

Cinema E Postmedia I Territori Del Filmico Nel Contemporaneo

"The book is about (New) Media Art, the current usefulness of the term, its deep and recent history, its positioning in the contemporary art world, new critical and curatorial perspectives."--Author website.

This practical sourcebook has been specially prepared to give you an at-a-glance guide to quality video program-making on a modest budget. Emphasis throughout is on excellence with economy; whether you are working alone or with a small multi-camera group. The well-trying techniques detailed here will steer you through the hazards of production, helping you to avoid those frustrating, time-wasting problems, and to create an effective video program. For many years Video Production Handbook has helped students and program-makers in a wide range of organizations. Now in its thoroughly revised 3rd edition, Video Production Handbook guides you step-by-step, explaining how to develop your initial program ideas, and build them into a successful working format. It covers the techniques of persuasive camerawork, successful lighting and sound treatment, video editing...etc. You will find straightforward up-to-the-minute guidance with your daily production problems, and a wealth of practical tips based on the author's personal experience. In this extended edition, you will see how you can use quite modest chromakey facilities and visual effects to create the magic of virtual reality surroundings. Gerald Millerson's internationally acclaimed writings are based on a long and distinguished career with the BBC. His lecturing background includes TV production courses in the United States and UK. His other books for Focal Press have become standard works in a number of languages, and include his classic course text Television Production 13th ed, Effective TV Production 3rd ed, Video Camera Techniques 2nd ed, Lighting for TV and Film 3rd ed, Lighting for Video 3rd ed and TV Scenic Design.

Very few contemporary television programs provoke spirited responses quite like the dystopian series Black Mirror. This provocative program, infamous for its myriad apocalyptic portrayals of humankind's relationship with an array of electronic and digital technologies, has proven quite adept at offering insightful commentary on a number of issues contemporary society is facing. This timely collection draws on innovative and interdisciplinary theoretical frameworks to provide unique perspectives about how confrontations with such issues should be considered and understood through the contemporary post-media condition that drives technology use.

In 2008, the editors published a well-cited journal paper arguing that while scholarly work on media representations of environmental issues had made substantial progress in textual analysis there had been much less work on visual representations. This is surprising given the increasingly visual nature of media and communication, and in light of emerging evidence that the environment is visualized through the use of increasingly symbolic and iconic images. Addressing these matters, this volume marks out the present state of the field and contains chapters that represent fresh and exciting high quality scholarly work now emerging on visual environmental communication. These include a range of fascinating and often alarming topics which draw on a variety of methods and forms of visual communication. The book demonstrates that research needs to think much more widely about what we mean by the 'visual' which plays a massive yet under-researched role in the politics and ideology of public understanding and misunderstanding of and the environment and environmental problems. The book is of relevance to students and researchers in media and communication studies, cultural studies, film and visual studies, geography, sociology, politics and other disciplines with an interest in the politics of visual environmental communication. This book was published as a special issue of Environmental Communication: A Journal of Nature and Culture.

Interior design can be considered a discipline that ranks among the worlds of art, design, and architecture and provides the cognitive tools to operate innovatively within the spaces of the contemporary city that require regeneration. Emerging trends in design combine disciplines such as new aesthetic in the world of art, design in all its ramifications, interior design as a response to more than functional needs, and as the demand for qualitative and symbolic values to be added to contemporary environments. Cultural, Theoretical, and Innovative Approaches to Contemporary Interior Design is an essential reference source that approaches contemporary project development through a cultural and theoretical lens and aims to demonstrate that designing spaces, interiors, and the urban habitat are activities that have independent cultural foundations. Featuring research on topics such as contemporary space, mass housing, and flexible design, this book is ideally designed for interior designers, architects, academics, researchers, industry professionals, and students.

Drawing on a broad range of theoretical disciplines - and with case studies of directors such as Chantal Akerman, Agnès Varda, Claire Denis and Todd Haynes, Amos Gitai, Martin Ritt, John Ford, Ila Bêka and Louise Lemoine - this book goes beyond the representational approach to the analysis of domestic space in cinema, in order to look at it as a *dispositif*.

Sleeping Funny is that rare book--a debut that introduces us to a fully mature writer, one who instantly draws you in with her lean style, empathy and wit, and keeps you reading, with growing admiration and delight, from first page to last. These stories showcase Miranda Hill's astonishing range and virtuosity, introducing us to a protean variety of characters, each as well-realized as the next. Here is a writer who can seamlessly inhabit the consciousness of a sixteen-year-old navigating an embarrassing sex-ed class, a middle-aged minister experiencing a devastating crisis of faith in a 19th century rural village, a pilot's widow coping with her grief by growing an unusual "victory garden" during World War II, and well-heeled modern professional women juggling jobs, kids, and husbands, and trying to cope with the arrival of a beautiful bohemian neighbour, on a gentrified street in downtown Toronto. The qualities that unite these remarkable stories are a pervasive sense of mystery and magic, a wonderful wit and sophistication, and most surprisingly, the slight disorientation implied by the title: In Miranda Hill's beguiling universe, the "real world" is recognizable and slightly askew, as if you were experiencing one of those strange dreams where you think you are awake--or as if you've been "sleeping funny" and are on the cusp of waking into the everyday world you thought you knew.

This research-based book investigates the effects of digital transformation on the cultural and creative sectors. Through cases and examples, the book examines how artists and art institutions are facing the challenges posed by digital transformation, highlighting both positive and negative effects of the phenomenon. With contributions from an international range of scholars, the book examines how digital transformation is changing the way the arts are produced and consumed. As relative late adopters of digital technologies, the arts organizations are shown to be struggling to adapt, as issues of authenticity, legitimacy, control, trust, and co-creation arise. Leveraging a variety of research approaches, the book identifies managerial implications to render a collection that is valuable reading for scholars involved with arts and culture management, the creative industries and digital transformation more broadly.

Questa raccolta di saggi inediti cerca di mostrare la complessità concettuale dell'estetica e dell'arte contemporanea, a partire dai temi più dibattuti e controversi che l'arte degli ultimi trent'anni suggerisce. Il testo propone un percorso di riflessione che si articola a partire da singole coordinate estetologiche: Gusto, Bello, Brutto, Percezione, Mimesi, Forma, Tecnica, Media, Immaginazione, Tempo. Coordinate che vengono arricchite mettendo in evidenza la linea di continuità tra passato e presente, e le problematicità all'interno di una lunga e complessa storia del pensiero artistico filosofico.

Post-cinema designates a new way of making films. It is time to ask whether this novelty is complete or relative and to evaluate to what extent this novation represents a unitary current or multiple ways. The book proposes to integrate the post-cinema question within the post-art question in order to study the new way of making filmic images in new conditions more or less remote from the dispositif of the theater and in closer relationship with contemporary art. The issue will be considered at three levels: the impression of post-art on "regular" films; the "relocation" (Cassetti) of the same films that can be seen using devices of all kinds, in conditions more or less remote from the dispositif of the theater; parallel to the integration of contemporary art in "regular" cinema, the integration of cinema into contemporary art in all kinds of forms of creation and exhibition.

Two former best friends return to their college reunion to find that they're being circled by someone who wants revenge for what they did ten years before—and will stop at nothing to get it—in this “propulsive” (Megan Miranda, bestselling author of *The Girl from Widow Hills*) psychological thriller. A lot has changed in years since Ambrosia Wellington graduated from college, and she's worked hard to create a new life for herself. But then an invitation to her ten-year reunion arrives in the mail, along with an anonymous note that reads, “We need to talk about what we did that night.” It seems that the secrets of Ambrosia's past—and the people she thought she'd left there—aren't as buried as she believed. Amb can't stop fixating on what she did or who she did it with: larger-than-life Sloane “Sully” Sullivan, Amb's former best friend, who could make anyone do anything. At the reunion, Amb and Sully receive increasingly menacing messages, and it becomes clear that they're being pursued by someone who wants more than just the truth of what happened that first semester. This person wants revenge for what they did and the damage they caused—the extent of which Amb is only now fully understanding. And it was all because of the game they played to get a boy who belonged to someone else and the girl who paid the price. Alternating between the reunion and Amb's freshman year, *The Girls Are All So Nice Here* is a “chilling and twisty thriller” (Book Riot) about the brutal lengths girls can go to get what they think they're owed, and what happens when the games we play in college become matters of life and death.

[English]:The city as a destination of the journey in his long evolution throughout history: a basic human need, an event aimed at knowledge, to education, to business and trade, military and religious conquests, but also related to redundancies for the achievement of mere physical or spiritual salvation. In the frame of one of the world's most celebrated historical city, the cradle of Greek antiquity, myth and beauty, travel timeless destination for culture and leisure, and today, more than ever, strongly tending to the conservation and development of their own identity, this collection of essays aims to provide, in the tradition of AISU studies, a further opportunity for reflection and exchange between the various disciplines related to urban history./ [Italiano]:La città come meta del viaggio nella sua lunga evoluzione nel corso della storia: un bisogno primario dell'uomo, un evento finalizzato alla conoscenza, all'istruzione, agli affari e agli scambi commerciali, alle conquiste militari o religiose, ma anche legato agli esodi per il conseguimento della mera salvezza fisica o spirituale. Nella cornice di una delle città storiche più celebrate al mondo, culla dell'antichità greca, del mito e della bellezza, meta intramontabile di viaggi di cultura e di piacere, e oggi, più che mai, fortemente protesa alla conservazione e alla valorizzazione della propria identità, questa raccolta di saggi intende offrire, nel solco della tradizione di studi dell'AISU, un'ulteriore occasione di riflessione e di confronto tra i più svariati ambiti disciplinari attinenti alla storia urbana.

The New York Times best-selling author of *Zombie Spaceship Wasteland* reveals his addiction to film between 1995 and 1999, during which he absorbed classics and new releases three days a week and applied what he learned in these films to acting, writing, comedy and relationships. 70,000 first printing.

This book opens new perspectives on cinema, arts, and the media. It provides a rereading of the past and explains the challenges facing artists today.

Cyberspace is all around us. We depend on it for everything we do. We have reengineered our business, governance, and social relations around a planetary network unlike any before it. But there are dangers looming, and malign forces are threatening to transform this extraordinary domain. In *Black Code*, Ronald J. Deibert, a leading expert on digital technology, security, and human rights, lifts the lid on cyberspace and shows what's at stake for Internet users and citizens. As cyberspace develops in unprecedented ways, powerful agents are scrambling for control. Predatory cyber criminal gangs such as Koobface have made social media their stalking ground. The discovery of Stuxnet, a computer worm reportedly developed by Israel and the United States and aimed at Iran's nuclear facilities, showed that state cyberwar is now a very real possibility. Governments and corporations are in collusion and are setting the rules of the road behind closed doors. This is not the way it was supposed to be. The Internet's original promise of a global commons of shared knowledge and communications is now under threat. Drawing on the first-hand experiences of one of the most important protagonists in the battle — the Citizen Lab and its global network of frontline researchers, who have spent more than a decade cracking cyber espionage rings and uncovering attacks on citizens and NGOs worldwide — *Black Code* takes readers on a fascinating journey into the battle for cyberspace. Thought-provoking, compelling, and sometimes frightening, it is a wakeup call to citizens who have come to take the Internet for granted. Cyberspace is ours, it is what we make of it, Deibert argues, and we need to act now before it slips through our grasp.

Il primo convegno sul tema dell'immagine della città, organizzato da AIDIA a Trieste nel 2014, ha aperto il dibattito sulle questioni della città e dell'abitare. Uno degli obiettivi è stato quello di aprire il dialogo tra le amministrazioni pubbliche, i professionisti e la cittadinanza, per fare il punto della situazione attuale e comprendere come stiamo disegnando il nostro futuro. L'idea trainante è quella per cui diventa necessario sapere ed esprimere lo spazio che vogliamo, individuare alcune questioni vitali e urgentemente necessarie. Il tema di discussione, importante, complesso e urgente, sottende uno sguardo imparziale e vasto, che tocca, o dovrebbe toccare e interferire positivamente con altri ambiti: culturali, sociologici e scientifici, legali e della legalità, della medicina fisica e spirituale, anche se apparentemente distanti. Attraverso il confronto, di genere in senso ampio, si potrà esplorare, attraverso l'esperienza diretta o indiretta di chi vi partecipa, le meccaniche del fare città. E questo è un tema ineludibile per innestare nuovi approcci, competenze e idee nella funzione delicata del ruolo dell'architetto e dell'ingegnere per le prossime scelte decisionali evolutive dei nostri luoghi di vita. Questa apertura alla riflessione e al dialogo sarà madre di buone idee, dove la cura sarà l'unica alternativa all'abbandono e all'incuria. Solo in questo modo potremo ancora sperimentare la democrazia e

gestire in modo eccellente il capitale naturale della città.

Interrogarsi – dentro una comunità di studio – intorno al significato e alla funzione di “simbolo”: del simbolo, cioè, come concetto teorico e insieme operativo del fare estetico contemporaneo. All’Università IULM, docenti e studenti della scuola dottorale in Visual and Media Studies per un anno hanno seguito questo percorso, sfaccettandolo in molte delle sue possibili declinazioni. Da tale lavoro è nato un convegno, *Le forme del simbolo. Discorsi e pratiche del contemporaneo*, che si è svolto il 20 novembre 2019 e di cui il presente volume è il punto d’arrivo. A dominare, senza alcun dubbio, è il concetto di “forma simbolica” derivante dal pensiero di Ernst Cassirer e dei molti (Erwin Panofsky in testa) che ne hanno calcato le orme. E tuttavia la declinazione fortemente contemporanea di quasi tutti gli interventi sposta l’asse del discorso, valorizzando problematiche (come quella dell’identità) che permettono di implementare diversamente molte delle questioni in gioco. Alla costruzione simbolica (e semiotica), si sostituisce – se non una decostruzione – qualcosa come una defigurazione, una ridefinizione critica del simbolo intesa a metterne in crisi i tratti di totalità e autosufficienza espressiva. E in discussione non è solo l’opposto dialettico che in campo letterario è stato più volte evocato, cioè l’allegoria come critica del rapporto codificato fra significante e significato. C’è di più. Il contemporaneo (il postmoderno?) sempre meno ha fiducia nella verticalità compiuta del senso e anzi scommette sulla proliferazione “nomadica” dei significanti, con una particolare evidenza quando il processo si verifica in ambienti transmediali, postcoloniali, gender oriented, che moltiplicano assiduamente i fuochi del discorso estetico.

As Jacques Derrida wrote in 1995, while considering *Archive Fever*, nothing is less reliable or less clear today than the word “archive”. Nevertheless, the historic-cultural dimension of the contemporary discursive practices in cinema and art develops in the semantic openendedness of the term, in the repositioning of the idea of archive. The individual disciplines involved in one such field – history of cinema and art, theory of cinema and art, aesthetics, semiotics, philology, etc. – begin to open up to questioning the notion of archive even ‘in negative’: in other words what – after Michel Foucault – the “archive” is not, or does not seem to be. The “archive” is not the ‘library of libraries’ or ‘encyclopedia’, it is not ‘memory’, it is not museum, it is not a ‘database’. In recent years, the attention focused on such ideas has not so much highlighted the ‘impulses’, ‘turns’ and specific forms of art (“art archive”) as it has revealed in many ways how the “archive” concerns us in the interrelation of aesthetic, political, ethical and legal levels among various disciplinary fields.

This volume collects contributions written by eight authors interested in different research areas in East Asian Studies. Divided into a Japanese and a Chinese section, it explores topics ranging from East Asian literatures to contact linguistics and sociology. The Japanese section contains four essays about contemporary Japanese cinema and different aspects of Japanese modern and contemporary literature (i.e. the literary motif of *kame naku*, ‘crying turtle’, *yuri manga*, and *tenk? bungaku*, the ‘literature of conversion’). The Chinese section concerns two main macro-topics: on the one hand, it focuses on issues related to cultural contacts between Italy and China; on the other hand, it deals with Chinese migration to Italy, highlighting socio-historical aspects and cultural production.

(Extra)Ordinary? edited by Jade Alexander and Katarzyna Bronk engages in research on the ways and means in which celebrity status has been created, controlled, dispersed and received in the past as well as the present.

With an innovative and strongly interdisciplinary theoretical framework, this book offers an extensive investigation of the use of audio-visuals in exhibition design.

Investigating the discovery of an extraordinary map of China in Oxford's Bodleian Library that was delivered in 1659 by Mr. Selden, the author travels halfway around the world to reveal unexpected historical connections that offer insight into the power and meaning a single map can hold.

Within the growing world of social media and computer technology, it is important to facilitate collaborative knowledge building through the utilization of visual literacy, decision-making, abstract thinking, and creativity in the application of scientific teaching. *Visual Approaches to Cognitive Education With Technology Integration* is a critical scholarly resource that presents discussions on cognitive education pertaining to particular scientific fields, music, digital art, programming, computer graphics, and new media. Highlighting relevant topics such as educational visualization, art and technology integration, online learning, and multimedia technology, this book is geared towards educators, students, and researchers seeking current research on the integration of new visual education methods and technologies.

FINALIST FOR THE PULITZER PRIZE • NATIONAL BESTSELLER • A bewitching story collection from a writer hailed as “the most darkly playful voice in American fiction” (Michael Chabon) and “a national treasure” (Neil Gaiman). NAMED ONE OF THE BEST BOOKS OF THE YEAR BY BookPage • BuzzFeed • Chicago Tribune • Kirkus Reviews • NPR • San Francisco Chronicle • Slate • Time • Toronto Star • The Washington Post She has been hailed by Michael Chabon as “the most darkly playful voice in American fiction” and by Neil Gaiman as “a national treasure.” Now Kelly Link’s eagerly awaited new collection—her first for adult readers in a decade—proves indelibly that this bewitchingly original writer is among the finest we have. Link has won an ardent following for her ability, with each new short story, to take readers deeply into an unforgettable, brilliantly constructed fictional universe. The nine exquisite examples in this collection show her in full command of her formidable powers. In “The Summer People,” a young girl in rural North Carolina serves as uneasy caretaker to the mysterious, never-quite-glimpsed visitors who inhabit the cottage behind her house. In “I Can See Right Through You,” a middle-aged movie star makes a disturbing trip to the Florida swamp where his former on- and off-screen love interest is shooting a ghost-hunting reality show. In “The New Boyfriend,” a suburban slumber party takes an unusual turn, and a teenage friendship is tested, when the spoiled birthday girl opens her big present: a life-size animated doll. Hurricanes, astronauts, evil twins, bootleggers, Ouija boards, iguanas, The Wizard of Oz, superheroes, the Pyramids . . . These are just some of the talismans of an imagination as capacious and as full of wonder as that of any writer today. But as fantastical as these stories can be, they are always grounded by sly humor and an innate generosity of feeling for the frailty—and the hidden strengths—of human beings. In *Get in Trouble*, this one-of-a-kind talent expands the boundaries of what short fiction can do. Praise for *Get in Trouble* “Ridiculously brilliant . . . These stories make you laugh while staring into the void.”—The Boston Globe “When it comes to literary magic, Link is the real deal: clever, surprising, affecting, fluid and funny.”—San Francisco Chronicle

A partire dai concetti di mediashock, forma culturale ed esperienza mediale, questo volume intende analizzare le imponenti trasformazioni socioculturali che hanno investito la relazione tra gli spettatori e le immagini in movimento, con il progressivo e pervasivo radicamento dei media e delle tecnologie digitali. Da un lato, in una prospettiva il più possibile aperta ai transiti disciplinari, questo studio intende presentare le teorie sociologiche, fenomenologiche, mediologiche e culturologiche della spettatorialità. Dall’altro, il testo prova a delineare un nuovo

framework teorico – quello della postspettatorialità – che, alla luce di un'estesa analisi delle pratiche della spettatorialità cinematografica nell'era digitale, superi i limiti del concetto di spettatore, al fine di identificare una nuova tipologia di utente mediale, attivo e partecipe nei processi socioculturali della contemporaneità, che sia insieme consumatore, distributore, programmatore, archivista, produttore. Nel 1979 Noël Burch pubblicava *To the Distant Observer*, uno dei testi più noti e discussi sul cinema giapponese. Cos'è cambiato quarant'anni dopo? Che ne è stato di quell'osservatore e di quella distanza? In un contesto digitale, polimorfo e convergente, il cinema giapponese è mutato nella sostanza, ma non solo: nuove pratiche discorsive e di fruizione hanno trasformato la sua ricezione all'estero, favorendo l'emergere di determinate sue espressioni a scapito di altre. Tra i nuovi osservatori digitali del cinema giapponese, rilocato su una moltitudine di schermi, troviamo non solo cinefili a caccia di cult movies, ma anche folte schiere di "cosmopoliti pop" attratti da un'immagine diversamente giapponese. Nelle loro pratiche virtuali, sia gli uni che gli altri contribuiscono a portare in superficie e a riplasmare questa immagine: diffondendola e sollecitando nuovi tipi di performance culturale, ma anche disperdendone la "fragranza" e occultando tutto ciò che vi si cela dietro.

Encompassing experimental film and video, essay film, gallery-based installation art, and digital art, Jihoon Kim establishes the concept of hybrid moving images as an array of impure images shaped by the encounters and negotiations between different media, while also using it to explore various theoretical issues, such as stillness and movement, indexicality, abstraction, materiality, afterlives of the celluloid cinema, archive, memory, apparatus, and the concept of medium as such. Grounding its study in interdisciplinary framework of film studies, media studies, and contemporary art criticism, *Between Film, Video, and the Digital* offers a fresh insight on the post-media conditions of film and video under the pervasive influences of digital technologies, as well as on the crucial roles of media hybridity in the creative processes of giving birth to the emerging forms of the moving image. Incorporating in-depth readings of recent works by more than thirty artists and filmmakers, including Jim Campbell, Bill Viola, Sam Taylor-Johnson, David Claerbout, Fiona Tan, Takeshi Murata, Jennifer West, Ken Jacobs, Christoph Girardet and Matthias Müller, Hito Steyerl, Lynne Sachs, Harun Farocki, Doug Aitken, Douglas Gordon, Stan Douglas, Candice Breitz, among others, the book is the essential scholarly monograph for understanding how digital technologies simultaneously depend on and differ from previous time-based media, and how this juncture of similarities and differences signals a new regime of the art of the moving image.

This volume explores the process of transformation that is affecting art museums and their role in the modern world. It considers art museums from the perspectives of their social disposition, pedagogical practices, and the education they offer. The book embraces modern perspectives as a part of the international process where museums' activities are transforming from the established traditional approach to more innovative methods, such as the digital environment, websites development, and social activities, among others. The volume is divided into three parts wherein museums are considered as agents of different spheres in society, pedagogy, and education. The transformation that modern museums have to accept is rooted in new challenges that society offers, and the book offers various examples that could be inspirational for developing new strategies for museums. It also features interviews with museum educators throughout the world in which they share their experience and vision on the questions presented here.

The images of atrocity, either analog or digital, are always the trace of an encounter between the gaze of a photographer or a cameraman and a human being suffering from the painful effects of man-made violence. The archive images resulting from such an encounter raise some inevitable questions: who took them and for what purpose? Is it possible to retrace the process that led to these shots? What do they hide behind what the eye can see? This special issue of *Cinéma & Cie* will not only focus on the production of such images, but also on their persistence on the synchronic level (in the media: newspapers, magazines, cinema, television, the Internet, museums...) as well as on the diachronic level (across time: mutation, re-editing, inversion...). From propaganda to counter-propaganda, from purposes of memory to artistic aims, the circulation of these images proves that repetition always implies difference.

Cinema and Art as Archive Form, Medium, Memory Mimesis

Discussing a variety of independent and experimental Italian films, this book gives voice to a critically neglected form of Italian cinema. By examining the work of directors such as Marinella Pirelli, Mirko Locatelli and Cesare Zavattini, the book defines, inspects and studies the cinematic panorama of Italy through a new lens. It thereby explores the character of independent films and their related practices within the Italian historical, cultural and cinematic landscape.

Da più di vent'anni il progetto della città contemporanea sta mettendo a fuoco uno spazio, il periurbano, che si colloca tra la città e ciò che la circonda. Una geografia che negli stessi luoghi si confronta con ordini di problemi a differenti livelli di complessità – l'approvvigionamento di cibo, il decentramento di funzioni urbane, le reti infrastrutturali, i cambiamenti climatici, i grandi rischi ambientali – e, insieme, questioni più vicine e ordinarie – la riqualificazione delle aree periferiche e dei loro margini, la sostenibilità dei tessuti a bassa densità e la loro maggiore qualità e abitabilità. Perché parliamo di periurbanità? Perché crediamo che lo spazio intorno alle città, invaso dalle urbanizzazioni ma costruito ancora dall'agricoltura, sia investito da un processo di grande rinnovamento, mentre le categorie dell'urbanità e della ruralità hanno perso il loro potenziale euristico per descriverlo. Una cospicua parte di umanità abita e lavora nel periurbano, lo attraversa e lo modifica incessantemente. Ma il periurbano rimane ancora uno spazio senza autore. Il periurbano si fa leggere criticamente come spazio multispaziale. Non uno spazio topografico o metaforico ma uno spazio progettuale che nasce dal bisogno di ricostruire nuove condizioni di comfort e di benessere, che riesce a veicolare simboli, valori e desideri collettivi. Dentro un'angolazione paesaggista, il periurbano può diventare un laboratorio formidabile di idee e progetti. In esso spazi e valori possono essere messi a fuoco rendendoli più riconoscibili; in esso trova espressione quel «besoin de campagne» – inteso come desiderio di una natura fuori porta, più vera di quella che ha potuto offrire fino ad ora il parco urbano – che la società sempre più manifesta.

The story of a young man's outrageous adventures in China and his search for identity in the most unexpected of places. Mitch Moxley came to Beijing in the spring of 2007 to take a job as a writer and editor for *China Daily*, the country's only English-language national newspaper. The Chinese economy was booming, the Olympics were on the horizon, and Beijing was being transformed into a world-class city overnight. Moxley planned to stay only through the Olympics and then head back to Canada. But that was six years ago. In that time, Moxley fed a goat to a lion, watched a lingerie-wearing bear ride a bicycle, and crisscrossed the country writing stories. He also appeared as one of *Cosmopolitan's* one hundred most eligible bachelors in China, acted in a state-funded Chinese movie, and was paid to pose as a fake businessman. During Moxley's journey of self-exploration, his comic adventures and misadventures in China gave way to the creation of his alter ego—Mi Gao, or Tall Rice. A funny and honest look at expat life, *Apologies to My Censor* also depicts the ways a country can touch and inspire you.

In paperback at last: Rivka Galchen's beloved baby bible—slyly hilarious, surprising, and absolutely essential reading for anyone who has ever had, held, or been a baby In this enchanting miscellany, Galchen notes that literature has more dogs than babies (and also more abortions), that the tally of children for many great women writers—Jane Bowles, Elizabeth Bishop, Virginia Woolf, Janet Frame, Willa Cather, Patricia Highsmith, Iris Murdoch, Djuna Barnes, Mavis Gallant—is zero, that orange is the new baby pink, that *The Tale of Genji* has no plot but plenty of drama about paternity, that babies exude an intoxicating black magic, and that a baby is a goldmine.

Romain was born with a silver spoon in his mouth. At 18, he leaves his family for a home in the forest, learning to live off the land rather than his family's wealth. Éléna flees a house of blood and mayhem, taking refuge in a monastery and later in the rustic village of Rivière-aux-Oies. One day, while walking in the woods, Éléna hears the melody of a clarinet and comes across Romain, who calls himself Starling and whom

Éléna later renames Douglas, for the strongest and most spectacular of trees. Later a child named Rose is born. Fade to black. When the story takes up again, Douglas has returned to the forest, Rose is in the village under the care of others, and Éléna is gone. From these disparate threads, Christine Eddie tenderly weaves a fable for our time and for all times. As the years pass, the story broadens to capture others in its elegant web — a doctor with a bruised heart, a pharmacist who may be a witch, and a teacher with dark secrets. Together they raise this child with the mysterious heritage, transforming this story into an ode to friendship and family, a sonnet on our relationship with nature, and an elegy to love and passion. The Douglas Notebooks was originally published in French as Les carnets de Douglas. This edition was translated by Sheila Fischman.

Edited by Clemens Apprich, Josephine Berry Slater, Anthony Iles and Oliver Lerone Schultz. Félix Guattari's visionary term 'post-media', coined in 1990, heralded a break with mass media's production of conformity and the dawn of a new age of media from below. Understanding how digital convergence was remaking television, film, radio, print and telecommunications into new, hybrid forms, he advocated the production of 'enunciative assemblages' that break with the manufacture of normative subjectivities. In this anthology, historical texts are brought together with newly commissioned ones to explore the shifting ideas, speculative horizons and practices associated with post-media. In particular, the book seeks to explore what post-media practice might be in light of the commodification and homogenisation of digital networks in the age of Web 2.0, e-shopping and mass surveillance. With texts by: Adilkno, Clemens Apprich, Brian Holmes, Alejo Duque, Felipe Fonseca, Gary Genosko, Michael Goddard, Félix Guattari, Cadence Kinsey, Oliver Lerone Schultz, Rasa Smite & Raitis Smits, and Howard Slater Part of the PML Books series. A collaboration between Mute & the Post-Media Lab

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