

The Culture Of Make Believe

Jaan Valsiner

The Culture of Make Believe Derrick Jensen, 2004-03-30 Derrick Jensen takes no prisoners in *The Culture of Make Believe*, his brilliant and eagerly awaited follow-up to his powerful and lyrical *A Language Older Than Words*. What begins as an exploration of the lines of thought and experience that run between the massive lynchings in early twentieth-century America to today's death squads in South America soon explodes into an examination of the very heart of our civilization. *The Culture of Make Believe* is a book that is as impeccably researched as it is moving, with conclusions as far-reaching as they are shocking.

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The Derrick Jensen Reader Derrick Jensen, 2012-07-03 In an age marked by seemingly unstoppable environmental collapse and the urgent quest for solutions, environmental philosopher Derrick Jensen, the voice of the growing deep ecology movement, reveals for us new seeds of hope. Here for the first time in *The Derrick Jensen Reader* are collected generous selections from his prescient, unflinching books on the problem of civilization and the path to true resistance. In the acclaimed *A Language Older Than Words*, Jensen dissects his own abusive childhood to examine the pathology of Western culture and shares with us the power and beauty of an alliance with the natural world. He continues to use the lens of his

own experience as well as the wisdom of philosophers, activists, and teachers to expose oppression and call us to action in his other early works, *Listening to the Land*, *A Culture of Make Believe*, *Strangely Like War*, and *Walking on Water*. We see his analysis deepen when he asks us to accept that the only moral response to biocide is resistance in the two-volume *Endgame*, a truth he explores further in *Thought to Exist in the Wild*, *What We Leave Behind*, the graphic novel *As The World Burns*, and in his two novels, *Songs of the Dead* and *Lives Less Valuable*. And in *Dreams*, Jensen's latest work, he leads us still further toward his vision for a healed planet, freeing us to see beyond the limits of our present culture to a future luminous with meaning.

Dread David Theo Goldberg, 2021-06-11 A pervasive sense has taken hold that any and all of us are under suspicion and surveillance, walking on a tightrope, a step away from erasure of rights or security. Nothing new for many long-targeted populations, it is now surfacing as a broad social sensibility, ramped up by environmental crisis and pandemic wreckage. We have come to live in proliferating dread, even of dread itself. In this brilliant analysis of the nature, origins, and implications of this gnawing feeling, David Theo Goldberg exposes tracking-capitalism as the operating system at the root of dread. In contrast to surveillance, which requires labor-intensive analysis of people's actions and communications, tracking strips back to the fundamental mapping of our movements, networks, and all traces of our digitally mediated lives. A simultaneous tearing of the social fabric - festering culture wars, the erosion of truth, even civil war itself - frays the seams of the sociality and solidarity needed to thwart this transformation of people into harvestable, expendable data. This searing commentary offers a critical apparatus for interrogating the politics of our time, arguing that we need not just a politics of refusal and resistance, but a creative politics to counter the social life of dread.

Playing Software Miguel Sicart, 2023-02-14 The play element at the heart of our interactions with computers—and how it drives the best and the worst manifestations of the information age. Whether we interact with video games or spreadsheets or social media, playing with software shapes every facet of our lives. In *Playing Software*, Miguel Sicart delves into why we play with computers, how that play shapes culture and society, and the threat posed by malefactors using play to weaponize everything from conspiracy theories to extractive capitalism. Starting from the controversial idea that software is an essential agent in the information age, Sicart considers our culture in general—and our way of thinking about and creating digital technology in particular—as a consequence of interacting with software's agency through play. As Sicart shows, playing shapes software agency. In turn, software shapes our agency as we adapt and relate to it through play. That play drives the creation of new cultural, social, and political forms. Sicart also reveals the role of make-believe in driving our playful engagement with the digital sphere. From there, he discusses the cybernetic theory of digital play and what we can learn from combining it with the idea that playfulness can mean pleasurable interaction with human and nonhuman agents inside the boundaries of a computational system. Finally, he critiques the instrumentalization of play as a tool wielded by

platform capitalism.

Phony Culture James E. Combs, 1994 Questioning why Americans remain uneasy at the End of History, contends that we are blighted by the construction of a phony culture dominated by the value of the confidence man, and demonstrates America's transformation into this culture of artifice, where the practices of confidence tend to make everything and everybody into a phony. The author explores the various dimensions of American cultural phoniness, ranging over phony language, phony people, phony places and things, phony events, phony deals, and phony politics. Paper edition (unseen), \$18.95. Annotation copyright by Book News, Inc., Portland, OR

pulse compilation Nicola Gerndt,

The Culture of Fascism Julie V. Gottlieb, Thomas P. Linehan, 2003-12-31 The history and ideologies of the Far Right in Britain have been well documented, but there has been little understanding of the movement's cultural foundations. This text explores the cultural history of fascism and the Far Right and mines a seam of intense interest for both academics and students, as well as for the general reader. The book demonstrates that British fascism is essentially not just a political movement, but one that has as its goal the establishment of an all-embracing fascist culture in Britain. The contributions cover film, theatre, music, literature, the visual arts and the mass media. Striking examples of the material that they examine include fascist marching songs, Aryan music, the creation of Mosley as a matinee idol, even fascist science, the cult of the New Fascist Man and fascist masculinity and femininity. The authors demonstrate the persistence of the Far Right cultural forms from Mosley's British Union of Fascists within the present National Front and British National Party.

Play Culture In A Changing World Kalliala, Marjatta, 2005-11-01 The cultural context in which children grow up has a powerful influence on the way they play. At a time of rapid change in post-industrial societies, childhood play is changing to reflect children's experiences. Adults need to understand that children have their own play culture, which might be different from that of the adults' own childhoods. Enlivened by the voices of young children engaged in contemporary play, this accessible book enables readers to re-evaluate the contribution of play in childhood. It explores the persistence of fundamental play themes alongside new variations on traditional themes, including: Competitions and games Games of chance and luck The world of make-believe ~Dizzy play~ This book helps adults to be reflective and to encourage children's play by understanding and valuing their play culture. It is important reading for early years students and practitioners.

The Culture of Adolescent Risk-taking Cynthia Lightfoot, 1997-03-14 Based on interviews with forty-one teenagers, Lightfoot argues that adolescent risk-taking is necessary in establishing a sense of self and peer group identities

Exploring Videogames: Culture, Design and Identity Nick Webber, Daniel Riha, 2019-01-04 This volume was first published by Inter-Disciplinary Press in 2013. This volume brings together perspectives on videogames and interactive

entertainment from film and media studies, Russian studies, health, philosophy and human-computer interaction, among others. It includes theoretically and practically-informed explorations of the nature of games, their design and development, and their communities and culture.

Enhancing Art, Culture, and Design With Technological Integration Khosrow-Pour, Mehdi, 2018-04-06 As technology becomes an important part of human-computer interaction, improving the various conceptual models and understanding of technological interfaces in design becomes essential. *Enhancing Art, Culture, and Design With Technological Integration* provides emerging research on the methods and techniques of technology to advance and improve design and art. While highlighting topics such as augmented reality, culture industry, and product development, this publication explores the applications of technology in online creation and learning. This book is an important resource for academics, graphic designers, computer engineers, practitioners, students, and researchers seeking current research on observations in technological advancement for culture and society.

Culture and Human Development Jaan Valsiner, 2000-01-19 This major new textbook by Jaan Valsiner focuses on the interface between cultural psychology and developmental psychology. Intended for students from undergraduate level upwards, the book provides a wide-ranging overview of the cultural perspective on human development, with illustrations from pre-natal development to adulthood. A key feature is the broad coverage of theoretical and methodological issues which have relevance to this truly interdisciplinary field of enquiry encompassing developmental psychology, cultural anthropology and comparative sociology. The text is organized into five coherent parts: Part 1: Developmental theory and methodology; Part 2: Analysis of environments for human development Part 3: Cultural organization of pregnancy and infancy; Part 4: Early childhood development; and Part 5: Entering the world of activities - culturally ruled.

Victorian Poetry and the Culture of the Heart Kirstie Blair, 2006-04-27 This study considers why and how the heart became a vital image in Victorian poetry. It argues that the intense focus on heart imagery in the period highlights anxieties about the ability of poetry to act upon its readers. It covers key poems by authors such as Tennyson and the Brownings, and contextualizes them with reference to lesser-known works.

The Culture-Wise Family Theodore Baehr, Pat Boone, 2007-02-05 Sex. Graphic killings. Profanity. Adultery. Flip on the television, head for the movie theater, or open a newspaper and you can't get away from it. How do you raise a family in a world supersaturated with media extolling toxic values that are not your own? Media critic Dr. Ted Baehr and legendary entertainer Pat Boone draw from their own extensive experiences and interviews with experts to help readers understand the power of the media and its influence on families. They also examine the ongoing threats to family values by those in the media who promote a humanistic worldview. Media consumers are challenged to understand their own worldviews, make wise choices and are given the information they need to do so. Baehr and Boone also look at the progress that has been made

in family values programming in Hollywood, and offer hope for the future.

Women and the City in French Literature and Culture Siobhán McIlvanney, Gillian Ni Cheallaigh, 2019-05-15

Interdisciplinarity: this book covers a range of media and genres from cinema to journalism to novels and a range of disciplines from feminism, film studies, Francophone studies, history, etc., which allows readers to access a particularly extensive range of disciplines within one volume and to make informed comparisons. **Transhistoricism:** the chronological range of essays included in this journal from the medieval period through the nineteenth and twentieth centuries to the present demonstrates that women have always managed to access their own territory within the masculinised urban environment and this encourages readers to rethink previous gendered assumptions about women and the city. **Feminism:** the essays here form part of the wider movement in academic research to redress the gendered imbalance of perspectives on a range of subjects: here allowing us to look anew at French and Francophone culture and history as part of this feminist rewriting.

The Depiction of Terrorists in Blockbuster Hollywood Films, 1980-2001 Helena Vanhala, 2014-01-10 This book examines how American foreign policy and the commercial film industry's economic interests influenced the portrayal of international terrorism in Hollywood blockbuster films from the time of the Iran hostage crisis to the 9/11 terrorist attacks. Part I provides a historical overview of modern international terrorism and how it relates to the United States, its news media, and its film industry. Part II covers depictions of terrorism during the Cold War under President Reagan, including films like *Commando* and *Iron Eagle*. Part III covers the Hollywood terrorist after the Cold War, including European terrorists in the *Die Hard* franchise, *Passenger 57*, *Patriot Games*, *Blown Away*, *The Jackal* and *Ronin*; fundamentalist Islamic terrorists in *True Lies* and *Executive Decision*; the return of the communist threat in *Air Force One*; and 9/11 foreshadowing in *The Siege*.

Commercial Culture Leo Bogart, 2017-09-29 American mass media are the world's most diverse, rich, and free. Their dazzling resources, variety, and influence arouse envy in other countries. Their failures are commonly excused on the grounds that they are creatures of the market, that they give people what they want. 'Commercial Culture' focuses not on the glories of the media, but on what is wrong with them and why, and how they may be made better. This powerful critique of American mass communication highlights four trends that sound an urgent call for reform: the blurring of distinctions among traditional media and between individual and mass communication; the increasing concentration of media control in a disturbingly small number of powerful organizations; the shift from advertisers to consumers as the source of media revenues; and the growing confusion of information and entertainment, of the real and the imaginary. The future direction of the media, Leo Bogart contends, should not be left to market forces alone. He shows how the public's appetite for media differs from other demands the market is left to satisfy because of how profoundly the media shape the public's character and values. Bogart concludes that a world of new communications technology requires a coherent national media policy,

respectful of the American tradition of free expression and subject to vigorous public scrutiny and debate. 'Commercial Culture' is a comprehensive analysis of the media as they evolve in a technological age. It will appeal to general readers interested in mass communications, as well as professionals and scholars studying American mass media.

Towards a Visual Culture Caleb Gattegno, 2010-03-25 Originally released in 1969, *Towards a Visual Culture* is a remarkably relevant read for today's teachers and programmers. Although the technology has evolved, humans remain visual learners and television remains a visual medium. In this book, Gattegno provides a framework for developing effective and efficient educational programs in an optimistic, forward-thinking manner. He foresees technology able to transmit all knowledge into all homes through satellites and computers, and urges educators and programmers to take advantage of the immense opportunities therein. The media are truly interchangeable - our eyes, our ability to perceive, and our awareness will always be the greatest educational tools.

Reviewing **The Culture Of Make Believe**: Unlocking the Spellbinding Force of Linguistics

In a fast-paced world fueled by information and interconnectivity, the spellbinding force of linguistics has acquired newfound prominence. Its capacity to evoke emotions, stimulate contemplation, and stimulate metamorphosis is truly astonishing. Within the pages of "**The Culture Of Make Believe**," an enthralling opus penned by a highly acclaimed wordsmith, readers set about an immersive expedition to unravel the intricate significance of language and its indelible imprint on our lives. Throughout this assessment, we shall delve into the book's central motifs, appraise its distinctive narrative style, and gauge its overarching influence on the minds of its readers.

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