World Building

This book is the first major account of innovation and entrepreneurship in the Arab higher-education sector. It provides an update of the current situation and advances reasons for the under-performance of Arab universities in international ranking tables and the weaknesses of Arab economies. Specific proposals are made for upgrading curricula and assessment procedures as well as providing an environment that fosters innovation and entrepreneurial behaviour. The roles of university-based technology and business parks are examined, with examples of successful business partnerships in the Arab region, Europe, and North America. Opportunities for innovation and entrepreneurship have never been greater with the wealth of rapidly developing transformative technologies that are driving the international knowledge economy. This book puts forward proposals for the management and exploitation of intellectual property, and for establishing businesses.

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Fantasy World-BuildingA Guide to Developing Mythic Worlds and Legendary CreaturesDover Publications

Build yourself an exciting dinosaur adventure with more than 50 ideas to inspire your own LEGO® Jurassic World(tm) models. LEGO® Jurassic World(tm): Build your Own Adventure combines an action-packed, thrilling story inspired by the Jurassic World movies and LEGO Jurassic World animations, with more than 50 fun ideas for building. Once you have built new creations, play out exciting adventures of your own using your personal LEGO collection. This book comes with a minifigure and the bricks to build an awesome exclusive vehicle that features in the story. ©2020 The LEGO Group. ©2020 Universal Studios.

This reference book details the top 100 groundbreaking events in the history of American business, featuring case studies of successful companies who challenged traditional operating paradigms, historical perspectives on labor laws, management practices, and economic climates, and an examination of the impact of these influences on today's business practices. * Chronology of key events in the history of American business from 1630 to the present * Helpful sidebars of the evolution of key terms used today * Comprehensive index includes category, company names, personal names, and cross references to other events * Suggestions for further reading for each article * 10 relevant charts and tables * Appendix of relevant sources * 80 key primary documents supporting major events in American business

The Elder Scrolls V: Skyrim is one of the bestselling and most influential video games of the past decade. From the return of world-threatening dragons to an ongoing civil war, the province of Skyrim is rich with adventure, lore, magic, history, and stunning vistas. Beyond its visual spectacle alone, Skyrim is an exemplary gameworld that reproduces out-of-game realities, controversies, and histories for its players. Being Dragonborn, then, comes to signify a host of ethical and ideological choices for the player, both inside and outside the gameworld. These essays show how playing Skyrim, in many ways, is akin to "playing" 21st century America with its various crises, conflicts, divisions, and inequalities. Topics covered include racial inequality and white supremacy, gender construction and misogyny, the politics of modding, rhetorics of gameplay, and narrative features.

An encyclopedia of the history and importance of the most iconic engineering structures in world history

Best Book of Fall (Esquire) and a Most Anticipated Book of 2021 (Lit Hub) What Has Happened to Fiction in the Age of Platform Capitalism? Since it was first launched in 1994, Amazon has changed the world of literature. The "Everything Store" has not just transformed how we buy books; it has affected what we buy, and even what we read. In Everything and Less, acclaimed critic Mark McGurl explores this new world where writing is no longer categorized as high or lowbrow, literature or popular fiction. Charting a course spanning from Henry James to E. L. James, McGurl shows that contemporary writing has less to do with writing per se than with the manner of its distribution. This consumerist logic—if you like this, you might also like ...—has reorganized the fiction universe so that literary prize-winners sit alongside fantasy, romance, fan fiction, and the infinite list of hybrid genres and self-published works. This is an innovation to be cautiously celebrated. Amazon's platform is not just a retail juggernaut but an aesthetic experiment driven by an unseen algorithm rivaling in the depths of its effects any major cultural shift in history. Here all fiction is genre fiction, and the niches range from the categories of crime and science fiction to the more refined interests of Adult Baby Diaper Lover erotica. Everything and Less is a hilarious and insightful map of both the commanding heights and sordid depths of fiction, past and present, that opens up an arresting conversation about why it is we read and write fiction in the first place.

Across generations and genres, comics have imagined different views of the future, from unattainable utopias to worrisome dystopias. These presaging narratives can be read as reflections of their authors' (and readers') hopes, fears and beliefs about the present. This collection of new essays explores the creative processes in comics production that bring plausible futures to the page. The contributors investigate portrayals in different stylistic traditions—manga, bande desinées—from a variety of theoretical perspectives. The picture that emerges documents the elaborate storylines and complex universes comics creators have been crafting for decades.

Textbook

"Genre fiction series are the bread and butter of mid-list writers. For many they make the difference between a writing dream and a writing career." Zoe York/Ainsley Booth, USA Today and New York Times bestselling author For the first time ever in print, Zoe York breaks down how she plans a series—something she has done ten times over. Romance Your Brand is an adaptation of an intensive four-week course, now available to authors everywhere. This book covers: • high-concept pitches • world-building • taglines and blurbs • building a cast of characters • writing the first book in a series • finding comparable series • covers • how to write towards future marketing • and why ALL OF THE ABOVE should be considered before you write a single word

Democratic theorists frequently assume that the "people" must have something in common, or

else democracy will fail. This produces an ironically anti-democratic tendency to emphasize the passive possession of commonality. Sharing Democracy counters this tendency with a radical vision of democracy grounded instead in the active exercise of political freedom.

From catastrophe to utopia, the most comprehensive survey yet of how literature can speak to the 'Anthropocene'.

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 subcreation's 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.

"This book about the design of America's most extravagant early skyscrapers includes biographies of noted architects and the aristocrats who financed America's first skyscrapers, discusses the influences of European aesthetic values in America--and scandals, rogues, and class distinctions. Interpretations by contemporary critics are sprinkled throughout the text"--Provided by publisher.

Go to the heart of your world and build it well!Memorable world-building enhances story, attracts readership, and sells books! Find the core of your science fiction or fantasy people and instill your narrative with universal themes and concepts derived from real-world cultures.-Explore different religions and governments with concise entries that include ideas for plot and character development-Develop key aspects of your society without getting caught up in unnecessary details-Learn how the deeper effects of appearance and location can enhance your narrativeWorld-Building From the Inside Out challenges you to go deep and build fantastical worlds that truly bring your story to life!

A collaboration between Belgian artist François Schuiten and French writer Benoît Peeters, The Obscure Cities is one of the few comics series to achieve massive popularity while remaining highly experimental in form and content. Set in a parallel world, full of architecturally distinctive city-states, The Obscure Cities also represents one of the most impressive pieces of world-building in any form of literature. Rebuilding Story Worlds offers the first full-length study of this seminal series, exploring both the artistic traditions from which it emerges and the innovative ways it plays with genre, gender, and urban space. Comics scholar Jan Baetens examines how Schuiten's work as an architectural designer informs the series' concerns with the preservation of historic buildings. He also includes an original interview with Peeters, which reveals how poststructuralist critical theory influenced their construction of a rhizomatic fictional world, one which has made space for fan contributions through the Alta Plana website. Synthesizing cutting-edge approaches from both literary and visual studies, Rebuilding Story Worlds will give readers a new appreciation for both the aesthetic ingenuity of The Obscure Cities and its nuanced conception of politics.

Jim Henson was the creative force behind a huge catalog of television series, films, specials, and other productions, even excepting the Muppets. This collection of essays delves into the rest of Henson's body of work, including projects developed during his lifetime and those that represent his legacy. Covered here are Fraggle Rock, The Dark Crystal, Labyrinth, The Jim Henson Hour, Dinosaurs, Farscape, and more. The breadth and depth of Henson's influence on both audiences and later productions remains palpable on screens large and small, as this collection attests.

From the invention of eyeglasses to the Internet, this three-volume set examines the pivotal effects that inventions have had on society, providing a fascinating history of technology and innovations in the United States from the earliest colonization by Europeans to the present. • Encourages readers to consider the tremendous potential impact of advances in science and technology and the ramifications of important inventions on the global market, human society, and even the planet as a whole • Supports eras addressed in the National Standards for American history as well as curricular units on inventions, discoveries, and technological advances • Includes primary documents, a chronology, and section openers that help readers contextualize the content

This book takes the following question as its starting point: What are some of the crucial things the reader must do in order to make sense of a literary narrative? The book is a study of the texture of narrative fiction, using stylistics, corpus linguistic principles (especially Hoey's work on lexical patterning), narratological ideas, and cognitive stylistic work by Werth, Emmott, and others. Michael Toolan explores the textual/grammatical nature of fictional narratives, critically re-examining foundational ideas about the role of lexical patterning in narrative texts, and also engages the cognitive or psychological processes at play in literary reading. The study grows out of the theoretical questions that stylistic analyses of extended fictional texts raise, concerning the nature of narrative comprehension and the reader's experience in the course of reading narratives, and particularly concerning the role of language in that comprehension and experience. The ideas of situation, repetition and picturing are all central to the book's argument about how readers process story, and Toolan also considers the ethical and emotional involvement of the reader, developing hypotheses about the text-linguistic characteristics of the most ethically and emotionally involving portions of the stories examined. This book makes an important contribution to the study of narrative text and is in dialogue with recent work in corpus stylistics, cognitive stylistics, and literary text and texture.

According to the terms of Aristotle's Politics, to be alive is to instantiate an operation of power. In the growth of plants, the perceptual capacities and movement of animals, and the impulse that motivates thinking, speaking, and deliberating Aristotle sees the working of a powerful generative force come to expression in an array of forms of life, and it is in these, if anywhere, that one could find the resources needed for a philosophic account of the nature of life as such.0Aristotle on the Concept of Shared Life addresses this intertwining of power and life in Aristotle's thought, and argues that Aristotle locates the ground of human political life in the capacity to share the most intimate aspects of life with others. A comprehensive study of the relationality which shared life reveals tells us something essential about Aristotle's approach to human political phenomena; namely, that they arise as forms of intimacy whose political character can only be seen when viewed in the context of Aristotle's larger inquiries into animal life, where they emerge not as categorically distinct from animal sociality, but as intensifications of it. Tracing the human capacity to share life thus illuminates the interrelation between the zoological, ethical, and political0lenses through which Aristotle pursues his investigation of the polis. In following this connection, this volume also explores-and critically evaluates-the reception of the ancient sources for some of the most vital concepts of contemporary critical theory.

Issues for 1955 accompanied by supplement: Construction volume and costs, 1915-1954.

Interweaving fan fiction studies, world-building, and genre studies, Ann McClellan examines Sherlock and the fan fiction it inspires. Using Sherlock to trace the changing face of fan fiction studies, McClellan's book explores how far fans are willing to go to change the Sherlockian canon while still reinforcing its power and status as the source text. Sherlock's World explores the boundaries between canon, genre, character, and reality through the lenses of fan fiction and world-building. This book promises to be a valuable resource for fan studies scholars, those who write fan fiction, and Sherlock fans alike.

To European explorers, it was Eden, a paradise of waist-high grasses, towering stands of walnut, maple, chestnut, and oak, and forests that teemed with bears, wolves, raccoons, beavers, otters, and foxes. Today, it is the site of Broadway and Wall Street, the Empire State Building and the Statue of Liberty, and the home of millions of people, who have come from every corner of the nation and the globe. In Gotham, Edwin G. Burrows and Mike Wallace have produced a monumental work of history, one that ranges from the Indian tribes that settled in and around the island of Manna-hata, to the consolidation of the five boroughs into Greater New York in 1898. It is an epic narrative, a story as vast and as varied as the city it chronicles, and it underscores that the history of New York is the story of our nation. Readers will relive the tumultuous early years of New Amsterdam under the Dutch West India Company, Peter Stuyvesant's despotic regime, Indian wars, slave resistance and revolt, the Revolutionary War and the defeat of Washington's army on Brooklyn Heights, the destructive seven years of British occupation, New York as the nation's first capital, the duel between Aaron Burr and Alexander Hamilton, the Erie Canal and the coming of the railroads, the growth of the city as a port and financial center, the infamous draft riots of the Civil War, the great flood of immigrants, the rise of mass entertainment such as vaudeville and Coney Island, the building of the Brooklyn Bridge and the birth of the skyscraper. Here too is a cast of thousands--the rebel Jacob Leisler and the reformer Joanna Bethune; Clement Moore, who saved Greenwich Village from the city's street-grid plan; Herman Melville, who painted disillusioned portraits of city life; and Walt Whitman, who happily celebrated that same life. We meet the rebel Jacob Leisler and the reformer Joanna Bethune; Boss Tweed and his nemesis, cartoonist Thomas Nast; Emma Goldman and Nellie Bly; Jacob Riis and Horace Greeley; police commissioner Theodore Roosevelt; Colonel Waring and his "white angels" (who revolutionized the sanitation department); millionaires John Jacob Astor, Cornelius Vanderbilt, August Belmont, and William Randolph Hearst; and hundreds more who left their mark on this great city. The events and people who crowd these pages guarantee that this is no mere local history. It is in fact a portrait of the heart and soul of America, and a book that will mesmerize everyone interested in the peaks and valleys of American life as found in the greatest city on earth. Gotham is a dazzling read, a fast-paced, brilliant narrative that carries the reader along as it threads hundreds of stories into one great blockbuster of a book.

"Johnson astutely reveals that franchises are not Borg-like assimilation machines, but, rather, complicated ecosystems within which creative workers strive to create compelling 'shared worlds.' This finely researched, breakthrough book is a must-read for anyone seeking a sophisticated understanding of the contemporary media industry." —Heather Hendershot, author of What's Fair on the Air?: Cold War Right-Wing Broadcasting and the Public Interest While immediately recognizable throughout the U.S. and many other countries, media mainstays like X-Men, Star Trek, and Transformers achieved such familiarity through constant reincarnation. In each case, the initial success of a single product led to a long-term embrace of media franchising—a dynamic process in which media workers from different industrial positions shared in and reproduced familiar cultureacross television, film, comics, games, and merchandising. In Media Franchising, Derek Johnson examines the corporate culture behind these production practices, as well as the collaborative and creative efforts involved in conceiving, sustaining, and sharing intellectual properties in media work worlds. Challenging

connotations of homogeneity, Johnson shows how the cultural and industrial logic of franchising has encouraged media industries to reimagine creativity as an opportunity for exchange among producers, licensees, and evenconsumers. Drawing on case studies and interviews with media producers, he reveals the meaningful identities, cultural hierarchies, and struggles for distinction that accompany collaboration within these production networks. Media Franchising provides a nuanced portrait of the collaborative cultural production embedded in both the media industries and our own daily lives.

This book—the culmination of forty years of friendship between J. Hillis Miller and Jacques Derrida, during which Miller also closely followed all Derrida's writings and seminars—is "for Derrida" in two senses. It is "for him," dedicated to his memory. The chapters also speak, in acts of reading, as advocates for Derrida's work. They focus especially on Derrida's late work, including passages from the last, as yet unpublished, seminars. The chapters are "partial to Derrida," on his side, taking his part, gratefully submitting themselves to the demand made by Derrida's writings to be read—slowly, carefully, faithfully, with close attention to semantic detail. The chapters do not progress forward to tell a sequential story. They are, rather, a series of perspectives on the heterogeneity of Derrida's work, or forays into that heterogeneity. The chief goal has been, to borrow a phrase from Wallace Stevens, "plainly to propound" what Derrida says. The book aims, above all, to render Derrida's writings justice. It should be remembered, however, that, according to Derrida himself, every rendering of justice is also a transformative interpretation. A book like this one is not a substitute for reading Derrida for oneself. It is to be hoped that it will encourage readers to do just that.

This discussion responds to the work of Langdon Winner, Albert Borgmann, Charles Taylor, Martin Heidegger, David Abram, and others."--BOOK JACKET.

The early modern period was rife with attempts to re-imagine the world and the human place within it. This volume looks at natural philosophers, playwrights, historians, and other figures in the period 1500-1700 as a means of accessing the plethora of world models that circulated in Europe during this era.

In recent years numerous films, television series, comic books, graphic novels and video games have featured time travel narratives, with characters jumping backward, forward and laterally through time. No rules govern time travel in these stories. Some characters move by machine, some by magic, others by unexplained means. Some time travelers can alter the timeline, while others are prevented from causing temporal aberrations. The fluid forms of imagined time travel have fascinated audiences and prompted debate since at least the 19th century. What is behind our fascination with time travel? What does it mean to be out of one's own era? How do different media tell these stories and what does this reveal about the media's relationship to time? This collection of new essays--the first to address time travel across a range of media--answers these questions by locating time travel narratives within their cultural, historical and philosophical contexts. Texts discussed include Doctor Who, The Terminator, The Georgian House, Save the Date, Back to the Future, Inception and Source Code.

When artists and designers explore or create a fictional setting, the milieu must be completely fleshed out, explained, and designed. In this book, comic and gaming art veteran Mark A. Nelson explores and demonstrates his methods for fashioning visually stunning, believable environments for fantasy creatures and characters. Scores of images and step-by-step examples illustrate how variation and experimentation lead to fresh, original designs for otherworldly beings, their environments, and their stories. Nelson discusses how to find ideas and borrow from history to add the strength of realism to a fantasy world. In describing the best ways to establish a habitat, he offers specifics about climate, terrain, flora, and wildlife. He shares insights into founding societies in terms of their means of survival, manner of warfare, spiritual practices, style of dress, and levels of technology. All visual creatives who work with imaginative material — illustrators, comic artists, and writers — will take a lively interest in this

source of inspiration and practical knowledge.

An encyclopedic study on the role that fear and anxiety have played as the organizing motives of human existence and social life. Hankiss explains how human beings have surrounded themselves with protective symbols: myths and religions, values and belief systems, ideas and scientific theories, moral and practical rules of behaviour, and a wide range of everyday rituals and trivialities.

Level up your Game Master skills with these fun, interactive prompts and activities to help your worldbuilding from RPG expert James D'Amato. Make your next campaign truly unique with the help of this interactive guide to world building! From RPG expert James D'Amato comes a fun new guide that teaches beginner and experienced gamers alike how to build and create their own game elements for customizing existing adventures or creating new stories from scratch. The Ultimate RPG Game Master's Worldbuilding Guide includes dozens of activities for a wide range of genres from fantasy and sci-fi to horror and x-punk. This lively and interactive book helps Game Masters create dynamic destinations, powerful items, shadowy organizations, compelling villains, and more. Make the most of your gaming experience with these unique and personalized ideas for your gaming group's next adventures!

Winner of the 2007 Society for Cinema and Media Studies Katherine Singer Kovacs Book Award 2007 Choice Outstanding Academic Title A classic study on the dynamic between an individual and different media channels Convergence Culture maps a new territory: where old and new media intersect, where grassroots and corporate media collide, where the power of the media producer and the power of the consumer interact in unpredictable ways. Henry Jenkins, one of America's most respected media analysts, delves beneath the new media hype to uncover the important cultural transformations that are taking place as media converge. He takes us into the secret world of Survivor Spoilers, where avid internet users pool their knowledge to unearth the show's secrets before they are revealed on the air. He introduces us to young Harry Potter fans who are writing their own Hogwarts tales while executives at Warner Brothers struggle for control of their franchise. He shows us how The Matrix has pushed transmedia storytelling to new levels, creating a fictional world where consumers track down bits of the story across multiple media channels.Jenkins argues that struggles over convergence will redefine the face of American popular culture. Industry leaders see opportunities to direct content across many channels to increase revenue and broaden markets. At the same time, consumers envision a liberated public sphere, free of network controls, in a decentralized media environment. Sometimes corporate and grassroots efforts reinforce each other, creating closer, more rewarding relations between media producers and consumers. Sometimes these two forces are at war. Jenkins provides a riveting introduction to the world where every story gets told and every brand gets sold across multiple media platforms. He explains the cultural shift that is occurring as consumers fight for control across disparate channels, changing the way we do business, elect our leaders, and educate our children.

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