

The Hunger Games

Emotional Ethics of The Hunger Games expands the 'ethical turn' in Film Studies by analysing emotions as a source of ethical knowledge in The Hunger Games films. It argues that emotions, incorporated in the thematic and aesthetic organization of these films, reflect a crisis in moral standards. As such they cultivate ethical attitudes towards such phenomena as totalitarianism, the culture of reality television, and the society of spectacle. The focus of the argument is on cinematic aesthetics, which expresses emotions in a way that highlights their ethical significance, running the gamut from fear through guilt and shame, to love, anger and contempt. The central claim of the book is that these emotions are symptomatic of some moral conflict, which renders The Hunger Games franchise a meaningful commentary on the affective practice of cinematic ethics. "The Hunger Games movies have become iconic symbols for resistance across the globe. Tarja Laine proposes that this is not caused by their status as exciting cinematic spectacles, but by their engaging our emotions. Laine uses The Hunger Games as key texts for understanding our world, demonstrating that ethics do not originate from rational considerations, far removed from those mucky things called emotions. But rather that emotions are at the core of cinematic ethics." —William Brown, Author of Supercinema: Film-Philosophy for the Digital Age "In this elegantly written exploration of the relationship between aesthetics and emotion in The Hunger Gamestrilogy, Tarja Laine illuminates the power of film to embody ethical conflict. Deftly interweaving film-philosophy and close analysis, Laine traces how these films mobilise complex emotions, nuancing our thinking about cinema and the spectator. Laine's book takes The Hunger Games films seriously, demonstrating with verve why they matter." —Catherine Wheatley, Senior Lecturer in Film Studies, King's College London, UK "In this fresh, engaging, and insightful study of The Hunger Games film trilogy, Tarja Laine explores the crucial role that emotions play in appreciation of the ethical qualities of the movies. She forges productive dialogues between a range of film theory, scholarship on moral philosophy, and debates on ethics, as she performs a multi-layered investigation of the aesthetic qualities of the trilogy, the multiple emotions embodied in these qualities, and the philosophical-ethical insights that are in turn embedded in these emotions. The cinematic connection between emotions and ethics that emerges through Laine's detailed textual analyses confronts us with complex moral dilemmas while enriching our aesthetic experience." —Sarah Cooper, Professor, Film Studies Department, King's College London, UK

Presents a humorous spoof on the novel "The Hunger Games," which follows the efforts of a young girl who is roped into a survival contest in order to save her community in a dystopian, post-apocalyptic world.

The 2012 film The Hunger Games and its three sequels, appearing quickly over the following three years, represent one of the most successful examples of the contemporary popularity of youth-oriented speculative film and television series. This book considers "The Hunger Games" as an intertextual field centred on this blockbuster film franchise but also encompassing the successful novels that preceded them and the merchandised imagery and the critical and fan discourse that surrounds them. It explores the place of The Hunger Games in the history of youth-oriented cinema; in the history of speculative fiction centred on adolescents; in a network of continually evolving and tightly connected popular genres; and in the popular history of changing ideas about girlhood from which a successful action hero like Katniss Everdeen could emerge.

An exciting dystopian fantasy thriller series, The Hunger Games began its life as a trilogy of books by Suzanne Collins, the first released in 2008. An immediate success, the first instalment had a first printing of 50,000 hardcover copies, which quickly ballooned to 200,000. Spending one hundred consecutive weeks on the New York Times bestseller list, the book was put into development for release on the big screen. The first film, starring Academy Award-winning actress Jennifer Lawrence, broke box office records, and all of its sequels are expected to follow suit. Fan Phenomena: The Hunger Games charts the series' success through the increasingly vocal online communities that drive the young adult book market. Essays here consider the fashion that the series has created and how the costumes, memorabilia, merchandising, and branding have become an ever bigger part of the fandom experience. Issues explored include debates over the movie stars' race and size, which tap into greater issues within the fan community and popular culture in general and the current argument that has divided fans and critics: whether or not the third book, Mockingjay, should be split into two films.

The definitive, richly illustrated, full-color guide to all the districts of Panem, all the participants in the Hunger Games, and the life and home of Katniss Everdeen. Welcome to Panem, the world of the Hunger Games. This is the definitive, richly illustrated, full-color guide to all the districts of Panem, all the participants in The Hunger Games, and the life and home of Katniss Everdeen. A must-have for fans of both The Hunger Games novels and the new Hunger Games film.

In exclusive collaboration with Lionsgate, Assouline presents Tim Palen: Photographs from The Hunger Games. Compiled in one deluxe volume, Palen's portraits capture each character with striking intimacy and transform the high-octane adventure of the films into exquisite visual art. Through Palen's unique lens, characters become icons, immortalized as the beloved characters the world has embraced."

An international bestseller and the inspiration for a blockbuster film series, Suzanne Collins's dystopian, young adult trilogy The Hunger Games has also attracted attention from literary scholars. While much of the criticism has focused on traditional literary readings, this innovative collection explores the phenomena of place and space in the novels--how places define people, how they wield power to create social hierarchies, and how they can be conceptualized, carved out, imagined and used. The essays consider wide-ranging topics: the problem of the trilogy's Epilogue; the purpose of the love triangle between Katniss, Gale and Peeta; Katniss's role as "mother"; and the trilogy as a textual "safe space" to explore dangerous topics. Presenting the trilogy as a place and space for multiple discourses--political, social and literary--this work assertively places The Hunger Games in conversation with the world in which it was written, read, and adapted.

This Special Edition of The Hunger Games includes the most extensive interview Suzanne Collins has given since the publication of The Hunger Games; an absorbing behind-the-scenes look at the creation of the series; and an engaging archival conversation between Suzanne Collins and YA legend Walter Dean Myers on writing about war. The Special Edition answers many questions fans have had over the years, and gives great insight into the creation of this era-defining work. In the ruins of a place once known as North America lies the nation of Panem, a shining Capitol surrounded by twelve outlying districts. The Capitol keeps the districts in line by forcing them all to send one boy and one girl between the ages of twelve and eighteen to participate in the annual Hunger Games, a fight to the death on live TV. Sixteen-year-old Katniss Everdeen regards it as a death sentence when she steps forward to take her sister's place in the Games. But Katniss has been close to death before--and survival, for her, is second nature. Still, if she is to win, she will have to start making choices that weigh survival against humanity and life against love.

The stunning Hunger Games trilogy is complete! The extraordinary, ground breaking New York Times bestsellers The Hunger Games and Catching Fire, along with the third book in The Hunger Games trilogy by Suzanne Collins, Mockingjay, are available for the first time ever in e-book. Stunning, gripping, and powerful.

Audisee® eBooks with Audio combine professional narration and sentence highlighting to engage reluctant readers! You may know that Jennifer Lawrence stars as courageous Katniss Everdeen in The Hunger Games films. But did you know that Jennifer: • grew up on a Kentucky horse farm? • had to learn to skin a squirrel for her role in Winter's Bone?

(Eeeew!) • read all three Hunger Games books in four days—before she even knew she'd be playing Katniss? Want to know more about the life of this talented celebrity? Read on to learn all about Jen's childhood, family, rise to stardom, likes and dislikes, romantic life, and more!

The Hunger Games: An Instructional Guide for Literature provides lesson plans and activities for this popular Young Adult fiction novel. This valuable resource guides teachers with ways to add rigor with complex literature. Text-dependent questions help students analyze the text with higher-order thinking skills, with lessons focused on story elements, vocabulary, and more. Close reading activities throughout the literature units encourages students to use textual evidence as they revisit passages to respond more critically. With various methods of assessing comprehension, this instructional guide offers strategies for cross-curricular activities as students build a greater understanding of this great literary work.

Suzanne Collins' dystopian trilogy envisions a world where survival and violence quite literally take the center stage. To maintain order, suppress independence, and punish past rebellions, the Capitol selects two participants, or tributes, from each of the twelve districts to fight in an annual televised death match called the Hunger Games. This compelling edition explores Suzanne Collins' The Hunger Games through the lens of violence. The book provides biographical information about the author and offers a perspective on her influences. A series of essays, which discuss aspects of the novel, focusing on Katniss, her struggles, and the meaning and impact of violence, allow readers to gain a greater insight into the intersection between social issues and literature.

A philosophical exploration of Suzanne Collins's New YorkTimes bestselling series, just in time for the release ofThe Hunger Games movie Katniss Everdeen is "the girl who was on fire," but she is alsothe girl who made us think, dream, question authority, and rebel.The post-apocalyptic world of Panem's twelve districts is a dividedsociety on the brink of war and struggling to survive, while theCapitol lives in the lap of luxury and pure contentment. At everyturn in the Hunger Games trilogy, Katniss, Peeta, Gale, and theirmany allies wrestle with harrowing choices and ethical dilemmasthat push them to the brink. Is it okay for Katniss to break thelaw to ensure her family's survival? Do ordinary moral rules applyin the Arena? Can the world of The Hunger Games shine alight into the dark corners of our world? Why do we often enjoywatching others suffer? How can we distinguish between what's Realand Not Real? This book draws on some of history's most engagingphilosophical thinkers to take you deeper into the story and itsthemes, such as sacrifice, altruism, moral choice, and gender. Gives you new insights into the Hunger Games series and its keycharacters, plot lines, and ideas Examines important themes such as the state of nature, war,celebrity, authenticity, and social class Applies the perspective of some of world's greatest minds, suchas Charles Darwin, Thomas Hobbes, Friedrich Nietzsche, Plato, andImmanuel Kant to the Hunger Games trilogy Covers all three books in the Hunger Games trilogy An essential companion for Hunger Games fans, this book willtake you deeper into the dystopic world of Panem and into the mindsand motivations of those who occupy it.

The rules of the Hunger Games are simple. In punishment for the uprising, each of the twelve districts must provide one girl and one boy, called tributes, to participate. The twenty-four tributes will be imprisoned in a vast outdoor arena that could hold anything from a burning desert to a frozen wasteland. Over a period of several weeks, the competitors must fight to the death. The last tribute standing wins. (Quelle: Buchdeckel verso).

For 21st-century young adults struggling for personal autonomy in a society that often demands compliance, the bestselling trilogy, The Hunger Games remains palpably relevant despite its futuristic setting. For Suzanne Collins' characters, personal agency involves not only the physical battle of controlling one's body but also one's response to such influences as morality, trauma, power and hope. The author explores personal agency through in-depth examinations of the lives of Katniss, Peeta, Gale, Haymitch, Cinna, Primrose, and others, and through an analysis of themes like the overabundance of bodily imagery, social expectations in the Capitol, and problem parental figures. Readers will discover their own "dandelion of hope" through the examples set out by Collins' characters, who prove over and over that human agency is always attainable.

In exclusive collaboration with Lionsgate, Assouline presents Tim Palen: Photographs from The Hunger Games. Compiled in one deluxe volume, Palen's evocative and powerful portraits capture each character from the series with striking intimacy and transform the high-octane adventure of the films into exquisite visual art. Through Palen's unique lens, Katniss, Peeta, and the citizens of Panem become icons, immortalized as the beloved characters the world has embraced. Photographs by Tim Palen

Ambition will fuel him. Competition will drive him. But power has its price. It is the morning of the reaping that will kick off the tenth annual Hunger Games. In the Capitol, eighteen-year-old Coriolanus Snow is preparing for his one shot at glory as a mentor in the Games. The once-mighty house of Snow has fallen on hard times, its fate hanging on the slender chance that Coriolanus will be able to outcharm, outwit, and outmaneuver his fellow students to mentor the winning tribute. The odds are against him. He's been given the humiliating assignment of mentoring the female tribute from District 12, the lowest of the low. Their fates are now completely intertwined - every choice Coriolanus makes could lead to favor or failure, triumph or ruin. Inside the arena, it will be a fight to the death. Outside the arena, Coriolanus starts to feel for his doomed tribute . . . and must weigh his need to follow the rules against his desire to survive no matter what it takes.

Set in a dark vision of the near future, a terrifying reality TV show is taking place. Twelve boys and twelve girls are forced to appear in a live event called The Hunger Games. There is only one rule: kill or be killed. When sixteen-year-old Katniss Everdeen steps forward to take her younger sister's place in the games, she sees it as a death sentence. But Katniss has been close to death before. For her, survival is second nature.

The greatly anticipated final book in the New York Times bestselling Hunger Games trilogy by Suzanne Collins.

This beautiful hardcover box set includes all three books in Suzanne Collins's internationally bestselling Hunger Games trilogy together with The Ballad of Songbirds and Snakes. In the ruins

of a place once known as North America lies the nation of Panem, a shining Capitol surrounded by twelve outlying districts. The Capitol keeps the districts in line by forcing them all to send one boy and one girl between the ages of twelve and eighteen to participate in the annual Hunger Games, a fight to the death on live TV... And the odds are against all who play. With all four of Suzanne Collins's Hunger Games novels in one box set, you can step into the world of Panem with the 10th annual Hunger Games, and continue all the way to the electrifying conclusion. "This publication is unofficial and unauthorized. It has not been prepared, licensed, approved, authorized or endorsed by Suzanne Collins, her publishers, or Lionsgate Entertainment Corporation"--Cover.

Facing fears can be scary... Owly and Wormy love making new friends, and when they spot an unfamiliar animal flying through the trees, they can't wait to meet her! Unfortunately, Shadow the flying squirrel doesn't want to be friends with Owly because she's afraid of him. Wormy tries to convince Shadow that she can trust Owly, but she's still scared... When Wormy gets stuck high up in a tree, Owly's own fear of flying keeps him grounded. Can Owly overcome his fears? And will Shadow be able to do the same? Through a unique blend of words and symbols, Owly can be read by the youngest readers, and is a great introduction to graphic novels!

The Hunger Games

Catching Fire, the New York Times bestseller by Suzanne Collins, is now a major motion picture -- and this is your guide to all of the movie's excitement, both in front of the camera and behind it. Go behind the scenes of the making of Catching Fire with exclusive materials, including back-stage photos and interviews. From the screenwriting process to the casting decisions, from the fantastic new sets and gorgeous costumes to the actors' performances and the director's vision, this is the definitive companion to the second Hunger Games film.

By winning the Hunger Games, Katniss and Peeta have secured a life of safety and plenty for themselves and their families, but because they won by defying the rules, they unwittingly become the faces of an impending rebellion.

Collects all three adventures of Katniss and the District 12 team, as they compete in the annual televised survival competition pitting young people from each of the twelve districts of Panem against one another.

The second book in Suzanne Collins's phenomenal and worldwide bestselling Hunger Games trilogy.

This collection of fresh essays on Suzanne Collins's epic trilogy spans multiple disciplines. The contributors probe the trilogy's meaning using theories grounded in historicism, feminism, humanism, queer theory, as well as cultural, political, and media studies. The essayists demonstrate diverse perspectives regarding Collins's novels but their works have three elements in common: an appreciation of the trilogy as literature, a belief in its permanent value, and a need to share both appreciation and belief with fellow readers. The 21 essays that follow the context-setting introduction are grouped into four parts: Part I "History, Politics, Economics, and Culture," Part II "Ethics, Aesthetics, and Identity," Part III "Resistance, Surveillance, and Simulacra," and Part IV "Thematic Parallels and Literary Traditions." A core bibliography of dystopian and postapocalyptic works is included, with emphasis on the young adult category--itself an increasingly crucial part of postmodern culture.

This 10th Anniversary Edition of THE HUNGER GAMES contains more than fifty pages of new bonus material, including the most extensive interview Suzanne Collins has given since the publication of The Hunger Games, which provides an absorbing behind-the-scenes look at the creation of the series; and an engaging archival conversation between Suzanne Collins and YA legend Walter Dean Myers on writing about war. Set in a dark vision of the near future, a terrifying reality TV show is taking place. Twelve boys and twelve girls are forced to appear in a live event called The Hunger Games. There is only one rule: kill or be killed. When sixteen-year-old Katniss Everdeen steps forward to take her younger sister's place in the games, she sees it as a death sentence. But Katniss has been close to death before. For her, survival is second nature.

From the screenwriting process, casting decisions, and elaborate sets and costumes to the actors' performances and directors' vision, fans can go behind the scenes of The Hunger Games movie with this definitive companion to the breathtaking film. Original. 200,000 first printing.

This digital collection includes all three books in Suzanne Collins's internationally bestselling Hunger Games trilogy together with The Ballad of Songbirds and Snakes. In the ruins of a place once known as North America lies the nation of Panem, a shining Capitol surrounded by twelve outlying districts. The Capitol keeps the districts in line by forcing them all to send one boy and one girl between the ages of twelve and eighteen to participate in the annual Hunger Games, a fight to the death on live TV... And the odds are against all who play. With all four of Suzanne Collins's Hunger Games novels in one digital collection, you can step into the world of Panem with the 10th annual Hunger Games, and continue all the way to the electrifying conclusion.

First in the ground-breaking HUNGER GAMES trilogy, this new foiled edition of THE HUNGER GAMES is available for a limited period of time. Set in a dark vision of the near future, a terrifying reality TV show is taking place. Twelve boys and twelve girls are forced to appear in a live event called The Hunger Games. There is only one rule: kill or be killed. When sixteen-year-old Katniss Everdeen steps forward to take her younger sister's place in the games, she sees it as a death sentence. But Katniss has been close to death before. For her, survival is second nature.

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Unlock the more straightforward side of The Hunger Games with this concise and insightful summary and analysis! This engaging summary presents an analysis of The Hunger Games by Suzanne Collins, the bestselling dystopian trilogy about Katniss Everdeen, a girl who voluntarily takes her sister's place in her totalitarian society's deadly annual games and, in her determination to survive and to save Peeta, her on and off lover, unwittingly becomes the symbol of her population's rebellion. The Hunger Games trilogy has been sold in 51 different languages and has outsold the Harry Potter series on Amazon, as well as being made into four multi-award winning films. Suzanne Collins has been named one of Time magazine's most influential people of all time and Amazon's best-selling Kindle author, both due to her superb skills of plot construction and the writing style that have made The Hunger Games so popular. Find out everything you need to know about The Hunger Games in a fraction of the time! This in-depth and informative reading guide brings you:• A complete plot summary• Character studies• Key themes and symbols• Questions for further reflection Why choose BrightSummaries.com? Available in print and digital format, our publications are designed to accompany you in your reading journey. The clear and concise style makes for easy understanding, providing the perfect opportunity to improve your literary knowledge in no time. See the very best of literature

in a whole new light with BrightSummaries.com!

The New York Times bestselling Hunger Games is now a major motion picture -- and here is the ultimate guide to the all the tributes in the 74th annual Hunger Games!

The Ballad of Songbirds and Snakes will revisit the world of Panem sixty-four years before the events of The Hunger Games, starting on the morning of the reaping of the Tenth Hunger Games.

NEW YORK TIMES bestselling author Suzanne Collins has created a deeply moving autobiographical picture book about a father who must go off to the war in Vietnam -- and the daughter who stays behind. When young Suzy's father leaves for Vietnam, she struggles to understand what this means for her and her family. What is the jungle like? Will her father be safe? When will he return? The months slip by, marked by the passing of the familiar holidays and the postcards that her father sends. With each one, he feels more and more distant, until Suzy isn't sure she'd even recognize her father anymore. This heartfelt and accessible picture book by Suzanne Collins, the NEW YORK TIMES bestselling author of the Hunger Games series, is accompanied by James Proimos's sweet and funny illustrations. This picture book will speak to any child who has had to spend time away from a parent.

"This book addresses Suzanne Collins's work from a number of literary and cultural perspectives in an effort to better understand both its significance and appeal. Assuming that readers are familiar with all three volumes of The Hunger Games, the book also avoids plot summary and character analysis, instead focusing on the significance of the story and its characters"--Provided by publisher.

The ultimate companion guide to the blockbuster Hunger Games trilogy For all those who adore Katniss and Peeta, and can't get enough, this companion guide to the wildly popular Hunger Games series is a must-read and a terrific gift. Go deeper into the post-apocalyptic world created by Suzanne Collins than you ever thought possible—an alternative future where boys and girls are chosen from twelve districts to compete in "The Hunger Games," a televised fight-to-the-death. When sixteen-year-old Katniss learns that her little sister has been chosen, Kat steps up to fight in her place—and the games begin. This unauthorized guide takes the reader behind the stage. The Hunger Games Companion includes fascinating background facts about the action in all three books, a revealing biography of the author, and amazing insights into the series' main themes and features--from the nature of evil, to weaponry and rebellions, to surviving the end of the world. It's everything fans have been hungering for since the very first book! This book is not authorized by Suzanne Collins, Scholastic Press or anyone involved in the Hunger Games movie.

[Moves and counter moves. The Hunger Games series follows the birth of a rebellion that takes on the Capitol's overbearing power. As we read about Katniss's journey from protecting her sister to embodying the hope of those long oppressed, political themes surface again and again. What does it mean to be a responsible political figure when living in a prison state? Who is the most effective political leader in the rebels' midst? This book explores these questions and others as it examines the ways that The Hunger Games series mirrors some of America's political questions.

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