

## Boyd Us Final Fantasy Forum

Contains more than four thousand entries touching on all aspects of fantasy literature, movies, and art

This guide to the film industry from the 1900s to the present day has now been updated with John Walker's critiques of the films that have been turning heads in 2002/3. It delivers all the cast and crew credits, fun trivia and behind-the-scenes information you need on thousands of movies (over 23,000) including hundreds of new ones. This perennial guide also includes plot synopses and critical evaluations, as well as video cassette, laser disc and DVD availability. Reader friendly icons denote films suitable for family viewing, Academy Award Winners and nominees, soundtrack availability and video format compatibility. The guide also contains lists of four-star and three-star films by title and year.

A thrilling, plot-twisting new novel set in Europe during the first world war, from the bestselling author of *Any Human Heart*, *Restless* and *Ordinary Thunderstorms*.

Written for secondary school teachers, this resource expands educators' understanding of the relationship between their students and digital media and shows how to design learning opportunities that make the most of that relationship. Based on the findings of a three-year study on youth and their use of digital media for informal learning, this book gives teachers a deeper awareness of the characteristics of "iGeneration culture" and the dynamic potential for student learning through digital media, such as fostering collaboration, creativity, feedback, and critiques. Presented in a teacher-friendly format, each of the chapters include: - A description of each digital medium - A vignette about a young person using the medium - Advice about navigating digital media for both novice and expert teachers, plus activities and sidebars - A section addressing myths related to each medium - A section on pedagogical implications and practices, including activities Teaching Tech Savvy Kids provides examples of how to integrate digital media into secondary classrooms, explains how key characteristics of digital media can help to revitalize pedagogical practices, and increases teachers' options for offering more engaged, student-centered learning opportunities.

This work focuses on the baseball movie genre in the years following World War II, beginning with the 1948 biopic *The Babe Ruth Story* and ending with the 1962 Mickey Mantle-Roger Maris vehicle *Safe at Home!*, when the consensus was that conflict should be limited in American society by emphasizing economic growth and a strong stand against Communism. This study of selected films indicates, however, that this strategy was not entirely effective; while offering a certain amount of nostalgia, these films could not provide shelter from the storm gathering in postwar America which challenged conventional ideas of race, gender and class and broke in the 1960s.

Though Joss Whedon's television show *Dollhouse* ended in January 2010 after its second season, its small but devoted cult following is still reeling from not only from its mind-blowing plot twists but also its challenging, dystopic look at the ethics of new technology. Inside Joss' *Dollhouse* is a fitting tribute to this complex, engaging show. The anthology's 18 sometimes funny, always insightful pieces cover *Dollhouse* from anticipated start to explosive finish. Drawn from an international contest judged by fan favorite Whedon screenwriter Jane Espenson, its essays get right to heart of what *Dollhouse* viewers loved most about the show. Espenson also acts as the book's editor, offering context and extra insight on its topics and the show—a role she played in previous anthologies *Finding Serenity* and *Serenity Found*, also on Joss Whedon creations. From programmer Topher's amorality to the accuracy of the show's neurobiology, Inside Joss' *Dollhouse* brings *Dollhouse* back to life with a depth sure to satisfy its many still-mourning fans.

*Pale Fire* is regarded by many as Vladimir Nabokov's masterpiece. The novel has been hailed as one of the most striking early examples of postmodernism and has become a famous test case for theories about reading because of the apparent impossibility of deciding between several radically different interpretations. Does the book have two narrators, as it first appears, or one? How much is fantasy and how much is reality? Whose fantasy and whose reality are they?

Brian Boyd, Nabokov's biographer and hitherto the foremost proponent of the idea that *Pale Fire* has one narrator, John Shade, now rejects this position and presents a new and startlingly different solution that will permanently shift the nature of critical debate on the novel. Boyd argues that the book does indeed have two narrators, Shade and Charles Kinbote, but reveals that Kinbote had some strange and highly surprising help in writing his sections. In light of this interpretation, *Pale Fire* now looks distinctly less postmodern--and more interesting than ever. In presenting his arguments, Boyd shows how Nabokov designed *Pale Fire* for readers to make surprising discoveries on a first reading and even more surprising discoveries on subsequent readings by following carefully prepared clues within the novel. Boyd leads the reader step-by-step through the book, gradually revealing the profound relationship between Nabokov's ethics, aesthetics, epistemology, and metaphysics. If Nabokov has generously planned the novel to be accessible on a first reading and yet to incorporate successive vistas of surprise, Boyd argues, it is because he thinks a deep generosity lies behind the inexhaustibility, complexity, and mystery of the world. Boyd also shows how Nabokov's interest in discovery springs in part from his work as a scientist and scholar, and draws comparisons between the processes of readerly and scientific discovery. This is a profound, provocative, and compelling reinterpretation of one of the greatest novels of the twentieth century.

When he is hired as the personal piano tuner for a brilliant pianist, Brodie Moncur suddenly finds himself swept up into a life of luxury that he could never have imagined. But while accompanying his new employer on tours from Paris to St. Petersburg, Brodie falls madly in love with the Russian soprano Lika Blum: beautiful, worldly, seductive--and forbidden. Though seemingly doomed from the start, Brodie's passion for Lika only grows as their lives become increasingly more intertwined, more secretive, and, finally, more dangerous. A tale of dizzying passion and brutal revenge; of artistic endeavor and the illusions it can create; of the possibilities that life offers and the cruel speed with which they can be snatched away, *Love Is Blind* is a dazzling work of historical fiction that unfolds across fin de siècle Europe.

Did Nazi war criminals deceive the United States military during the Cold War? A new book by a Canberra-based historian tells the story of how America's most famous and influential military theorist was seduced by the lies of Hitler's defeated generals. From the author of *Panzer Commander Hermann Balck* and *False Flags* comes *The Blind Strategist: John Boyd and the American Art of*

War. Colonel John Boyd, a maverick fighter pilot, revolutionized the American art of war through his ideas on conflict and the human mind. Boyd claimed that victory is won by the side which transitions through 'decision cycles' faster than the enemy and his ideas gained influential converts in the Pentagon who were seeking a new way of waging war after defeat in Vietnam. Although Boyd's theories became the basis of American military doctrine, he relied upon the fraudulent testimony of former Nazi generals who fabricated historical evidence to disassociate their reputations from their defeat and cover up their willing participation in war crimes. Boyd certainly changed the American art of war, but did he corrupt it in the process? The Blind Strategist separates fact from fantasy and exposes the myths of maneuver warfare through a detailed evidence-based investigation. Discover how maneuver warfare has resulted in catastrophic decisions in this must-read for anybody interested in American military history. An examination of young people's everyday new media practices—including video-game playing, text-messaging, digital media production, and social media use. Conventional wisdom about young people's use of digital technology often equates generational identity with technology identity: today's teens seem constantly plugged in to video games, social networking sites, and text messaging. Yet there is little actual research that investigates the intricate dynamics of youths' social and recreational use of digital media. Hanging Out, Messing Around, and Geeking Out fills this gap, reporting on an ambitious three-year ethnographic investigation into how young people are living and learning with new media in varied settings—at home, in after-school programs, and in online spaces. Integrating twenty-three case studies—which include Harry Potter podcasting, video-game playing, music sharing, and online romantic breakups—in a unique collaborative authorship style, Hanging Out, Messing Around, and Geeking Out is distinctive for its combination of in-depth description of specific group dynamics with conceptual analysis.

Exotic venues, sold-out concerts, and the companionship of the world's most powerful people have given classical guitarist Liona Boyd a lifestyle that, like her music, is one in a million. Both of Liona Boyd's personal, intimate memoirs are bundled together in this special 2-book collection. Includes: In My Own Key From down-and-out years in Paris, to her affair with Canada's prime minister Pierre Trudeau, to stages around the world, Liona Boyd has made a lifestyle of crossing boundaries, both musically and romantically. Whether with classical greats or folk legends like Gordon Lightfoot, she has always made music — and lived her life — in her own key. No Remedy for Love A fascinating, personal story of the adventures, romance, and recovery of renowned classical guitarist Liona Boyd. After her divorce and departure from Beverly Hills, Boyd reinvented her career, became a singer-songwriter and the pen pal of Prince Philip, and turned a devastating diagnosis into a new chapter in her life and career.

A collection of every movie review the popular, Pulitzer Prize-winning movie critic has done from January 2001 to mid-June 2003 includes the past year's interviews and essays, as well as reviews from all the major film festivals, his biweekly "Questions for the Movie Answer Man," and more. Original.

Expand your existing portfolio by using the creative luxury process to elevate specific products and provide greater value to customers. Contrary to popular belief, luxury is a well-defined code that can be reapplied to any other product or service to enhance its value. Adding Prestige to Your Portfolio reveals how non-luxury companies can apply the principles of luxury and creativity to transition parts of their portfolio to luxury status. Adding Prestige to Your Portfolio describes how companies can elevate any product or service at each step of the customer buying journey (awareness, search and compare, purchase, use, advocate). By applying the creativity technique Closed World Principle, readers can determine which luxury benefits (security, fun, self-respect, self-fulfillment, accomplishment, recognition, relationships or belonging) would best map to their product or service and garner the greatest business impact at that particular stage of the customer buying journey. Illustrated with examples from industries as diverse as healthcare and industrial equipment, Adding Prestige to Your Portfolio shows companies how to borrow the elements of luxury and sprinkle them throughout the customer experience in order to strengthen loyalty and increase their appeal to potential new customers. Online resources include sample syllabi, templates to aid in application of framework, case studies and discussion questions.

Illustrates and describes 7,800 major and minor American coins from 1616 to the modern sandwich coin

Over 250 pages of concept art and developer commentary compiled in a fascinating and vibrant hardcover volume!

Return to the enchanted world of Luxendarc with a collection of art that celebrates another critically revered entry in the BRAVELY series! Enjoy in-depth commentary from the creative team, and explore detailed concept art from the ethereal sequel to BRAVELY DEFAULT. Dark Horse Books is proud to collaborate with Square Enix to present The Art of BRAVELY SECOND: END LAYER, published in English for the first time! This localization of the original Japanese text features gorgeous concept art and extensive commentary from the team behind BRAVELY SECOND. The second of two-volumes, this collection intimately explores the concepts and creativity from the next chapter in the fan-favorite BRAVELY series!

A full-color, oversized, hardcover tome that faithfully adapts the original Japanese material, detailing the creation of the most recent entry in the Final Fantasy saga! Final Fantasy XV's world of Eos is filled with wondrous scenery, larger-than-life creatures, diverse cultures, and treacherous foes. Experience hundreds of pieces of detailed design work composed lovingly for fans of the unique sci-fi fantasy world. This volume collects complex lore, insightful commentary, comprehensive data, and dazzling concept art, all beautifully bound in this richly detailed hardcover! Square Enix and Dark Horse Books present a superbly curated collection of Final Fantasy XV content that any fan will cherish.

A fascinating illustrated look at various forms of Japanese popular culture: pop song, jazz, enka (a popular ballad genre of music), karaoke, comics, animated cartoons, video games, television dramas, films and "idols" -- teenage singers and actors. As pop culture not only entertains but is also a reflection of society, the book is also about Japan itself -- its similarities and differences with the rest of the world, and how Japan is changing. The book features 32 pages of manga plus 50 additional photos, illustrations, and shorter comic samples.

A rich compilation of the previously uncollected Russian and English prose and interviews of one of the twentieth century's greatest writers, edited by Nabokov experts Brian Boyd and Anastasia Tolstoy. "I think like a genius, I write like a distinguished author, and I speak like a child": so Vladimir Nabokov famously wrote in the introduction to his volume of selected prose, Strong Opinions. Think, Write, Speak follows up where that volume left off, with a rich compilation of his uncollected prose and interviews, from a 1921 essay about Cambridge to two final interviews in 1977. The chronological order allows us to watch the Cambridge student and the fledgling Berlin reviewer and poet turn into the acclaimed Paris

émigré novelist whose stature brought him to teach in America, where his international success exploded with *Lolita* and propelled him back to Europe. Whether his subject is Proust or Pushkin, the sport of boxing or the privileges of democracy, Nabokov's supreme individuality, his keen wit, and his alertness to the details of life illuminate the page. This accessible yet comprehensive primer explores the breadth of viewpoints on major issues in evangelical theology by examining positions taken by evangelicals on seventeen seminal issues. The second edition retains the helpful features of the first edition and adds an appendix that addresses thirteen peripheral issues in contemporary evangelicalism. Praise for the first edition "The authors do what no book on the market does: In one volume they faithfully present divergent views on the crucial issues that divide evangelicals, and they do so in an unbiased, succinct, and lively manner. This book is perfect as a supplemental text in an introductory theology course or as a manual for church study groups. It will help everyone arrive at his or her own conclusions within the parameters of the evangelical tradition."--Dennis Okholm, Azusa Pacific University "Across the Spectrum succeeds with distinction in at least two respects. First, it represents a very useful tool for those who wish to begin grappling with different approaches to difficult theological problems. The book will be most helpful to beginning students in evangelical theology, the target audience. Second, the work presents various perspectives in fair and unbiased tones. . . . If used with care, it will repeatedly reward the reader with its fair and even treatment of different theological views."--Nathan D. Holsteen, Bibliotheca Sacra "I've been waiting for this book for some time. Due to its brief, nontechnical format, it can be used in a variety of ways in undergraduate theology courses. Although a concise volume, it succinctly outlines multiple arguments, both pro and con, for (incredibly!) over two dozen issues in disputed, largely non-fundamental areas of doctrine. The professor can present positions in favor of particular views or leave the issues open. It's settled--I'm requiring it!"--Gary R. Habermas, Liberty University "A collective sigh of relief will arise from the evangelical student body when it discovers this book! It helpfully and critically surveys the many legitimate evangelical theological options and convincingly demonstrates that there is no single authentically evangelical viewpoint on a wide range of controversial issues. It constitutes a small library between two covers."--Roger E. Olson, George W. Truett Theological Seminary, Baylor University

This anthology of essays by a group of distinguished scholars investigates post-1945 city planning in Britain; not from a technical viewpoint, but as a polemical, visual and educational phenomenon, shifting the focus of scholarly interest towards the often-neglected emotional and aesthetic aspects of post-war planning. Each essay is grounded in original archival research and sheds new light on this critical era in the development of modern town planning. This collection is a valuable resource for architectural, social and urban historians, as well as students and researchers offering new insights into the development of the mid-twentieth century city.

The acclaimed author of *Brute* recounts the life of the veteran U.S. Air Force pilot and innovative military strategist in this biography. John Boyd was arguably the greatest fighter pilot in American history. From the proving ground of the Korean War, he went on to win renown as the instructor who defeated—in less than forty seconds—every pilot who challenged him. But what made Boyd a man for the ages was what happened after he left the cockpit. A fighter on the ground as well as in the air, Boyd was relentless, brilliant, stubborn, and virtually always right. He managed to transform almost single-handedly the way military aircraft, particularly the F-15 and F-16, were designed. He then dedicated many lonely years to a radical theory of conflict that at the time was mostly ignored but now informs military activity around the globe and is acclaimed as the most influential thinking about conflict since Sun Tzu's *The Art of War*. Praise for Boyd "Boyd could not be more welcome. . . . It should be required reading for every American citizen." —Washington Post Book World "This engrossing biography should definitely be on the bedside table of all our current military leadership." —Andrew Cockburn, Los Angeles Times Book Review "A stunning biography . . . Coram traces how Boyd's ideas percolated into key centers of civilian and military decision making and led to a swift and decisive victory in Operation Desert Storm, and how his maneuverist doctrine foretold the type of terrorist tactics used on September 11." —Martin Edwin Andersen, *Insight* During the Silent Era, when most films dealt with dramatic or comedic takes on the "boy meets girl, boy loses girl" theme, other motion pictures dared to tackle such topics as rejuvenation, revivication, mesmerism, the supernatural and the grotesque. *A Daughter of the Gods* (1916), *The Phantom of the Opera* (1925), *The Magician* (1926) and *Seven Footprints to Satan* (1929) were among the unusual and startling films containing story elements that went far beyond the realm of "highly unlikely." Using surviving documentation and their combined expertise, the authors catalog and discuss these departures from the norm in this encyclopedic guide to American horror, science fiction and fantasy in the years from 1913 through 1929.

*Who's Who of Canadian Women* is a guide to the most powerful and innovative women in Canada. Celebrating the talents and achievement of over 3,700 women, *Who's Who of Canadian Women* includes women from all over Canada, in all fields, including agriculture, academia, law, business, politics, journalism, religion, sports and entertainment. Each biography includes such information as personal data, education, career history, current employment, affiliations, interests and honours. A special comment section reveals personal thoughts, goals, and achievements of the profiled individual. Entries are indexed by employment of affiliation for easy reference. Published every two years, *Who's Who of Canadian Women* selects its biographees on merit alone. This collection is an essential resource for all those interested in the achievements of Canadian women.

Drug prohibition emerged at the same time as the discovery of film, and their histories intersect in interesting ways. This book examines the ideological assumptions embedded in the narrative and imagery of one hundred fictional drug films produced in Britain, Canada, and the U.S. from 1912 to 2006, including *Broken Blossoms*, *Reefer Madness*, *The Trip*, *Superfly*, *Withnail and I*, *Traffik*, *Traffic*, *Layer Cake*, *Harold and Kumar Go to White Castle*, *Trailer Park Boys*, and more. Boyd focuses on past and contemporary illegal drug discourse about users, traffickers, drug treatment, and the intersection of criminal justice with counterculture, alternative, and stoner flicks. She provides a socio-historical and

cultural criminological perspective, and an analysis of race, class and gender representations in illegal drug films. This illuminating work will be an essential text for a wide range of students and scholars in the fields of criminology, sociology, media, gender and women's studies, drug studies, and cultural studies.

Previously published as Leonard Maltin's 2015 Movie Guide, this capstone edition includes a new Introduction by the author. (Note: No new reviews have been added to this edition) Now that streaming services like Netflix and Hulu can deliver thousands of movies at the touch of a button, the only question is: What should I watch? Summer blockbusters and independent sleepers; the masterworks of Alfred Hitchcock, Billy Wilder, and Martin Scorsese; the timeless comedy of the Marx Brothers and Woody Allen; animated classics from Walt Disney and Pixar; the finest foreign films ever made. This capstone edition covers the modern era while including all the great older films you can't afford to miss—and those you can—from box-office smashes to cult classics to forgotten gems to forgettable bombs, listed alphabetically, and complete with all the essential information you could ask for. With nearly 16,000 entries and more than 13,000 DVD listings, Leonard Maltin's Movie Guide remains "head and shoulders above the rest." (The New York Times) Also included are a list of mail-order and online sources for buying and renting DVDs and videos, official motion picture code ratings from G to NC-17, and Leonard's list of recommended films.

An unauthorized look behind one of the greatest video game franchises of all time, Final Fantasy The Final Fantasy universe is packed with compelling characters and incredible storylines. In this book, you'll take a fascinating look at the deeper issues that Final Fantasy forces players to think about while trying to battle their way to the next level, such as: Does Cloud really exist (or should we really care)? Is Kefka really insane? Are Moogles part of a socialist conspiracy? Does the end of the game justify the means? As Mages, Moogles, fiends, and Kefka are mashed together with the likes of Machiavelli, Marx, Foucault, and Kafka, you'll delve into crucial topics such as madness, nihilism, environmental ethics, Shintoism, the purpose of life, and much more. Examines the philosophical issues behind one of the world's oldest and most popular video-game series Offers new perspectives on Final Fantasy characters and themes Gives you a psychological advantage--or at least a philosophical one--against your Final Fantasy enemies Allows you to apply the wisdom of centuries of philosophy to any game in the series, including Final Fantasy XIII Guaranteed to add a new dimension to your understanding of the Final Fantasy universe, this book is the ultimate companion to the ultimate video-game series.

When William Boyd published his biography of New York modern artist Nat Tate, a huge reception of critics and artists arrived for the launch party, hosted by David Bowie, to toast the late artist's life. Little did they know that the painter Nat Tate, a depressive genius who burned almost all his output before his suicide, never existed. The book was a hoax, and the art world had fallen for it. Nat Tate is a work of art unto itself—an investigation of the blurry line between the invented and the authentic, and a thoughtful tour through the spirited and occasionally ludicrous American art scene of the 1950s. William Boyd is the author of nine novels, including *A Good Man in Africa*, winner of the Whitbread Award and the Somerset Maugham Award; *An Ice-Cream War*, winner of the John Llewellyn Rhys Memorial Prize and shortlisted for the Booker Prize; *Brazzaville Beach*, winner of the James Tait Black Memorial Prize; and *Restless*, winner of the Costa Novel of the Year Award. Praise for *Nat Tate*: "William Boyd's description of Tate's working procedure is so vivid that it convinces me that the small oil I picked up on Prince Street, New York, in the late '60s must indeed be one of the lost Third Panel Triptychs. The great sadness of this quiet and moving monograph is that the artist's most profound dread—that God will make you an artist but only a mediocre artist—did not in retrospect apply to Nat Tate."—David Bowie "A moving account of an artist too well understood by his time."—Gore Vidal

A full-color, lavishly illustrated introduction to the world of Final Fantasy VII Remake, presenting information on characters, settings, gameplay, and more! With its captivating characters, striking visual design, and intense gameplay, Final Fantasy VII set a new standard for the RPG genre and became one of the top video game releases of all time. Now, with Final Fantasy VII Remake, players return to Midgar in a stunning new rendition of a timeless classic. This World Preview volume offers both new players and longtime fans essential information on characters, settings, gameplay, and more, as well as introductory comments from producer Yoshinori Kitase and director Tetsuya Nomura. In *Pale Fire* Nabokov offers a cornucopia of deceptive pleasures: a 999-line poem by the reclusive genius John Shade; an adoring foreword and commentary by Shade's self-styled Boswell, Dr. Charles Kinbote; a darkly comic novel of suspense, literary idolatry and one-upmanship, and political intrigue.

A deeply-researched and powerfully-written work of historical fiction, based on the untold story of Eliza Lucas, an extraordinary sixteen-year-old girl in Colonial-era South Carolina, whose actions were before their time: the story of the indigo girl. In 1739, bright and determined sixteen-year-old Eliza Lucas is charged with keeping her family's struggling plantations afloat, in her father's absence. Learning of the high value of indigo, Eliza becomes determined to learn the secret of growing the enigmatic crop, believing it to be her family's salvation, but everyone tells Eliza growing indigo in the region is impossible. Thwarted at nearly every turn, even by her own family, Eliza finds her only allies in an aging horticulturalist, an older and married gentleman lawyer, and a slave with whom she strikes a dangerous deal: teach her the intricate thousand-year-old secret process of making indigo dye and in return—against the laws of the day—she will teach the slaves to read. So develops an incredible story of romance, intrigue, hidden friendships, threats, ambition, betrayal, and sacrifice, based on historical documents and Eliza Lucas' own letters. "An outstanding work of fiction...The Indigo Girl is an absolutely wonderful read that will even occasionally bring a tear to one's eye. Recommended for anyone's reading list."—New York Journal of Books "An outstanding example of historical fiction...Readers will love discovering the amazing story of a virtually unknown girl who changed the course of history."—Booklist (starred review) "Captivates on every level...Fans of Elizabeth Gilbert's *The Signature of All Things* will savor."—Library Journal (starred review) "If you love historical fiction, this book should be on your fall reading list....It is based on historical documents and the real-life Eliza Lucas."—Southern Living

While lying in a coma in an Edinburgh hospital, Roy Strang experiences strange hallucinatory adventures that recount how he came to be in his current state, from his struggles with his disturbed family to a bizarre quest in Africa

The tenth-anniversary edition of a foundational text in digital media and learning, examining new media practices that range from podcasting to online romantic breakups. *Hanging Out, Messing Around, and Geeking Out*, first published in 2009, has become a foundational text in the

field of digital media and learning. Reporting on an ambitious three-year ethnographic investigation into how young people live and learn with new media in varied settings—at home, in after-school programs, and in online spaces—it presents a flexible and useful framework for understanding the ways that young people engage with and through online platforms: hanging out, messing around, and geeking out, otherwise known as HOMAGO. Integrating twenty-three case studies—which include Harry Potter podcasting, video-game playing, music sharing, and online romantic breakups—in a unique collaborative authorship style, Hanging Out, Messing Around, and Geeking Out combines in-depth descriptions of specific group dynamics with conceptual analysis. Since its original publication, digital learning labs in libraries and museums around the country have been designed around the HOMAGO mode and educators have created HOMAGO guidebooks and toolkits. This tenth-anniversary edition features a new introduction by Mizuko Ito and Heather Horst that discusses how digital youth culture evolved in the intervening decade, and looks at how HOMAGO has been put into practice. This book was written as a collaborative effort by members of the Digital Youth Project, a three-year research effort funded by the John D. and Catherine T. MacArthur Foundation and conducted at the University of California, Berkeley, and the University of Southern California.

George R.R. Martin's acclaimed seven-book fantasy series *A Song of Ice and Fire* is unique for its strong and multi-faceted female protagonists, from teen queen Daenerys, scheming Queen Cersei, child avenger Arya, knight Brienne, Red Witch Melisandre, and many more. The *Game of Thrones* universe challenges, exploits, yet also changes how we think of women and gender, not only in fantasy, but in Western culture in general. Divided into three sections addressing questions of adaptation from novel to television, female characters, and politics and female audience engagement within the GoT universe, the interdisciplinary and international lineup of contributors analyze gender in relation to female characters and topics such as genre, sex, violence, adaptation, as well as fan reviews. The genre of fantasy was once considered a primarily male territory with male heroes. *Women of Ice and Fire* shows how the GoT universe challenges, exploits, and reimagines gender and why it holds strong appeal to female readers, audiences, and online participants.

Darwinian evolution is an imaginative problem that has been passed down to us unsolved. It is our most powerful explanation of humanity's place in nature, but it is also more cognitively demanding and less emotionally satisfying than any myth. From the publication of the *Origin of Species* in 1859, evolution has pushed our capacity for storytelling into overdrive, sparking fairy tales, adventure stories, political allegories, utopias, dystopias, social realist novels, and existential meditations. Though this influence on literature has been widely studied, it has not been explained psychologically. This book argues for the adaptive function of storytelling, integrates traditional humanist scholarship with current knowledge about the evolved and adapted human mind, and calls for literary scholars to reframe their interpretation of the first authors who responded to Darwin.

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