
Fandom

Celebration, Shame and Fan/Producer Relationships

Fandom

Exploring Fan-Fic, Cosplay, Gaming, Podcasting, and More in the Geek World!

Polish K-Pop Fandom

Identities and Communities in a Mediated World

Fandom

Post-Object Fandom

Fandom at the Crossroads

Eating Fandom

Identities and Communities in a Mediated World

Essays on the Intersection of Religion and Pop Culture

Fic Writers, Vidders, Gamers, Artists, and Cosplayers

American Major League Baseball and Its Fans in the Online Community

An Introduction to the Study of Media Fan Culture

Everyone Says "Hi"

Anti-Fandom

The Fandom

Teen Fandom and Geek Programming
Intersections Between Fans and Food Cultures
Phenomenon, Structure & Communication
Fandom, Second Edition
Fandom At The Crossroads
Handbook of Research on the Impact of Fandom in Society and Consumerism
Dislike and Hate in the Digital Age
A Sourcebook for Artists and Writers
Celebration, Shame and Fan/Producer Relationships
Hero and Hero-Worship: Fandom in Modern India
New Media Studies
Understanding Fandom
The Politics of Fandom
Fandom, Second Edition
Conflicts That Divide Communities
Furry Fandom
Furry Fandom Conventions, 1989Ð2015
Fandom
Anti-Fandom
Global Sports Fandom in South Korea

Football, Fandom and Consumption
A Companion to Media Fandom and Fan Studies

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Celebration, Shame and Fan/Producer Relationships Routledge
Cosplay ready, Violet and her friends are at Comic Con. They can't wait to meet the fandom of mega-movie, *The Gallows Dance*. What they're not expecting is to be catapulted by freak accident into their favourite world—for real.

Fuelled by love, guilt and fear, can the friends put the plot back on track and get out? The fate of the story is in their hands.
Fandom Routledge
To the casual observer, similarities between fan communities and religious believers are difficult to find. Religion is traditional, institutional, and serious; whereas fandom is contemporary, individualistic, and fun. Can the robes of nuns and priests be compared to

cosplay outfits of Jedi Knights and anime characters? Can travelling to fan conventions be understood as pilgrimages to the shrines of saints? These new essays investigate fan activities connected to books, film, and online games, such as Harry Potter-themed weddings, using *The Hobbit* as a sacred text, and taking on heroic roles in *World of Warcraft*. Young Muslim women cosplayers are brought

into conversation with Chaos magicians who use pop culture tropes and characters. A range of canonical texts, such as *Supernatural*, *Buffy the Vampire Slayer*, and *Sherlock*—are examined in terms of the pleasure and enchantment of repeated viewing. Popular culture is revealed to be a fertile source of religious and spiritual creativity in the contemporary world. [Exploring Fan-Fic, Cosplay, Gaming, Podcasting, and More in the Geek World!](#) LSU Press

A completely updated edition of a seminal work on fans and communities *We are all fans*. Whether we follow our favorite celebrities on Twitter, attend fan conventions such as Comic Con, or simply wait with bated breath for the next episode of our favorite television drama—each of us is a fan. Recognizing that fandom is not unusual, but rather a universal subculture, the contributions in this book demonstrate that understanding fans-- whether of toys, TV

shows, celebrities, comics, music, film, or politicians--is vital to an understanding of media audiences, use, engagement, and participatory culture in a digital age. Including eighteen new, original essays covering topics such as activism directed at racism in sports fandom, fan/producer interactions at Comic Con, the impact of new technologies on fandom, and the politics and legality of fanfic, this wide-ranging collection provides diverse

approaches to fandom for anyone seeking to understand modern life in our increasingly mediated, globalized and binge-watching world.

Polish K-Pop Fandom

McFarland

This concise volume covers major fandom and program themes, as well as real-world event, club, and program ideas to help librarians provide this type of programming to their communities. Use the tips and how-to knowledge in this practical guide to get more teens into your

library!

Identities and Communities in a Mediated World

McFarland

Have you ever finished a book or TV series and wished for more? Created stories, art, or videos based on a game? Dressed up as your favorite character? If so, you've entered fandom. Fan writers expand and mix up stories, like sending the Star Trek crew to Hogwarts. Cosplayers sew Star Wars and Sailor Moon costumes, and fan

filmmakers make music video tributes. Fans also enrich invented worlds with greater diversity, creating female and multiracial avatars for games peopled only with white male characters. Tour fandom's history and meet fan writers, video-makers, artists, costumers, and gamers who celebrate the things they love and shape fan communities online and in real life.

Fandom Cambridge Scholars Publishing
Fans of specific sports teams, television series,

and video games, to name a few, often create subcultures in which to discuss and celebrate their loyalty and enthusiasm for a particular object or person. Due to their strong emotional attachments, members of these fandoms are often quick to voluntarily invest their time, money, and energy into a related product or brand, thereby creating a group of faithful and passionate consumers that play a significant role in multiple domains of contemporary

culture. The Handbook of Research on the Impact of Fandom in Society and Consumerism is an essential reference source that examines the cultural and economic effects of the fandom phenomenon through a multidisciplinary lens and shapes an understanding of the impact of fandom on brand building. Featuring coverage on a wide range of topics such as religiosity, cosplay, and event marketing, this publication is ideally designed for marketers, managers, advertisers,

brand managers, consumer behavior analysts, product developers, psychologists, entertainment managers, event coordinators, political scientists, anthropologists, academicians, researchers, and students seeking current studies on the global impact of this particularly devoted community.

Post-Object Fandom
Stowarzyszenie Badaczy Popkultury i Edukacji Popkulturowej Trickster
This book was written for people who would like to

learn more about Polish K-Pop fandom, but it can also be of help for those who are looking for some basic information about fan studies or K-Pop in general. Korean music has only recently started to gain popularity in Poland (as well as in other European countries). Some may affiliate K-Pop with Psy's Gangnam Style, a track which was virtually inescapable in the summer of 2012, but around that time the European K-Pop fandom was already well-developed, as evidenced

by the Korean group Big Bang winning MTV European Music Award in 2011, or the flashmob fans organized in front of the Louvre museum that forced one of the biggest Korean entertainment companies to organize one more concert of their artists in the same year. Nevertheless, K-Pop's international popularity peak is often being connected to BTS' success, when they were awarded the Top Social Artist Award and successfully performed during the Billboard Music

Awards in 2017. It would be difficult to say how many K-Pop fans there are in Poland now and how the number changed over the years, but it is still undoubtedly growing. The Fandom The FandomChicken House **Fandom at the Crossroads** Oxford University Press A Companion to Media Fandom and Fan Studies offers scholars and fans an accessible and engaging resource for understanding the rapidly expanding field of fan

studies. International in scope and written by a team that includes many major scholars, this volume features over thirty especially-commissioned essays on a variety of topics, which together provide an unparalleled overview of this fast-growing field. Separated into five sections—Histories, Genealogies, Methodologies; Fan Practices; Fandom and Cultural Studies; Digital Fandom; and The Future of Fan Studies—the book synthesizes literature

surrounding important theories, debates, and issues within the field of fan studies. It also traces and explains the social, historical, political, commercial, ethical, and creative dimensions of fandom and fan studies. Exploring both the historical and the contemporary fan situation, the volume presents fandom and fan studies as models of 21st century production and consumption, and identifies the emergent trends in this unique field of study.

Eating Fandom IGI Global
This book explores the transformation of cultural and national identity of global sports fans in South Korea, which has undergone extensive cultural and economic globalization since the 1990s. Through ethnographic research of Korean Major League Baseball fans and their online community, this book demonstrates how a postcolonial nation and its people are developing long-distance affiliation with American sports accompanied by

nationalist sentiments and regional rivalry. Becoming an MLB fan in South Korea does not simply lead one to nurturing a cosmopolitan identity, but to reconstituting one's national imaginations. Younghan Cho suggests individuated nationalism as the changing nature of the national among the Korean MLB fandom in which the national is articulated by personal choices, consumer rights and free market principles. The analysis of the Korean MLB fandom illuminates the

complicated and even contradictory procedures of decentering and fragmenting nationalism in South Korea, which have been balanced by recalling nationalism in combination with neoliberal governmentality. *Identities and Communities in a Mediated World* McFarland
Over the years the authors have inhabited the close-knit fan communities of the television show "Supernatural", engaging

in criticism and celebration, reading and writing fanfiction, and attending fan conventions. In this title, they intend to understand what fuels the passionate reciprocal relationship "Supernatural" has with its fans.

Essays on the Intersection of Religion and Pop Culture MIT

Press

Built from stories and memories shared by self-defined David Bowie fans, this book explores how Bowie existed as a figure of renewal and

redemption, resonating in particular with those marginalized by culture and society. Sean Redmond and Toija Cinque draw on personal interviews, memorabilia, diaries, letters, communal gatherings and shared conversation to find out why Bowie mattered so much to the fans that idolized him.

Contextualising the identification streams that have emerged around David Bowie, the book highlights his remarkable influence.

Fic Writers, Vidders,

Gamers, Artists, and Cosplayers Cambridge Scholars Pub
A Companion to Media Fandom and Fan Studies offers scholars and fans an accessible and engaging resource for understanding the rapidly expanding field of fan studies. International in scope and written by a team that includes many major scholars, this volume features over thirty especially-commissioned essays on a variety of topics, which together provide an unparalleled overview of

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American Major League Baseball and Its Fans in the Online Community

NYU Press

Fandom is generally viewed as an integral part of everyday life which impacts upon how we form emotional bonds with ourselves and others

in a modern, mediated world. Whilst it is inevitable for television series to draw to a close, the reactions of fans have rarely been considered. Williams explores this everyday occurrence through close analysis of television fans to examine how they respond to, discuss, and work through their feelings when shows finish airing. Through a range of case studies, including *The West Wing* (NBC, 2000-2006), *Lost* (ABC 2004 -2010), *Buffy the Vampire Slayer* (1997-2003), *Doctor Who*

(BBC 1963-1989; 2005-), *The X-Files* (FOX, 1993-2002), *Firefly* (FOX, 2002) and *Sex and the City* (HBO, 1998-2004), Williams considers how fans prepare for the final episodes of shows, how they talk about this experience with fellow fans, and how, through re-viewing, discussion and other fan practices, they seek to maintain their fandom after the show's cessation.

An Introduction to the Study of Media Fan Culture

Springer Nature
A revealing look at the

pleasure we get from hating figures like politicians, celebrities, and TV characters, showcased in approaches that explore snark, hate-watching, and trolling. The work of a fan takes many forms: following a favorite celebrity on Instagram, writing steamy fan fiction fantasies, attending meet-and-greets, and creating fan art as homages to adored characters. While fandom that manifests as feelings of like and love are commonly understood, examined less frequently are the

equally intense, but opposite feelings of dislike and hatred. Disinterest. Disgust. Hate. This is anti-fandom. It is visible in many of the same spaces where you see fandom: in the long lines at ComicCon, in our politics, and in numerous online forums like Twitter, Tumblr, Reddit, and the ever dreaded comments section. This is where fans and fandoms debate and discipline. This is where we love to hate. *Anti-Fandom*, a collection of 15 original and innovative essays, provides a

framework for future study through theoretical and methodological exemplars that examine anti-fandom in the contemporary digital environment through gender, generation, sexuality, race, taste, authenticity, nationality, celebrity, and more. From hatewatching *Girls and Here Comes Honey Boo Boo* to trolling celebrities and their characters on Twitter, these chapters ground the emerging area of anti-fan studies with a productive foundation. The book demonstrates

the importance of constructing a complex knowledge of emotion and media in fan studies. Its focus on the pleasures, performances, and practices that constitute anti-fandom will generate new perspectives for understanding the impact of hate on our identities, relationships, and communities.

Everyone Says "Hi"

Rowman & Littlefield

An illustrated exploration of fandom that combines academic essays with artist pages and experimental texts.

Fandom as Methodology examines fandom as a set of practices for approaching and writing about art. The collection includes experimental texts, autobiography, fiction, and new academic perspectives on fandom in and as art. Key to the idea of "fandom as methodology" is a focus on the potential for fandom in art to create oppositional spaces, communities, and practices, particularly from queer perspectives, but also through transnational, feminist

and artist-of-color fandoms. The book provides a range of examples of artists and writers working in this vein, as well as academic essays that explore the ways in which fandom can be theorized as a methodology for art practice and art history. Fandom as Methodology proposes that many artists and art writers already draw on affective strategies found in fandom. With the current focus in many areas of art history, art writing, and performance studies

around affective engagement with artworks and imaginative potentials, fandom is a key methodology that has yet to be explored.

Interwoven into the academic essays are lavishly designed artist pages in which artists offer an introduction to their use of fandom as methodology.

Contributors Taylor J. Acosta, Catherine Grant, Dominic Johnson, Kate Random Love, Maud Lavin, Owen G. Parry, Alice Butler, Soojin Lee, Jenny Lin, Judy Batalion,

Ika Willis. Artists featured in the artist pages Jeremy Deller, Ego Ahaïwe Sowinski, Anna Bunting-Branch, Maria Fusco, Cathy Lomax, Kamau Amu Patton, Holly Pester, Dawn Mellor, Michelle Williams Gamaker, The Women of Colour Index Reading Group, Liv Wynter, Zhiyuan Yang Anti-Fandom Bloomsbury Publishing USA Fandom has been celebrated both as a harmonious, tolerant space and as apolitical and detached from reality. Yet fandom is

neither harmonious nor apolitical. Throughout the past century, fandom has been shaped by recurring controversies and sparked by the emergence of new circles, platforms and discourses. Since the earliest days of science-fiction fandom, fans have conceived of their communities as quasi-political bodies, and of themselves as public actors in discursive spaces. They are concerned with the organizational structures, norms, and borders of fandom as well as their

own position within it all. This latter concern has moved to the forefront as fan practices and platforms have been coopted by the entertainment industry and by political actors, forcing fans to situate their fannish and political identities in relation to both sprawling transmedia franchises and right-wing groups exploiting fannish formations for political ends. Through case studies of *Glee* and *The Hunger Games* fandoms as well as events such as

Gamergate, RaceFail '09 and the Hugo Awards controversies, this book explores the complexities of political fandom. *The Fandom* PediaPress Fans used to be seen as an overly obsessed fraction of the audience. In the last few decades, shifts in media technology and production have instead made fandom a central mode of consumption. A range of ideas has emerged to explore different facets of this growing phenomenon. With a foreword by Matt Hills,

Understanding Fandom introduces the whole field of fan research by looking at the history of debate, key paradigms and methodological issues. The book discusses insights from scholars working with fans of different texts, genres and media forms, including television and popular music. Mark Duffett shows that fan research is an emergent interdisciplinary field with its own key thinkers: a tradition that is distinct from both textual analysis and reception studies.

Drawing on a range of debates from media studies, cultural studies and psychology, Duffett argues that fandom is a particular kind of engagement with the power relations of media culture.

Teen Fandom and Geek Programming Routledge

Modern football is an industry and capitalism is its engine. However, this book argues for a more nuanced understanding of contemporary football culture and the (self-)identity of football fans. Drawing on original

ethnographic research conducted with fans at all levels, from international to lower league, the book explores the tensions between fans as consumers and 'traditional' football cultures, arguing that modern football fans are able to negotiate the discourses of capitalism and tradition operating upon them to enact their own power and identity within football culture. Featuring case studies of Norwich City, MK Dons and Chelsea fans, this is fascinating reading for

anybody with an interest in sport and society or cultural studies.

Intersections Between Fans and Food Cultures

John Wiley & Sons

In recent years, otaku culture has emerged as one of Japan's major cultural exports and as a genuinely transnational phenomenon. This timely volume investigates how this once marginalized popular culture has come to play a major role in Japan's identity at home and abroad. In the American context, the word otaku is best

translated as “geek”—an ardent fan with highly specialized knowledge and interests. But it is associated especially with fans of specific Japan-based cultural genres, including anime, manga, and video games. Most important of all, as this collection shows, is the way otaku culture represents a newly participatory fan culture in which fans not only

organize around niche interests but produce and distribute their own media content. In this collection of essays, Japanese and American scholars offer richly detailed descriptions of how this once stigmatized Japanese youth culture created its own alternative markets and cultural products such as fan fiction, comics, costumes, and remixes,

becoming a major international force that can challenge the dominance of commercial media. By exploring the rich variety of otaku culture from multiple perspectives, this groundbreaking collection provides fascinating insights into the present and future of cultural production and distribution in the digital age.

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