

ways in which these pop culture artefacts intersect with issues of race, ethnicity, gender, sexual orientation, age, and ability. Providing a rich mixture of broad perspectives and intriguing case studies, the essays form a compelling mosaic of findings and viewpoints on popular culture. Exploring everything from toxic masculinity in twenty-first century television programmes to gendered greeting cards and adult colouring books, this provocative volume is essential reading for anyone interested in that fabricated and all-pervasive environment we call popular culture.

Now in its third edition, Peter Burke's 1978 book *Popular Culture in Early Modern Europe* has for thirty years set the benchmark for cultural historians with its wide ranging and imaginative exploration of early modern European popular culture. In order to celebrate this achievement, and to explore the ways in which perceptions of popular culture have changed in the intervening years a group of leading scholars are brought together in this new volume to examine Burke's thesis in relation to England. Adopting an appropriately interdisciplinary approach, the collection offers an unprecedented survey of the field of popular culture in early modern England as it currently stands, bringing together scholars at the forefront of developments in an expanding area. Concluded by an Afterword by Peter Burke, the volume provides a vivid sense of the range and significance of early modern popular culture and the difficulties involved in defining and studying it.

With the expansion of the publishing industry between the sixteenth and eighteenth centuries, reading for pleasure became possible for an increasing number of people, not just the wealthy and educated. The growth of the book trade produced, alongside elite literature, a parallel popular literature. Lori Humphrey Newcomb examines the proliferation of romances in early modern England, as well as their vilification by elite writers. Using as her case study Robert Greene's *Pandosto* (1585), an Elizabethan prose romance that inspired Shakespeare's late play, *The Winter's Tale*, she shows that the two forms of literature influenced each other profoundly. Because Shakespeare's works are considered timeless literary achievements, critics have distanced his plays from his romantic sources—a separation that until now has gone unquestioned. Newcomb undermines this assumption, providing a fascinating account of an early bestseller's incarnations over 250 years of literary history.

This collection of insightful essays by outstanding artists, anthropologists, historians, classicists and humanists was developed to broaden the study of popular culture and to provide instances of original and innovative interdisciplinary approaches. Its first purpose is to broaden the study of popular culture which is too often regarded in the academic world as the entertainment and leisure time activities of the 20th century. Second, the collection gives recognition to the fact that a number of disciplines have been investigating popular phenomena on different fronts, and it is designed to bring examples of these disciplines together under the common rubric of "popular culture." Related to this is a third purpose of providing instances of original and innovative interdisciplinary approaches. Last, the collection should be a worthwhile contribution to the component disciplines as well as to the study of popular culture.

This book offers a range of perspectives on children's multimodal experiences, providing a ground-breaking account of the ways in which children engage with popular culture, media and digital literacy practices from their earliest years. Many young children have extensive experience of film, television, printed media, computer games, mobile phones and the Internet from birth, yet their reaction to media texts is rarely acknowledged in the national curricula of any country. This seminal text focuses on children from birth to eight years, addressing issues such as: * media and identity construction * media literacy practices in the home * the changing nature of literacy in technologically advanced societies * The place of popular and media texts in children's lives and the use of such texts in the curriculum. By exploring children's engagement with popular culture, media and digital texts in the home, community and early years settings, the contributors look at empirical studies from around the world, and draw out vital new theoretical issues relating to children's emergent techno-literacy practices. With an unmatched team of international experts evaluating topics from text-messaging to the Teletubbies, this book is a long-overdue, fascinating and illuminating read for policy-makers, educational researchers and practitioners, and crosses over to appeal to those in the linguistics field.

A little girl comes to live in his uncle's lonely house and discovers a boy, her handicapped cousin and a mystery of a locked garden.

This book is about war and popular culture, and war in popular culture. Tara Brabazon summons, probes, questions and reclaims popular culture, challenging the assumptions of war, whiteness, Christianity, modernity and progress that have dominated our lives since September 11. It is essential reading for any scholar of cultural studies and popular culture, media and journalism, creative writing and terrorism studies.

This book offers 101 passive programming ideas that are extendable, adaptable, customizable, and above all, stealable—so your passive programming never runs dry. Passive programming is a cheap, quick, fun way to make all library customers feel like part of the community. It can support reading initiatives, foster family engagement, encourage visit frequency, and coax interaction out of library lurkers—while barely making a dent in your programming budget. Passive programming can be targeted at children, adults, seniors, or teens; used to augment existing programs; and executed in places where staff-led programming can't reach. It can be light-footed and spontaneous, easily deployed to reflect and respond to current news, media, library events, and even the weather. But even passive programming pros run out of ideas sometimes, and when that happens, they want a fresh, funny source of inspiration. Make programming less intimidating Get the most bang for your buck from whatever resources you have available Make diverse customers feel welcome and seen Encourage repeat/regular library visits Boost your programming statistics

One of our keenest social observers examines the deep roots--and untapped possibilities--of our newfound, all-consuming drive to reduce.

Portable Prose: The Novel and the Everyday explores issues related to objecthood, the everyday, and portability within the novel. The scope of this wide-ranging collection includes nineteenth- and twentieth-century fiction, contemporary postmodern literature and science fiction, as well as broader theories of the novel and the nature of reading.

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