellman, Shelia R. Cotten, Wenhong Chen, 2018-12-14
Volume 18 of Emerald Studies in Media and Communications celebrates the thirty year anniversary of the Communications Information Technology and Media Sociology Section of the American Sociological Association *Extended Reality in Culture and Creative Industries* Almir Peštek, Selma Rizvić, Sanda Soucie, 2025-09-02 From virtual museums that transport visitors to distant historical eras to augmented reality installations that merge digital art with physical spaces the book uncovers a myriad of innovative applications within the fields of design media fashion gaming and more **Fan**

Phenomena: Game of Thrones Kavita Mudan Finn, 2017-05-01 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 **Billboard**, 2011-07-02 In its 114th year Billboard remains the world's premier weekly music publication and a diverse digital events brand content and data licensing platform Billboard publishes the most trusted charts and offers unrivaled reporting about the latest music video gaming media digital and mobile entertainment issues and trends *The Production of Global Web Series in a Networked Age* Guy Healy, 2022-02-25 This book tells the story of diverse online creators women ethnic and racial minorities queer folk and those from hardscrabble backgrounds producing low budget high cultural impact web series which have disrupted longstanding white male domination of the film and TV industries Author Guy Healy addresses four burning problems faced by creators in the context of digital disruption along with potential solutions namely the sustainability of monetizing digital content and the rising possibility of middle class artistic careers algorithmic volatility the difficulty of finding people to share jealously guarded industry knowledge as traditional craft based mentoring and expertise sharing mechanisms break down and the lack

of diversity and authenticity in high profile storytelling It includes nine case studies five drawn from a second wave of outstanding YouTube developed talent transitioning to longer form narrative most collaborating with established TV producers working across the divide between online and established television culture and all from under represented and or minority backgrounds The balance are film school and industry professionals leveraging YouTube in the same way including two Writers Guild of America new media award winners These storytellers leverage their social networks and chase sustainable careers by reaching audiences of subscription video on demand platforms and mainstream online broadcast in Australia and North America The Production of Global Web Series in a Networked Age is the first longitudinal study of this historic rapprochement between online and television cultures Four of the cases are in Emmy winning contexts and one in an Emmy nominated context Covering 2005 2021 the book reveals distinctive new forms of screen industry convergence with profound implications for creators careers the screen industry in general new media theory and broader cultural and social change It is essential reading for students academics and industry professionals working on the production and distribution of web series

Games in Libraries Breanne A. Kirsch, 2014-02-11 Librarians are beginning to see the importance of game based learning and the incorporation of games into library services This book is written for them so they can use games to improve people s understanding and enjoyment of the library Full of practical suggestions the essays discuss not only innovative uses of games in libraries but also the game making process The contributors are all well versed in games and game based learning and a variety of different types of libraries are considered The essays will inspire librarians and educators to get into this exciting new area of patron and student services

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Global Place Branding Campaigns across Cities, Regions, and Nations Bayraktar, Ahmet, Uslay, Can, 2016-07-22 Place branding has made it possible for international destinations to be able to compete within the global economy Through the promotion of different cities natural beauty and local culture or heritage many regions have been able to increase their revenue and international appeal by attracting tourists and investments Global Place Branding Campaigns across Cities Regions and Nations provides international insights into marketing strategies and techniques being employed to promote global tourism competitiveness and exploration Featuring case studies and emergent research on place branding as well as issues and challenges faced by destinations around the world this book is ideally suited for professionals researchers policy

makers practitioners and students **Television Dramas and the Global Village** Carolyn A. Lin, Diana I. Ríos, 2021-10-18 This book discusses the role of television drama series on a global scale analyzing these dramas across the Americas Europe Asia Australia and Africa Contributors consider the role of television dramas as economically valuable cultural products and with their depictions of gender roles sexualities race cultural values political systems and religious beliefs as they analyze how these programs allow us to indulge our innate desire to share human narratives in a way that binds us together and encourages audiences to persevere as a community on a global scale Contributors also go on to explore the role of television dramas as a medium that indulges fantasies and escapism and reckons with reality as it allows audiences to experience emotions of happiness sorrow fear and outrage in both realistic and fantastical scenarios [e-Pedia: Game of Thrones \(season 6\)](#) Wikipedia Contributors, 2017-02-22 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 *Handbook of Research on Transmedia Storytelling and Narrative Strategies* Yilmaz, Recep, Erdem, M. Nur, Resuloğlu, Filiz, 2018-07-06 Transmedia storytelling is defined as a process where integral elements of fiction get dispersed systematically across multiple delivery channels to create a unified and coordinated entertainment experience This process and its narrative models have had an increasing influence on the academic world in addressing both theoretical and practical dimensions of transmedia storytelling The Handbook of Research on Transmedia Storytelling and Narrative Strategies is a critical scholarly resource that explores the connections between consumers of media content and information parts that come from multimedia platforms as well as the concepts of narration and narrative styles Featuring coverage on a wide range of topics such as augmented reality digital society and marketing strategies this book explores narration as a method of relating to consumers This book is ideal for advertising professionals creative directors academicians scriptwriters researchers and upper level graduate students seeking current research on narrative marketing strategies **Twenty-First-Century Popular Fiction** Bernice M. Murphy, 2017-12-04 This groundbreaking collection provides students with a timely and accessible overview of

current trends within contemporary popular fiction Touristic World-Making and Fan Pilgrimage in Popular Culture Destinations Vassilios Ziakas,Christine Lundberg,Maria Lexhagen,2024-02-13 This volume considers world making as the intersection of the fan pilgrimage experience and the responses of destinations It critically examines the emerging field of popular culture tourism and its close connection with fan studies and placemaking The chapters illustrate how different destinations capitalise on expressive cultural practices to attract fan tourists the processes involved in their tourismification and the outcomes for both visitors and local communities The book establishes a common ground for the comprehensive and critical study of popular culture tourism development and fandom It integrates theory and practice and provides evidence based recommendations for popular culture destinations It is a useful resource for researchers in tourism management fandom pop culture and media studies as well as for those working in the tourism industry **Quantitative Intertextuality** Christopher W. Forstall,Walter J. Scheirer,2019-07-10 This book introduces quantitative intertextuality a new approach to the algorithmic study of information reuse in text sound and images Employing a variety of tools from machine learning natural language processing and computer vision readers will learn to trace patterns of reuse across diverse sources for scholarly work and practical applications The respective chapters share highly novel methodological insights in order to guide the reader through the basics of intertextuality In Part 1 Theory the theoretical aspects of intertextuality are introduced leading to a discussion of how they can be embodied by quantitative methods In Part 2 Practice specific quantitative methods are described to establish a set of automated procedures for the practice of quantitative intertextuality Each chapter in Part 2 begins with a general introduction to a major concept e g lexical matching sound matching semantic matching followed by a casestudy e g detecting allusions to a popular television show in tweets quantifying sound reuse in Romantic poetry identifying influences in fan fiction by thematic matching and finally the development of an algorithm that can be used to reveal parallels in the relevant contexts Because this book is intended as a gentle introduction the emphasis is often on simple yet effective algorithms for a given matching task A set of exercises is included at the end of each chapter giving readers the chance to explore more cutting edge solutions and novel aspects to the material at hand Additionally the book s companion website includes software R and C library code and all of the source data for the examples in the book as well as supplemental content slides high resolution images additional results that may prove helpful for exploring the different facets of quantitative intertextuality that are presented in each chapter Given its interdisciplinary nature the book will appeal to a broad audience From practitioners specializing in forensics to students of cultural studies readers with diverse backgrounds e g in the social sciences natural language processing or computer vision will find valuable insights Understanding Copyright Bethany Klein,Giles Moss,Lee Edwards,2015-04-14 Digital technology has forever changed the way media is created accessed shared and regulated raising serious questions about copyright for artists and fans media companies and internet intermediaries activists and governments Taking a rounded view of the debates that have emerged over copyright in

the digital age this book Looks across a broad range of industries including music television and film to consider issues of media power and policy Features engaging examples that have taken centre stage in the copyright debate including high profile legal cases against Napster and The Pirate Bay anti piracy campaigns the Creative Commons movement and public protests against the expansion of copyright enforcement Considers both the dominant voices such as industry associations and those who struggle to be heard including ordinary media users drawing on important studies into copyright from around the world Offering media students and scholars a comprehensive overview of the contemporary issues surrounding intellectual property through the struggle over copyright Understanding Copyright explores why disagreement is rife and how the policymaking process might accommodate a wider range of views *Television, Social Media, and Fan Culture* Alison F. Slade, Amber J. Narro, Dedria Givens-Carroll, 2015-11-11 Television Social Media and Fan Culture examines how fans use social media to engage with television programming characters and narrative as well as how television uses social media to engage fan cultures The contributors review the history and impact of social media and television programming analyze specific programs and the impact of related social media interactions and scrutinize the past fan culture to anticipate how social media programming will develop in the future The contributors explore a diverse array of television personalities shows media outlets and fan activities in their analysis including Jon Stewart Stephen Colbert and Paula Deen Community Game of Thrones Duck Dynasty Toddlers and Tiaras Talking Dead Breaking Bad Firefly Buffy the Vampire Slayer Army Wives The Newsroom Doctor Who Twin Peaks and The Man from U N C L E as well as ESPN s TrueHoop Network and Yahoo s Ball Don t Lie and cosplay **Medievalism in Play** Karl Fugelso, 2023 Though manifestations of play represent a burgeoning subject area in the study of post medieval responses to the Middle Ages they have not always received the respect and attention they deserve This volume seeks to correct those deficiencies Though manifestations of play represent a burgeoning subject area in the study of post medieval responses to the Middle Ages they have not always received the respect and attention they deserve This volume seeks to correct those deficiencies via six essays that directly address how the Middle Ages have been put in play with regard to Alice Munro s 1977 short story The Beggar Maid David Lowery s 2021 film The Green Knight medievalist archaisms in Japanese video games runic play in Norse themed digital games medievalist managerialism in the 2020 video game Crusader Kings III and neomedieval architectural praxis in the 2014 video game Stronghold Crusader II The approaches and conclusions of those essays are then tested in the second section s six essays as they examine muscular medievalism in George R R Martin s 1996 novel A Game of Thrones the queering of the Arthurian romance pattern in the 2018 20 television show She Ra and the Princesses of Power the interspecies embodiment of disability in the 2010 film How to Train Your Dragon late nineteenth and early twentieth century nationalism in Irish reimaginings of the Fenian Cycle post bellum medievalism in poetry of the Confederacy and the medievalist presentation of Israeli Prime Minister Benjamin Netanyahu s 2020 21 Covid inoculation **Consumer Tribes in Tourism** Christof

Pfaff, Ross Dowling, Michael Volgger, 2020-11-18 This book adopts a collectivist perspective on special interest tourism consumption bringing together research on special interest tourism and niche tourism as well as more recent research into the interdisciplinary applications of the sociological concept of neo tribes It promotes a shift in perspective away from special interest tourism understood as a sum of similarly motivated individuals to a collective view of special interest tourists who share common characteristics e g shared values beliefs and mutual interests and group structures This approach provides a better understanding of groupings that are not unified by a common tourism motivation but brought together by otherwise conditioned commonalities in actual behavior triggered by supply side contexts e g Airbnb The book considers tourism micro segments as consumer tribes i e as symbolic communities in which individuals are embedded and loosely bound together As there is limited research on the collectivist perspective on special interest tourism consumption in the first part the book's conceptual theoretical discourse contributes to a better understanding of groupings in tourism behavior but also collectives that are not unified by a common tourism motivation Presenting international examples the book explores in Part 2 the group culture of a range of tourist tribes by describing emerging tourism micro segments identifying shared identities and analyzing their collective mechanisms

Testbeds and Research Infrastructures for the Development of Networks and Communications Honghao Gao, Kuang Li, Xiaoxian Yang, Yuyu Yin, 2020-03-04 This book constitutes the refereed post conference proceedings of the 14th EAI International Conference on Testbeds and Research Infrastructures for the Development of Networks and Communications TridentCom 2019 held in December 2019 in Changsha China The 10 full papers were selected from 62 submissions and are grouped into three sessions AI and Internet Computing QoS Reliability Modeling and Testing and Wireless Networking and Multimedia Application

The Arden Research Handbook of Shakespeare and Adaptation Diana E. Henderson, Stephen O'Neill, 2022-03-24 The Arden Research Handbook of Shakespeare and Adaptation explores the dynamics of adapted Shakespeare across a range of literary genres and new media forms This comprehensive reference and research resource maps the field of Shakespeare adaptation studies identifying theories of adaptation their application in practice and the methodologies that underpin them It investigates current research and points towards future lines of enquiry for students researchers and creative practitioners of Shakespeare adaptation The opening section on research methods and problems considers definitions and theories of Shakespeare adaptation and emphasises how Shakespeare is both adaptor and adapted A central section develops these theoretical concerns through a series of case studies that move across a range of genres media forms and cultures to ask not only how Shakespeare is variously transfigured hybridised and valorised through adaptational play but also how adaptations produce interpretive communities and within these potentially new literacies modes of engagement and sensory pleasures The volume's third section provides the reader with uniquely detailed insights into creative adaptation with writers and practice based researchers reflecting on their close collaborations with Shakespeare's works as an aesthetic ethical and political encounter

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