
Fandom

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JOSE JOYCE

Fandom as Methodology Scholastic Inc.

The field of fan studies has seen exponential growth in recent years and this companion brings together an internationally and interdisciplinarily diverse group of established scholars to reflect on the state of the field and to point to new research directions. Engaging an impressive array of media texts and formats and incorporating a variety of methodologies, this collection is organized into six main sections: methods and ethics, technologies and practices, identities, race and transcultural fandom, industry, and futures. Each section concludes with a conversation among some of the field's

leading scholars and industry insiders to address a wealth of questions relevant to each section topic.

Digital Fandom NYU Press Violet's in her element - cosplay at the ready, she can't wait to feel part of her favourite fandom: 'The Gallows Dance', a mega book and movie franchise. But when a freak accident transports her into the story for real, can Violet play out the plot the way it was written?

Furry Fandom Rowman & Littlefield

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.

The Routledge Companion to Media Fandom

Stowarzyszenie Badaczy Popkultury i Edukacji Popkulturowej Trickster 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.

Understanding Fandom

Running Press Kids

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.

Fandom, Second Edition MIT Press

"This book re-evaluates the way we examine today's digital media environment. By looking at how popular culture uses different digital technologies, *Digital Fandom* bolsters contemporary media theory by introducing new methods of analysis. Using the exemplars of alternate reality gaming and fan studies, this book

takes into account a particular "philosophy of playfulness" in today's media in order to establish a "new media studies." "Digital Fandom augments traditional studies of popular media fandom with descriptions of the contemporary fan in a converged media environment. The book shows how changes in the study of fandom can be applied in a larger scale to the study of new media in general, and formulates new conceptions of traditional media theories." "In this web 2.0 world, where community and not content is king, the fan marks a new form of interactive subjectivity that deconstructs the usual categories of consumer and producer. Paul Booth's *Digital Fandom* breaks new ground in the investigation of this subject, demonstrating how it reorganizes and reorients the field of new media studies" ---David J. Gunkel, Presidential Teaching Professor, Northern Illinois University, Author of *Hacking Cyberspace* and *Thinking Otherwise* "From blogs to ARGs, wikis to social networking sites, Paul Booth provides an in-depth tour of how

fans straddle and traverse the boundary between television and digital media. With a theoretically rich analytic eye, *Digital Fandom* breaks new ground for the next generation of media scholarship" ---Jason Mittell, Middlebury College, Author of *Television & American Culture*--BOOK JACKET. [An Introduction to the Study of Media Fan Culture](#) Bloomsbury Publishing USA

Every company wants their business to have a strong, loyal following, but achieving this feat can be a challenge. Examining the growth of fandom popularity in modern culture can provide insights into consumer trends and patterns. *Exploring the Rise of Fandom in Contemporary Consumer Culture* is an innovative scholarly resource that offers an in-depth discussion on the soaring popularity of fan communities and how these followers serve a larger purpose in a consumer-driven society. Highlighting applicable topics that include brand loyalty, fan perceptions, social media, and virtual realities, this publication is ideal for business managers, academicians, students, professionals,

and researchers that are interested in learning more about how fan behavior can impact the economic environment. *Identities and Communities in a Mediated World* Springer

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 NYU 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.

Handbook of Research on the Impact of Fandom in Society and Consumerism Vernon Press

Furry fandom--an adult social group interested in anthropomorphic animals in art, literature and culture--has grown since the 1980s to include an estimated 50,000 "furries." Their largest annual convention drew more than 6,000 attendees in 2015, including 1,000 dressed in "fur suits" or mascot-type animal costumes. Conventions typically include awards,

organizations, art, literature and movies, encompassing a wide range of creative pursuits beyond animal costuming. This study of the furry subculture presents a history of the oft-misunderstood group and lists all conventions around the world from 1989 through 2015, including organizers, guests of honor and donations to charity.

Politics for the Love of Fandom LSU Press

In the aftermath of liberalization of Indian economy in 1991, the study of star-fan studies has experienced exponential expansion. *Hero and Hero-Worship: Fandom in Modern India* explores the areas of political, religious, film and cricket star fandoms; analyzing the rise of star formations and their consequent fandoms, star-fan bonds, as well as the physical and virtual space that both stars and fans inhabit. As perhaps one of the first book-length studies on Indian fandom, this volume not only draws on the works of Jenkins and other fandom scholars, but also explores the economic and cultural specificities of Indian fandom. This book will be of particular interest to scholars

working in the field, as well as general readers interested in understanding star-fan interactions and intersections.

Identities and Communities in a Mediated World Peter Lang

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.

Fandom Chicken House
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.

Post-Object Fandom

Oxford University Press
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.

The Politics of Fandom

Chicken House
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.

The Fandom McFarland

The FandomChicken House

A Companion to Media Fandom and Fan Studies
McFarland

Help young fans get in touch with their inner geeks with the ultimate guidebook for creating, sharing, and enjoying the world of fandom. Being a fan is a big deal. Whether it's comics, video games, podcasts, cosplay, books, films, or something else, there are so many ways to share and celebrate with the things that you love. So, it's high time for a guide to help young fans navigate the world of fandom and its many flourishing communities—from fan works to cosplay, gaming, podcasting, and more! Filled with history, trivia, tips and advice to getting

started, and insight from creators and artists from across pop culture and specializing in a wide variety of mediums, *A Kid's Guide to Fandom* is the perfect geeky primer for young fans. Organized by type of fandom medium, each chapter offers a brief introduction, facts, history sidebars, and easy to digest information on how to: Create Fan Fic or Fan Art Design and Create a Cosplay Start a Podcast Design and Create Games (video games, tabletop, and other role playing games) Find and Create Supportive Communities Find and Attend Conventions Plus, interviews with popular creatives like Alan Gratz, Erin Lefler, Jen Bartel, Daniel José Older, Rose Eveleth, Kat Kruger, Jordan Dené Ellis, Liz Crowder, and more. *Fic Writers, Vidders, Gamers, Artists, and Cosplayers* NYU Press

When the BBC's *Sherlock* debuted in summer 2010—and appeared in the U.S. on PBS a few months later—no one knew it would become an international phenomenon. The series has since gathered a diverse and enthusiastic fandom. Like their hero, *Sherlock* fans scrutinize

clues about the show's deeper meaning, as well as happenings off screen. They postulate theories and readings of the characters and their relationships. They have tweeted with “The Powers That Be,” mobilized to filming locations via #Setlock, and become advocates for LGBTQIA communities. *Sherlock's* digital communities have changed the way that fans and series creators interact in person and online, as each publicly takes “ownership” of beloved television characters who represent far more than entertainment to fans.

The Meeting of Creativity, Community and Advocacy Routledge

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.

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

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