

American Zombie Gothic The Rise And Fall And Rise Of The Walking Dead In Popular Culture Author Kyle William Bishop Published On February 2010

Bursting with blood, guts, history, and science, this book is a must-have for monster lovers of all ages. Could Dr. Frankenstein's machine ever animate a body? Why should vampires drink from veins and not arteries? What body parts are best for zombies to eat? (It's not brains.) This fascinating encyclopedia of monsters delves into the history and science behind eight legendary creatures, from Bigfoot and the kraken to zombies and more. Find out each monster's origin story and the real-world history that informed it, and then explore the science of each creature in fun and surprising ways. Tips and infographics—including monster anatomy, how to survive a vampire attack, and real-life giant creatures of the deep sea—make this a highly visual and fun-to-browse book. "A fantastically researched, absolutely delectable approach to science education."—starred, Booklist "Informative and entertaining throughout for readers undead or otherwise."—starred, Kirkus Reviews

Zombie Culture by McIntosh and Leverette (Scarecrow, 2010), 420 pages, paper, \$50 LTD sales: 850 (\$26,461) From the Arthouse to the Grindhouse by Cline and Weiner (Scarecrow, 2010), 362 pages, cloth, \$55. LTD sales: 253 (\$9,855)

American Zombie Gothic: The Rise and Fall (and Rise) of the Walking Dead in Popular Culture by McFarland

Images of the Anthropocene in Speculative Fiction examines how the Anthropocene and its challenges are addressed by contemporary writers in a variety of genres broadly defined as speculative fiction. The book demonstrates that speculative fiction, can alter the readers' perception of their duties and responsibilities towards their communities.

"There's a lot to sink your teeth into here."--Library Journal "Exhibits a clear sense of structural coherence and critical timeliness. This collection...indicates an expansive awareness of both the developmental history of the zombie, as well as the posthuman trajectory of future zombie narratives."--The Gothic Imagination This edited collection brings together an introduction and 13 original scholarly essays on AMC's *The Walking Dead*. The essays in the first section address the pervasive bloodletting of the series: What are the consequences of the series' unremitting violence? Essays explore violence committed in self-defense, racist violence, mass lawlessness, the violence of law enforcement, the violence of mourning, and the violence of history. The essays in the second section explore an equally urgent question: What does it mean to be human? Several argue that notions of the human must acknowledge the centrality of the body--the fact that we share a "blind corporeality" with the zombie. Others address how the human is closely aligned with language and time, the disappearance of which are represented by the aphasic, timeless zombie. Underlying each essay are the game-changing words of *The Walking Dead*'s protagonist Rick Grimes to the other survivors: "We're all infected." The violence of the zombie is also our violence; their blind drives are also ours. The human characters of *The Walking Dead* may try to define themselves against the zombies but in the end their bodies harbor the zombie virus: they are the walking dead.

Depictions of the zombie apocalypse continue to reshape our concept of the walking dead (and of ourselves). The undead mirror cultural fears--governmental control, lawlessness, even interpersonal relationships--exposing our weaknesses and demanding a response (or safeguard), even as we imagine ever more horrifying versions of post-apocalyptic life. This critical study traces a shift in narrative focus in portrayals of the zombie apocalypse, as the living move from surviving hypothetical destruction toward reintegration and learning to live with the undead.

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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.

Not so long ago zombies rarely shuffled out of B-grade horror movies and cult comic books, but today they are everywhere. Zombies are proliferating, demonstrating an extraordinary capacity to transport fluidly from genre to genre, from the apocalyptic future to the already survived past, and in and out of fictional form. Today they can be found in just about any genre or discourse and as they move sinuously across the cultural landscape they keep morphing; taking on ever new and ever more bizarre associations. Zombies would appear to be unthinkable, the ultimate nightmare of a world devoured by the dead, and yet more and more often this horror-scape provides a form of figurative capture for the way things are. This book explores why. *Zombies* explores the recent transformation of zombie from cult genre to a figure that pervades western culture. Rutherford examines the zombie as a powerful metaphor for a constellation of social forces that define contemporary reality. This is an ideal introduction to all that is social about zombies, for students and general readers alike. Extracts from *Zombies*, were recently published in Australian newspapers, *The Age*, *The Canberra Times* and the *Sydney Morning Herald*. Available now to read online:

www.theage.com.au/entertainment/books/dead-right-20130620-2olqr.html

This is a comprehensive overview of zombie movies in the first 11 years of the new millennium, the most dynamic and vital period yet in the history of the zombie genre. The compendium serves not only as a follow-up to its predecessor volume (*The Zombie Movie Encyclopedia* McFarland 2011 [2001]), which covered movies from 1932 up until the late 1990s, but also as a fresh exploration of what uniquely defines the genre in the 2000s. In-depth entries provide critical analysis of the zombie as creature in more than 270 feature-length movies, from 28 countries and filmed on six continents. An appendix offers shorter entries for more than 100 shorts and serials.

The Historical Dictionary of Gothic Literature covers its history through a chronology, an introductory essay, and an extensive bibliography. The dictionary section has over 200 cross-referenced entries on the core texts, central authors, and the recurrent conventions that have distinguished writing in the genre for 250 years. This book is an ideal access point for students, researchers, or anyone interested in the history of Gothic Literature.

The imagination of the early twenty-first century is catastrophic, with Hollywood blockbusters, novels, computer games, popular music, art and even political speeches all depicting a world consumed by vampires, zombies, meteors, aliens from outer space, disease, crazed terrorists and mad scientists. These frequently gothic descriptions of the apocalypse not only commodify fear itself; they articulate and even help produce imperialism. Building on, and often retelling, the British 'imperial gothic' of the late nineteenth century, the American imperial gothic is

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obsessed with race, gender, degeneration and invasion, with the destruction of society, the collapse of modernity and the disintegration of capitalism. Drawing on a rich array of texts from a long history of the gothic, this book contends that the doom faced by the world in popular culture is related to the current global instability, renegotiation of worldwide power and the American bid for hegemony that goes back to the beginning of the Republic and which have given shape to the first decade of the millennium. From the frontier gothic of Charles Brockden Brown's *Edgar Huntly* to the apocalyptic torture porn of Eli Roth's *Hostel*, the American imperial gothic dramatises the desires and anxieties of empire. Revealing the ways in which images of destruction and social upheaval both query the violence with which the US has asserted itself locally and globally, and feed the longing for stable imperial structures, this book will be of interest to scholars and students of popular culture, cultural and media studies, literary and visual studies and sociology.

Historically, zombies have been portrayed in films and television series as mindless, shuffling monsters. In recent years, this has changed dramatically. The undead are fast and ferocious in *28 Days Later...* (2002) and *World War Z* (2013). In *Warm Bodies* (2013) and *In the Flesh* (2013-2015), they are thoughtful, sensitive and capable of empathy. These sometimes radically different depictions of the undead (and the still living) suggest critical inquiries: What does it mean to be human? What makes a monster? Who survives the zombie apocalypse, and why? Focusing on classic and current movies and TV shows, the author reveals how the once-subversive modern zombie, now more popular than ever, has been co-opted by the mainstream culture industry.

The taste for horror is arguably as great today as it has ever been. Since the turn of the millennium, the horror genre has seen various developments emerging out of a range of contexts, from new industry paradigms and distribution practices to the advancement of subgenres that reflect new and evolving fears. *New Blood* builds upon preceding horror scholarship to offer a series of critical perspectives on the genre since the year 2000, presenting a collection of case studies on topics as diverse as the emergence of new critical categories (such as the contentiously named 'prestige horror'), new subgenres (including 'digital folk horror' and 'desktop horror') and horror on-demand ('Netflix horror'), and including analyses of key films such as *The Witch* and *Raw* and TV shows like *Stranger Things* and *Channel Zero*. Never losing sight of the horror genre's ongoing political economy, *New Blood* is an exciting contribution to film and horror scholarship that will prove to be an essential addition to the shelves of researchers, students and fans alike.

Parenting is difficult under the best of circumstances—but extremely daunting when humanity faces cataclysmic annihilation. When the dead rise, hardship, violence and the ever-present threat of flesh-eating zombies will adversely affect parents and children alike. Depending on their age, children will have little chance of surviving a single encounter with the undead, let alone the unending peril of the *Zombie Apocalypse*. The key to their survival—and thus the survival of the species—will be the caregiving they receive. Drawing on psychological theory and real-world research on developmental status, grief, trauma, mental illness, and child-rearing in stressful environments, this book critically examines factors influencing parenting, and the likely outcomes of different caregiving techniques in the hypothetical landscape of the living dead.

This book argues that the mythic figure of the zombie, so prevalent and powerful in contemporary culture, provides the opportunity to explore certain social models – such as 'childhood' and 'school', 'class' and 'family' – that so deeply underpin educational policy and practice as to be rendered invisible. It brings together authors from a range of disciplines to use contemporary zombie typologies – slave, undead, contagion – to examine the responsiveness of everyday practices of schooling such as literacy, curriculum and pedagogy to the new contexts in which children and young people develop their identities, attitudes to

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deviant representatives of the zeitgeist. As this volume demonstrates, distribution of vampires and zombies across time and space has revealed these undead figures to carry multiple meanings. Of all monsters, vampires and zombies seem to be the trendiest—the most regularly incarnate of the undead and the monsters most frequently represented in the media and pop culture. Moreover, both figures have experienced radical reinterpretations. If in the past vampires were evil, blood-sucking exploiters and zombies were brainless victims, they now have metamorphosed into kinder and gentler blood-sucking vampires and crueler, more relentless, flesh-eating zombies. Although the portrayals of both vampires and zombies can be traced back to specific regions and predate mass media, the introduction of mass distribution through film and game technologies has significantly modified their depiction over time and in new environments. Among other topics, contributors discuss zombies in Thai films, vampire novels of Mexico, and undead avatars in horror videogames. This volume—with scholars from different national and cultural backgrounds—explores the transformations that the vampire and zombie figures undergo when they travel globally and through various media and cultures. For years, zombies have been a staple in horror movies. More recently, they've become a popular topic in many television shows as well. Throughout American history, people have told tales of those who have died but not quite left their bodies behind. The undead come in many forms depending on the specific legend. Through engaging text, accompanied by captivatingly creepy images and informative sidebars, readers will learn how the stories told about zombies have changed over the years, along with people's beliefs about them. This intriguing volume is a must-have for those interested in the paranormal.

The zombie--popular culture's undead darling--shows no signs of stopping. But as it develops to suit changing audience tastes, its characteristics transform. This collection of new essays examines the latest incarnation, the romantic zombie, a re-humanized monster we want to help, heal and connect with rather than destroy. The authors discuss our increasingly sympathetic view of the reanimated dead as more than physical bodies devoid of life and personality. Their essays cover a range of topics, including audience obsession with Apocalyptic love; the problem of a kinder, gentler undead; the millennial reinvention of the "sexy zombie"; and "uncanny valley romance."

This book presents the supernatural as a truly international phenomenon, not restricted to the original folk characters, their literary representations, or popular media. Instead, we move around the world and into the twenty-first century, reshaping legends into a post-modern image that is psychologically and socially relevant.

Part pop culture trope, part hypothetical cataclysm, the zombie apocalypse is rooted in modern literature, film and mythology. This collection of new essays considers the implications of this scientifically impossible (but perhaps imminent) event, examining real-world responses to pandemic contagion and civic chaos, as well as those from Hollywood and popular culture. The contributors discuss the zombie apocalypse as a metaphor for actual catastrophes and estimate the probabilities of human survival and behavior during an undead invasion.

In this book, the author draws on Karl Marx's writings on alienation and Erich Fromm's conception of necrophilia in order to understand these aspects of contemporary culture as expressions of the domination of the living by the dead under capitalism.

Necroculture is the ideological reflection and material manifestation of this basic feature of capitalism: the rule of dead capital over living labor. The author argues that necroculture represents the subsumption of the world by vampire capital.

"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

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I Walked with a Zombie, Lucio Fulci's Zombi 2, Dan O'Bannon's The Return of the Living Dead, Danny Boyle's 28 Days Later, and, of course, Romero's entire "Dead" series, it establishes Zombies in Gothic tradition"--Provided by publisher.

The boundary between 'high' culture and 'popular' culture is neither hermetic nor stable. A wide-spread mechanism of a reception strongly influenced by structuralism and post-modernism has led to the amplification and acceleration of cultural production between these two poles. Relying on a decidedly theoretical approach, this volume offers a broad perspective transgressing linguistic, cultural, temporal, and media borders. Reflections and perspectives on the relationship between 'high' and 'popular' culture are the subject of the thirteen articles collected here. Side by side with theoretical approaches, case studies covering classical and Heavy Metal music, TV series and pornographic films, zombies and 'Creature Features', philosophically infused comics and popular lexicography, professional wrestling and hypertext literature pave the way to a contemporary aesthetics.

Since the early 2000s, popular culture has experienced a "Zombie Renaissance," beginning in film and expanding into books, television, video games, theatre productions, phone apps, collectibles and toys. Zombies have become allegorical figures embodying cultural anxieties, but they also serve as models for concepts in economics, political theory, neuroscience, psychology, computer science and astronomy. They are powerful, multifarious metaphors representing fears of contagion and doom but also isolation and abandonment, as well as troubling aspects of human cruelty, public spectacle and abusive relationships. This critical examination of the 21st-century zombie phenomenon explores how and why the public imagination has been overrun by the undead horde.

This volume chronicles and examines all aspects of the writing career of Richard Matheson, including thematic concerns, authorial techniques, and genre tropes, as well as the influence on contemporaries and later writers.

The very real origins of zombies and the very unreal legends that have developed since are explored in this exciting volume. Among the legends, the earliest New Orleans voodoo priestess and the Night of the Living Dead are brought forth. Readers and zombie enthusiasts alike can explore some of the most exciting legends that the living dead have to offer.

In the context of the current explosion of interest in Gothic literature and popular culture, this interdisciplinary collection of essays explores for the first time the rich and long-standing relationship between war and the Gothic. Critics have described the global Seven Year's War as the "crucible" from which the Gothic genre emerged in the eighteenth century. Since then, the Gothic has been a privileged mode for representing violence and extreme emotions and situations. Covering the period from the American Civil War to the War on Terror, this collection examines how the Gothic has provided writers an indispensable toolbox for narrating, critiquing, and representing real and fictional wars. The book also sheds light on the overlap and complicity between Gothic aesthetics and certain aspects of military experience, including the bodily violation and mental dissolution of combat, the dehumanization of "others," psychic numbing, masculinity in crisis, and the subjective experience of trauma and memory. Engaging with popular forms such as young adult literature, gaming, and comic books, as well as literature, film, and visual art, War Gothic provides an important and timely overview of

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war-themed Gothic art and narrative by respected experts in the field of Gothic Studies. This book makes important contributions to the fields of Gothic Literature, War Literature, Popular Culture, American Studies, and Film, Television & Media.

The history of bourgeois modernity is a history of the Enemy. This book is a radical exploration of an Enemy that has recently emerged from within security documents released by the US security state: the Universal Adversary. The Universal Adversary is now central to emergency planning in general and, more specifically, to security preparations for future attacks. But an attack from who, or what? This book – the first to appear on the topic – shows how the concept of the Universal Adversary draws on several key figures in the history of ideas, said to pose a threat to state power and capital accumulation. Within the Universal Adversary there lies the problem not just of the ‘terrorist’ but, more generally, of the ‘subversive’, and what the emergency planning documents refer to as the ‘disgruntled worker’. This reference reveals the conjoined power of the contemporary mobilisation of security and the defence of capital. But it also reveals much more. Taking the figure of the disgruntled worker as its starting point, the book introduces some of this worker’s close cousins – figures often regarded not simply as a threat to security and capital but as nothing less than the Enemy of all Mankind: the Zombie, the Devil and the Pirate. In situating these figures of enmity within debates about security and capital, the book engages an extraordinary variety of issues that now comprise a contemporary politics of security. From crowd control to contagion, from the witch-hunt to the apocalypse, from pigs to intellectual property, this book provides a compelling analysis of the ways in which security and capital are organized against nothing less than the ‘Enemies of all Mankind’.

Growing from their early roots in Caribbean voodoo to their popularity today, zombies are epidemic. Their presence is pervasive, whether they are found in video games, street signs, hard drives, or even international politics. These eighteen original essays by an interdisciplinary group of scholars examine how the zombie has evolved over time, its continually evolving manifestations in popular culture, and the unpredictable effects the zombie has had on late modernity. Topics covered include representations of zombies in films, the zombie as environmental critique, its role in mass psychology and how issues of race, class and gender are expressed through zombie narratives. Collectively, the work enhances our understanding of the popularity and purposes of horror in the modern era. Instructors considering this book for use in a course may request an examination copy here.

The figure of the zombie that entered the popular imagination with the publication of William Seabrook’s *The Magic Island* (1929)—during the American occupation of Haiti—still holds cultural currency around the world. This book calls for a rethinking of zombies in a sociopolitical context through the examination of several films, including *White Zombie* (1932), *The Love Wanga* (1935), *I Walked with a Zombie* (1943) and *The Serpent and the Rainbow* (1988). A 21st-century film from Haiti, *Zombi candidat à la présidence ... ou les amours d’un zombi*, is also examined. A reading of *Heading South* (2005), a film about the female tourist industry in the Caribbean, explores zombification as a consumptive process driven by capitalism.

Tropical Gothic examines Gothic within a specific geographical area of ‘the South’ of the Americas. In so doing, we structure the book around geographical coordinates (from North to South) and move between various national traditions of the gothic

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(Mexico, Argentina, Brazil, etc) alongside regional manifestations of the Gothic (the US south and the Caribbean) as well as transnational movements of the Gothic within the Americas. The reflections on national traditions of the Gothic in this volume add to the critical body of literature on specific languages or particular nations, such as Scottish Gothic, American Gothic, Canadian Gothic, German Gothic, Kiwi Gothic, etc. This is significant because, while the Southern Gothic in the US has been thoroughly explored, there is a gap in the critical literature about the Gothic in the larger context of region of 'the South' in the Americas. This volume does not pretend to be a comprehensive examination of tropical Gothic in the Americas; rather, it pinpoints a variety of locations where this form of the Gothic emerges. In so doing, the transnational interventions of the Gothic in this book read the flows of Gothic forms across borders and geographical regions to tease out the complexities of Gothic cultural production within cultural and linguistic translations. Tropical Gothic includes, but is by no means limited to, a reflection on a region where European colonial powers fought intensively against indigenous populations and against each other for control of land and resources. In other cases, the vast populations of African slaves were transported, endowing these regions with a cultural inheritance that all the nations involved are still trying to comprehend. The volume reflects on how these histories influence the Gothic in this region.

Since the early 2000s, zombies have increasingly swarmed the landscape of popular culture, with ever more diverse representations of the undead being imagined. A growing number of zombie narratives have introduced sexual themes, endowing the living dead with their own sexual identity. The unpleasant idea of the sexual zombie is itself provocative, triggering questions about the nature of desire, sex, sexuality, and the politics of our sexual behaviors. However, the notion of zombie sex has been largely unaddressed in scholarship. This collection addresses that unexamined aspect of zombiedom, with essays engaging a variety of media texts, including graphic novels, films, television, pornography, literature, and internet meme culture. The essayists are scholars from a variety of disciplines, including history, theology, film studies, and gender and queer studies. Covering *The Walking Dead*, *Warm Bodies*, and Bruce LaBruce's zombie-porn movies, this work investigates the cultural, political and philosophical issues raised by undead sex and zombie sexuality.

This book brings together a carefully selected range of contemporary disciplinary approaches to new areas of Gothic inquiry. Moving beyond the representational and historically based aspects of literature and film that have dominated Gothic studies, this volume both acknowledges the contemporary diversification of Gothic scholarship and maps its changing and mutating incarnations. Drawing strength from their fascinating diversity, and points of correlation, the varied perspectives and subject areas cohere around a number of core themes — of re-evaluation, discovery, and convergence — to reveal emerging trends and new directions in Gothic scholarship. Visiting fascinating areas including the Gothic and digital realities, uncanny food experiences, representations of death and the public media, Gothic creatures and their popular legacies, new approaches to contemporary Gothic literature, and re-evaluations of the Gothic mode through regional narratives, essays reveal many patterns and intersecting approaches, forcefully testifying to the multifaceted, although lucidly coherent, nature of Gothic studies in the 21st Century. The multiple disciplines represented — from digital

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inquiry to food studies, from fine art to dramaturgy — engage with the Gothic in order to offer new definitions and methodological approaches to Gothic scholarship. The interdisciplinary, transnational focus of this volume provides exciting new insights into, and expanded and revitalised definitions of, the Gothic and its related fields.

Gothic Afterlives examines the intersections between contemporary Gothic horror and remakes scholarship from various disciplinary perspectives. The essays in the collection cover a wide range of transmedia examples, including literature, film, television, video games, and digital media reimaginings.

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