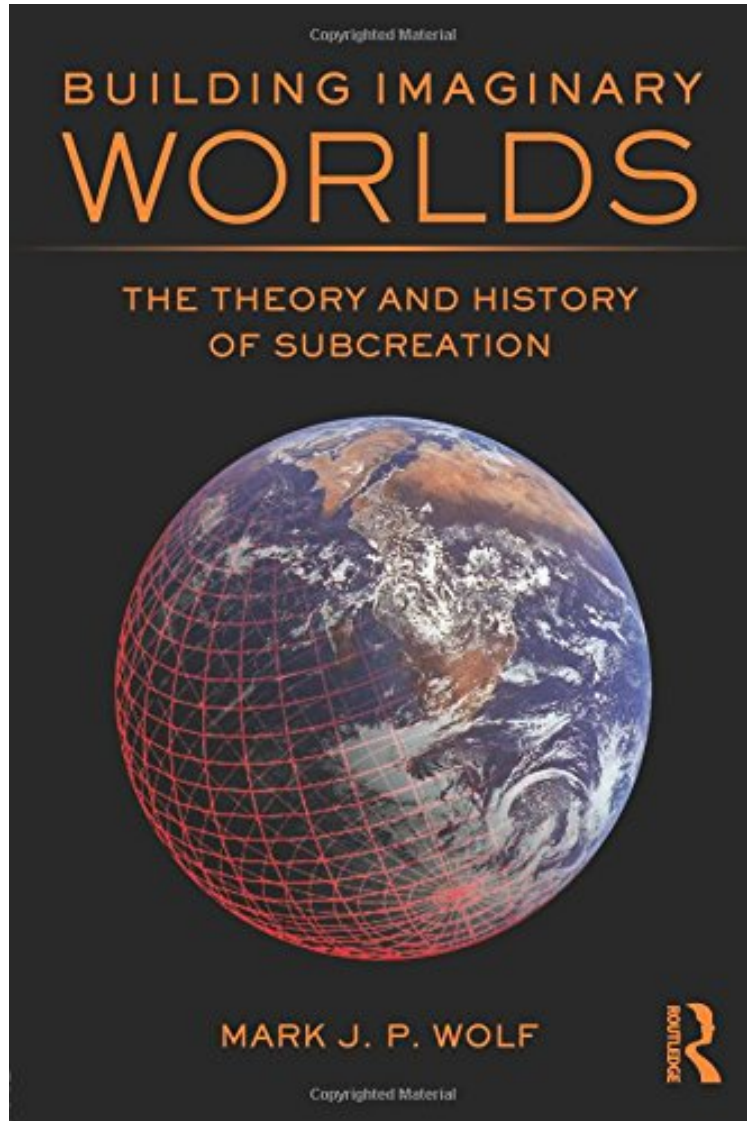


(Pdf free) Building Imaginary Worlds: The Theory and History of Subcreation

Building Imaginary Worlds: The Theory and History of Subcreation

Mark J.P. Wolf

DOC | *audiobook | ebooks | Download PDF | ePub



DOWNLOAD



+

READ ONLINE

#732637 in Books Routledge 2012-11-04 2012-12-05 Original language: English PDF # 1 9.00 x .92 x 6.00, 1.25 #File Name: 0415631203408 pages | File size: 69.Mb

Mark J.P. Wolf : Building Imaginary Worlds: The Theory and History of Subcreation before purchasing it in order to gauge whether or not it would be worth my time, and all praised Building Imaginary Worlds: The Theory and History of Subcreation:

1 of 1 people found the following review helpful. The best book of its kind By Maker of Images I'm using it as a text in a Grad Seminar I'm teaching. It's the best book of its kind! Highly recommended. 1 of 1 people found the following review helpful. Five Stars By AmandaSolid compendium on an under-explored subject. New classic text for world-building. Just wish it weren't so expensive. 1 of 1 people found the following review helpful. Five Stars By misterZVery

informative. Chapters could have been divided a little more, but overall it's well written and very educational.

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: a theoretical analysis of how world-building extends beyond storytelling, the engagement of the audience, and the way worlds are conceptualized and experienced; a history of imaginary worlds that follows their development over three millennia from the fictional islands of Homer's *Odyssey* to the present; internarrative theory examining how narratives set in the same world can interact and relate to one another; an examination of transmedial growth and adaptation, and what happens when worlds make the jump between media; an analysis of the transauthorial nature of imaginary worlds, the resulting concentric circles of authorship, and related topics of canonicity, participatory worlds, and subcreations; relationship with divine Creation; *Building Imaginary Worlds* also provides the scholar of imaginary worlds with a glossary of terms and a detailed timeline that spans three millennia and more than 1,400 imaginary worlds, listing their names, creators, and the works in which they first appeared.

"*Building Imaginary Worlds* is a stunning work of scholarship, encyclopedic in its scope, well-informed in its theory, and totally infectious in its enthusiasm for its topic. It will go down as the Bible of imaginary worlds." Marie-Laure Ryan, author of *Avatars of Story* "Wolf shifts our focus from particular stories and media to the fantastical contexts we have created. Imaginary worlds express our deepest hopes, but we don't merely imagine these places. We try to live there, and in this choice lies tremendous social disruption." Edward Castronova, author of *Synthetic Worlds* About the Author Mark J.P. Wolf is Professor of Communication at Concordia University Wisconsin. He is the author of *Myst and Riven: The World of the Dni*, editor of the two-volume *Encyclopedia of Video Games*, and co-editor with Bernard Perron of *The Video Game Theory Reader 1 and 2*, among other books.