

## The Unofficial 2017 Sports Fanatic Walmanac Wall Calendar

Your no-nonsense, consumer-oriented guide to Disney's Cruise Line The Unofficial Guide to the Disney Cruise Line by Erin Foster with Len Testa and Ritchey Halphen describes the best of Disney's ships and itineraries, including a couple of stellar restaurants, top-notch children's activities, and Castaway Cay, one of the best vacation islands in the Caribbean. The book also lists which on-board entertainment and restaurants should be skipped, including recommendations on what to do instead. Along the way, this indispensable travel companion shows how to save money; choose the right stateroom, ship, and itinerary; and get to and from the cruise with ease. The guide also provides full coverage of the Disney-run European river cruises and includes itinerary and port guides.

A systematic overview of life in the Soviet Union, this book includes chapters on the territorial divisions and ethnic composition of the country; the governmental and party system; Russian and minority cultures; the family; education; health care; sports; military service; classes and social privilege; poverty; prices and wages; the economic system, work, and the standard of living. It concludes with a discussion of the impact of Gorbachev's administration on Soviet society and the outlook for the future.

Compiled and written by a team of experienced researchers whose work has been cited by such diverse sources as USA Today and Operations Research Forum, The Unofficial Guide to Walt Disney World digs deeper and offers more than any other guide. The Unofficial Guide to Walt Disney World explains how Walt Disney World works and how to use that knowledge to make every minute and every dollar of your vacation count. With advice that is direct, prescriptive, and detailed, it takes the guesswork out of travel by unambiguously rating and ranking everything from hotels, restaurants, and attractions to rental car companies. With an Unofficial Guide in hand, and authors Bob Sehlinger and Len Testa as guides, find out what's available in every category, from best to worst, and use step-by-step detailed plans to help make the most of your time at Walt Disney World.

Ariana Grande Ariana Grande is one of today's hottest young stars and is already being compared to legends like Mariah Carey due to her impressive vocal range. As well as being an incredible singer, she is also an accomplished actress. Ariana shot to fame on the Nickelodeon television show Victorious and has since released two best-selling music albums. In Ariana Grande: The Ultimate Fan Book 2017 you'll find over 150 amazing facts about Ariana Grande. There is a fun quiz covering all areas of Ariana's life and achievements to test whether you are a true Ariana Grande fan! Ariana Grande: The Ultimate Fan Book 2017 is packed full of amazing facts, quotes and beautiful pictures that make it the perfect gift for any young Ariana fan. They can test themselves or their friends and learn more about their favorite popstar

and actress. Ariana Quiz Who is Ariana's best friend? Which Whitney Houston song did Ariana perform for President Barack Obama? What does Ariana affectionately call her fans? Who was Ariana named after? .... and many more! Ariana Grande: The Ultimate Fan Book 2017 is an ideal Christmas present and is perfect for young readers. Bonus: Ariana Grande Crossword Puzzle included in the print version of the book, which is ideal when purchasing as a gift.

Were you among the estimated 15 million worldwide viewers that immersed themselves in the fictional town of Hawkins, Indiana during the first month of Stranger Things being released on Netflix? Or even a subsequent, self-confessed, super-fan? Yes? Well, good news! In anticipation of the second season of Stranger Things, premiering on Halloween 2017, Daniel Bettridge provides us with an ultimate fan guide on an A to Z journey from Atari to the Upside Down. So you can brush up on your knowledge and get ready for what's yet to come! Providing an all new insight into one of the world's most popular television programmes, Bettridge explores the show, its many themes and influences and so much more; giving you the inside information from an outsider's perspective. Pop-culture writer, (and Stranger Things super-fan) Daniel Bettridge, is the author of Travel Guide to Westeros and has written for publications including The Times, the Guardian, the Independent and Vulture.

"If you devoured Stranger Things on Netflix and you're looking to fill the demogorgon-sized hole in your life, then look no further than Notes from the Upside Down. This fan-tastic guide has every fact you could ever wish for--from insights into the origins of the show, including the mysterious Montauk Project conspiracy theory; a useful eighties playlist (because, of course); and much more."--Amazon.

An indispensable read when visiting Walt Disney World with kids The Unofficial Guide to Walt Disney World with Kids 2018 is JAM-PACKED with useful tips, great advice, excellent discussion, and practical travel knowledge gleaned from years of Walt Disney World travel experience. In this guidebook, authors Bob Sehlinger and Liliane Opsomer specifically address the needs of kids, with—in some cases—research and input from kids. Len Testa leads an experienced team of researchers whose work has been cited by such diverse sources as USA Today and Operations Research Forum. The Unofficial Guide to Walt Disney World with Kids digs deeper and offers more specific information than any other guidebook. This is the only guide that explains how to make every minute and every dollar of your vacation count. With advice that is direct, prescriptive, and detailed, it takes the guesswork out of your family vacation. Step-by-step detailed plans allow you to visit Walt Disney World with your children with absolute confidence and peace of mind.

Digital games are one of the most significant media interfaces of contemporary life. Games today interweave with the social, economic, material, and political complexities of living in a digital age. But who makes games, who plays them, and what, how and where do we play? This book explores the ways in which games and game cultures can be

understood. It investigates the sites, genres, platforms, interfaces and contexts for games and gameplay, offering a critical overview of the breadth of contemporary game studies. It is an essential companion for students looking to understand games and games cultures in our increasingly playful and 'gamified' digital society.

Stranger Things - The Absolute Unofficial Companion is the ultimate giant sized guide to Stranger Things and includes comprehensive episode reviews, all the pop culture references, fan theories, ruminations on the Upside Down and The Montauk Project, and a look at the movies, books, television shows and comics which influenced the Duffer Brothers. Let's throw the curiosity door wide open, stick a doorstop underneath it, and explore the fantastical, thrilling, nostalgic, funny, and enjoyably frightening world of Stranger Things.

The growing presence of social media and computer use has caused significant changes to community engagement. With the ubiquity of these technologies, there is increasing engagement in social and political policies and changes. Online Communities as Agents of Change and Social Movements is a pivotal reference source for the latest research on relevant theoretical and practical frameworks regarding online communities and social media as agents of social and political change. Featuring extensive coverage on relevant areas such as computer use, online engagement, and collective action, this publication is an ideal resource for researchers, academics, practitioners, and students in the fields of social psychology, social network analysis, media studies, information systems, and political science.

Soccer is the world's most valuable sport, generating bigger revenues, as well as being watched and played by more people, than any other. It is virtually impossible to understand the business of sport without understanding the football industry. This book surveys contemporary football in unparalleled breadth and depth. Presenting critical insights from world-leading football scholars and introducing football's key organisations, leagues and emerging nations, it explores key themes from governance and law to strategy and finance, as well as cutting edge topics such as analytics, digital media and the women's game. This is essential reading for all students, researchers and practitioners working in football, sport business, sport management or mainstream business and management.

From issues of racism to the severity of concussions to celebrity endorsements, the sports industry continues to significantly impact society. With the rise of eSports and its projection as the next billion dollar industry, it is vital that a multifaceted approach to sports research be undertaken. On one side, businesses are continually offering new methods for marketing and branding and finding the best ways to enhance consumer engagement and the consumer experience. On the other side, there has been progress and new findings in the physical fitness and training of the athletes themselves along with discussions on their psychology and wellbeing. This two-tiered approach to analyzing sports and eSports from a practical business perspective, along with a lens placed on the athletes themselves, provides a

comprehensive view of the current advancements, technologies, and strategies within various aspects of the sports and esports industry. Research Anthology on Business Strategies, Health Factors, and Ethical Implications in Sports and eSports covers the latest findings on all factors of sports: the branding and marketing of sports and eSports, studies on athletes and consumers, a dive into the ethics of sports, and the introduction of eSports to the industry. This wide coverage of all fields of research recently conducted leads this book to be a well-rounded view of how sports are functioning in modern times. Highlighted topics include branding tactics, consumer engagement, eSports history and technologies, ethics and law, and psychological studies of athlete wellness. This book is ideal for sports managers, athletes, trainers, marketers, brand managers, advertisers, practitioners, stakeholders, researchers, academicians, and students interested working in the fields of sports medicine, law, physical education, assistive technologies, marketing, consumer behavior, and psychology.

In this New York Times bestselling memoir, the announcer of the biggest sporting events in the country—including the 2017 Super Bowl and this century's most-watched, historic, Chicago Cubs–winning World Series—reveals why he is one lucky bastard. Sports fans see Joe Buck everywhere: broadcasting one of the biggest games in the NFL every week, calling the World Series every year, announcing the Super Bowl every three years. They know his father, Jack Buck, is a broadcasting legend and that he was beloved in his adopted hometown of St. Louis. Yet they have no idea who Joe really is. Or how he got here. They don't know how he almost blew his career. They haven't read his funniest and most embarrassing stories or heard about his interactions with the biggest sports stars of this era. They don't know how hard he can laugh at himself—or that he thinks some of his critics have a point. And they don't know what it was really like to grow up in his father's shadow. Joe and Jack were best friends, but it wasn't that simple. Jack, the voice of the St. Louis Cardinals for almost fifty years, helped Joe get his broadcasting start at eighteen. But Joe had to prove himself, first as a minor league radio announcer and then on local TV, national TV with ESPN, and then finally on FOX. He now has a successful, Emmy-winning career, but only after a lot of dues-paying, learning, and pretty damn entertaining mistakes that are recounted in this book. In his memoir, Joe takes us through his life on and off the field. He shares the lessons he learned from his father, the errors he made along the way, and the personal mountain he climbed and conquered, all of which have truly made him a Lucky Bastard.

Why did Voldemort cross the road? Because he looks like a demented chicken. Muggle world got you down? Dark Lord actively trying to end you? Horcrux fell in between the abyss that is your couch cushions? Need some laughter but haven't learned the tickling charm yet? Don't worry; The Unofficial Harry Potter Joke Book is here to relieve some of the daily stresses that accompany a life of witchcraft and wizardry. "Tom" Riddles, knock-knock jokes, and plenty of puns:

How did Ron gas up the flying car?... "Expecto petroleum!" How does a Quidditch newbie function?... By winging it! What kind of drink do magical parrots like?... Pollyjuice! What's a Thestral's favorite day of the week?... Flyday! For fans of the Harry Potter series, this gut-busting compendium of charming and magical quips pokes fun at some of your favorite characters and scenes from the books and movies. The jokes highlight some of the major characters, including Harry, Hermione, Ron, Hagrid, Dumbledore, and Voldemort, as well as many magical elements from the wizard world! Featuring hundreds of jokes and more than fifty fantastic illustrations, this joke book provides endless amounts of fun and clean humor for readers and fans of the bestselling series.

As the digital revolution continues apace, emergent technologies and means of communication present new challenges and opportunities for the football industry. This is the first book to bring together key contemporary debates at the intersection of football studies, leisure studies, and digital cultural studies. It presents cutting edge theoretical and empirical work based around four key themes: theorizing digital football cultures; digital football fandom; football and social media; and football (sub)cybercultures. Covering topics such as transnational digital fandom, online abuse, and gender, *Digital Football Cultures* argues that we are witnessing the hyperdigitalization of the world's most popular sport. This book is a valuable resource for students and researchers working in leisure studies, sports studies, football studies, and critical media studies, as well as geography, anthropology, criminology, and sociology. It is also fascinating reading for anybody working in sport, media, and culture.

A rollicking guided tour of one extraordinary summer, when some of the most pivotal and freakishly coincidental stories all collided and changed the way we think about modern sports. The summer of 1984 was a watershed moment in the birth of modern sports when the nation watched Michael Jordan grow from college basketball player to professional athlete and star. That summer also saw ESPN's rise to media dominance as the country's premier sports network and the first modern, commercialized, profitable Olympics. Magic Johnson and Larry Bird's rivalry raged, Martina Navratilova and John McEnroe reigned in tennis, and Hulk Hogan and Vince McMahon made pro wrestling a business, while Donald Trump pierced the national consciousness as a pro football team owner. It was an awakening in the sports world, a moment when sports began to morph into the market-savvy, sensationalized, moneyed, controversial, and wildly popular arena we know today. In the tradition of Bill Bryson's *One Summer: America, 1927*, L. Jon Wertheim captures these 90 seminal days against the backdrop of the nostalgia-soaked 1980s, to show that this was the year we collectively traded in our ratty Converse for a pair of sleek, heavily branded, ingeniously marketed Nikes. This was the year that sports went big-time.

A secret so big it explodes off the page...When Julie, Michael, Peter, Jack, and Roger first find the Reset Device, they

can't believe the wonders Old Man McKalin has been hiding away at the old farmhouse. But time travel is only the beginning, and as they jump from era to era, more of McKalin's secrets leak through time and space... What starts off as just a secret hidden military base, tucked away in the recesses of time, unravels a string of lies, deception and corruption so long it sets a fuse for an explosion that may rip Clockston to shreds. Can these five rag-tag kids and their new companion, Oscar the talking rat, uncover the secret behind the mysterious third stone? Will they find the missing piece to the Reset Device that may save-or destroy them all? Jump right back into the thick of the adventure with the Reset Gang in this all new thrilling adventure from Christopher Craft. Grab a copy of The Reset Gang Vol. II: The Third Stone, today!

Unleash your inner Soprano and relive all your favorite moments with this companion guide to the award-winning television series The Sopranos. We all know and love The Sopranos, one of the most important television dramas to ever hit the small screen, having run for six seasons on HBO. The story of the Italian-American mobster Tony Soprano balancing his family life with his role as the leader of a criminal organization pioneered decades of genre-bending “peak TV.” Now, Off the Back of a Truck takes you one step further into the world of Tony Soprano and his families, offering an Italian potluck of fresh and fun takes that any true fan can get lost in for hours. Off the Back of a Truck includes: -New looks at everyone’s favorite episodes, scenes, and characters -All 92 deaths analyzed, evaluated, and ranked -An investigation of true crimes behind the families’ schemes -An exploration of movies and shows that inspired The Sopranos -Reflections on the use of music, food, and fashion from writers who are also huge fans -A provocative conversation about what happens in the controversial ending This book takes you on a journey through the six seasons you have watched time and time again—but it's organized so you can dip in at any time, at any place. Roam around as though you're in Tony's backyard for a BBQ...

The Unofficial Football World Championships is probably the most exciting football competition on Earth. Its amazing story involves legendary teams and footballing minnows, classic finals and forgotten friendlies, celebrated players and unsung heroes. An alternative soccer history, Unofficial Football World Champions reveals international football's real champions and offers up a fresh perspective on the greatest game in the world. This fourth edition is fully updated for 2018.

THE trusted source of information for a successful Walt Disney World vacation Compiled and written by a team of experienced researchers whose work has been cited by such diverse sources as USA Today and Operations Research Forum, The Unofficial Guide to Walt Disney World digs deeper and offers more than any other guide. The Unofficial Guide to Walt Disney World 2018 explains how Walt Disney World works and how to use that knowledge to make every

minute and every dollar of your vacation count. With advice that is direct, prescriptive, and detailed, it takes the guesswork out of travel by unambiguously rating and ranking everything from hotels, restaurants, and attractions to rental car companies. With an Unofficial Guide in hand, and authors Bob Sehlinger and Len Testa as guides, find out what's available in every category, from best to worst, and use step-by-step detailed plans to help make the most of your time at Walt Disney World.

From the legendary Ebbets Field in the heart of Brooklyn to the amenity-packed Houston Astrodome to the "retro" Oriole Park at Camden Yards, stadiums have taken many shapes and served different purposes throughout the history of American sports culture. In the early twentieth century, a new generation of stadiums arrived, located in the city center, easily accessible to the public, and offering affordable tickets that drew mixed crowds of men and women from different backgrounds. But in the successive decades, planners and architects turned sharply away from this approach. In *Modern Coliseum*, Benjamin D. Lisle tracks changes in stadium design and culture since World War II. These engineered marvels channeled postwar national ambitions while replacing aging ballparks typically embedded in dense urban settings. They were stadiums designed for the "affluent society"—brightly colored, technologically expressive, and geared to the car-driving, consumerist suburbanite. The modern stadium thus redefined one of the city's more rambunctious and diverse public spaces. *Modern Coliseum* offers a cultural history of this iconic but overlooked architectural form. Lisle grounds his analysis in extensive research among the archives of teams, owners, architects, and cities, examining how design, construction, and operational choices were made. Through this approach, we see modernism on the ground, as it was imagined, designed, built, and experienced as both an architectural and a social phenomenon. With Lisle's compelling analysis supplemented by over seventy-five images documenting the transformation of the American stadium over time, *Modern Coliseum* will be of interest to a variety of readers, from urban and architectural historians to sports fans.

The Unofficial Guide to Walt Disney World with Kids 2017 Unofficial Guides

*Evolution of the Modern Sports Fan: Communicative Approaches* analyzes the modern understandings of fandom in an age of mega-media influence by putting in conversation scholarship about fan traits, psychologies, and behavior inside sport and beyond.

The Unofficial Guide to Walt Disney World with Kids is JAM-PACKED with useful tips, great advice, excellent discussion, and practical travel knowledge gleaned from years of Walt Disney World travel experience. In this guidebook the authors Bob Sehlinger and Liliane Opsomer specifically address the needs of kids, with--in some cases--research and input from kids. Len Testa leads an experienced team of researchers whose work has been cited by such diverse sources as USA Today and Operations Research Forum, The Unofficial Guide to Walt Disney World with Kids digs deeper and offers

more specific information than any other guidebook. This is the only guide that explains how to make every minute and every dollar of your vacation count. With advice that is direct, prescriptive, and detailed, it takes the guesswork out of your family vacation. Step-by-step detailed plans allow you to visit Walt Disney World with your children with absolute confidence and peace of mind.

With insightful writing, up-to-date reviews of major attractions, and a lot of "local" knowledge, The Unofficial Guide to Las Vegas has it all. Compiled and written by a team of experienced researchers whose work has been cited by such diverse sources as USA Today and Operations Research Forum, The Unofficial Guide to Las Vegas digs deeper and offers more than can any single author. This is the only guide that explains how Las Vegas works and how to use that knowledge to make every minute and every dollar of your time there count. With advice that is direct, prescriptive, and detailed, it takes out the guesswork. Eclipsing the usual list of choices, it unambiguously rates and ranks everything from hotels, restaurants, and attractions to rental car companies. With The Unofficial Guide to Las Vegas, you know what's available in every category, from the best to the worst. The reader will also find the sections about the history of the town and the chapters on gambling fascinating. In truth, The Unofficial Guide to Las Vegas by Bob Sehlinger emphasizes how to have fun and understand the crazy environment that is today's Vegas. It's a keeper.

The world's friendliest creeper's quest in one box set - that's over 75,000 words of thrilling Minecraft adventure! Follow the complete story of Mike and his many quests starting with how he defeated Lucas the terrible creeper king and put a stop to the king's plan to conquer the whole Overworld. Travel with our friendly creeper to the Moon City and find out what the Moon Dragon is. And finally discover the relics of the dragons and how it is related to Herobrine. Stories featured in this box set are: Book 1: The Creeper Village Book 2: The Wither Skeleton Attack Book 3: Lucas, The Creeper King Book 4: The Underground City Book 5: The Secret of Moon City Book 6: The Moon Dragon Book 7: Possessed by Herobrine Book 8: Herobrine's Past Book 9: Saving the Overworld An Unofficial Minecraft Diary Book for Kids Ages 9 - 12 (Preteen / Thrilling Minecraft Adventure / Minecraft Novel THIS MINECRAFT ADVENTURE STORY IS A MUST READ FOR MINECRAFT FANS ESPECIALLY FOR KIDS AGE 5-7 , 6-8 , 8-10 , 9-12 , THIS EXCITING MINECRAFT BOOKS IS MADE for ages 6, 7, 8, 9, 10, 11, 12 and older. MOTIVATE YOUR 8 YEAR OLD BOYS AND GIRLS OR MINECRAFT KIDS AGES 9-12 TO READ WITH THIS EXCITING STORY. GET YOUR COPY NOW!!! This unofficial Minecraft book is not authorized, endorsed or sponsored by Microsoft Corp., Mojang AB, Notch Development AB or any other person or entity owning or controlling the rights of the Minecraft name, trademark or copyrights. All characters, names, places and other aspects of the game described herein are trademarked and owned by their respective owners. Minecraft®/TM & ©2009-2016 Mojang/Notch.

For baseball fans, or those who have been trying to figure out a baseball fan, this book is an extension of the conversations fans have all had. Often we are trying to answer that perennial question, ""Why do you love baseball?"" Or, we are comparing notes with fellows on our history and hopes for our game. We fans all have stories about how we've come to love baseball, and why we continue to love it so. In these pages we're sharing tales of developing an abiding relationship with baseball. Writers tell of youthful lessons, Spring Training adventures, the ways family and friends' relationships have settled around the culture of the game, the lifelong passions for baseball and the many ways they develop and change over a lifetime. The essays are organized like a baseball season -- beginning with stories about the hope and eternal optimism of Spring Training, followed with the guts and the grind of the baseball season proper, and then winding up with writings about the



anticipation, heartbreak, and glory of post-season play. The thirty contributors are from many walks of life, from throughout the U.S., and are fans of baseball everywhere.

Global eSports explores the recent surge of eSports in the global scene and comprehensively discusses people's understanding of this spectacle. By historicizing and institutionalizing eSports, the contributors analyze the rapid growth of eSports and its implications in culture and digital economy. Dal Yong Jin curates a discussion as to why eSports has become a global phenomenon. From games such as Spacewar to Starcraft to Overwatch, a key theme, distinguishing this collection from others, is a potential shift of eSports from online to mobile gaming. The book addresses why many global game players and fans play and enjoy online and mobile games in professional game competitions, and therefore, they investigate the manner in which the transfer to, from and between online and mobile gaming culture is occurring in a specific subset of global youth. The remaining focus identifies the major platforms used to enjoy eSports, including broadcasting and smartphones. By analyzing these unexamined or less-discussed agendas, this book sheds light on the current debates on the growth of global eSports culture.

The Professionalisation of Women's Sport draws upon the expertise of a range of scholars from the fields of sport sociology, sport history, sport economics to critically discuss the complex and often fragmented histories of women's involvement in professional sport.

Stakes? Check. Silver bullets? Check. Survival guide? If you're brave enough to attend Universal Orlando's Halloween Horror Nights, you better believe you'll need a survival guide. Complete with a detailed history of the event, this book is all that stands between you and them. For over 27 years, Universal's Halloween Horror Nights has been the pinnacle of holiday events in Orlando. You won't find Mickey there (he's too scared!), but you will find the bloodiest, goriest, most intense thrills of your life. Christopher Ripley pulls back the shroud and tells the history of every HHN event, from the earliest Fright Nights to what to expect in 2016. The fear-filled coverage includes: - Walkthroughs of every house and scarezone in HHN history - Backstories of HHN icons like Jack the Clown and icons-that-never-were like Nathaniel Crowe - Survival tips, crowd levels, maps and wait time graphs, and other tools for making the most of this year's HHN - Behind-the-scenes commentary from HHN notables Mike Aiello, James-Michael Roddy, Jason Surrell and event co-creator Julie Zimmerman - A rundown of houses that never saw the light of day - Lots of "Fun Fear Facts" about little-known HHN moments **GET THE STORIES BEHIND THE SCARES AND NEVER MISS A TRICK!**

Sport is a universal feature of global popular culture. It shapes our identities, affects our relationships, and defines our communities. It also influences our consumption habits, represents our cultures, and dramatizes our politics. In other words, sport is among the most prominent vehicles for communication available in daily life. Nevertheless, only recently has it begun to receive robust attention in the discipline of communication studies. The Handbook of Communication and Sport attends to the recent and rapid growth of scholarship in communication and media studies that features sport as a central site of inquiry. The book attempts to capture a full range of methods, theories, and topics that have come to define the subfield of "communication and sport" or "sports communication." It does so by emphasizing four primary features. First, it foregrounds "communication" as central to the study of sport. This emphasis helps to distinguish the book from collections in related disciplines such as sociology, and also points readers beyond media as the primary or only context for understanding the relationship between communication and sport. Thus, in addition to studies of media effects, mediatization, media framing, and more, readers will also engage with studies in interpersonal, intercultural, organizational, and rhetorical communication. Second, the handbook presents an array of methods, theories, and topics in the effort to chart a comprehensive landscape of communication and sport scholarship. Thus, readers will

benefit from empirical, interpretive, and critical work, and they will also see studies drawing on varied texts and sites of inquiry. Third, the Handbook of Communication and Sport includes a broad range of scholars from around the world. It is therefore neither European nor North American in its primary focus. In addition, the book includes contributors from commonly under-represented regions in Asia, Africa, and South America. Fourth, the handbook aims to account for both historical trajectories and contemporary areas of interest. In this way, it covers the central topics, debates, and perspectives from the past and also suggests continued and emerging pathways for the future. Collectively, the Handbook of Communication and Sport aspires to provide scholars and students in communication and media studies with the most comprehensive assessment of the field available.

The Super Mario franchise has been setting trends for more than 30 years, from the 1985 release of Super Mario Bros. to Super Mario Odyssey in 2017. Now Mario, Princess Peach, Bowser, and the crew have made their jump to the Nintendo Switch. This entertaining and informative guide covers everything you should know and love about Super Mario, including character profiles, game play tips, and surprising facts. It also features exclusive tricks for the hot new game Super Mario Odyssey and all the best strategies for Super Mario Run. With full-color screenshots from the latest releases—Super Mario Odyssey, Super Mario Run, and Mario Kart 8 Deluxe—as well as a look back through decades of adventures, this is a must-have for any fan.

A Pulitzer Prize-winning journalist pulls back the curtain on the extraordinary inner lives of America's most obsessive sports fans. There are fans, and then there are fanatics. In this wondrously immersive look at American sports fandom, George Dohrmann travels the country to find out what distinguishes an ordinary, everyday enthusiast from that special breed of supporter known as the superfan. In Minnesota, Dohrmann meets newly minted generals of the Viking World Order, a Minnesota Vikings affinity group organized along military lines. In Oregon, he shares a few beers with a determined soccer fan who amassed--almost singlehandedly--a four-thousand-strong cheering section for the fledgling Portland Timbers. In Illinois, he talks with the parents of a five-year-old boy whose intense hatred of Tom Brady went viral on YouTube. Through these and other intimate profiles, Dohrmann shows us the human faces behind the colored face paint, the real people inside the elaborate costumes who prowl the stands and parking lots at stadiums from coast to coast. In addition to the fans themselves, Dohrmann also talks with the experts who study them. He uses the latest thinking in sports psychology--some of it learned during a spirited round of miniature golf with a group of professors at the annual Sports Psychology Forum--to unravel the answers to such burning questions as: How does fandom begin? What are its effects on everyday life? When does it go too far? For everyone who's ever body-painted their torso with the team colors of their alma mater before heading off to a sports bar--or even just screamed at their television during the NBA Finals--Superfans offers an entertaining and insightful exploration of the many ways human beings find meaning in something bigger than themselves. Featuring photos of the Rally Banana, Timber Jim, the officers of the Viking World Order, a pair of Kentucky Wildcats tattoos, a Kevin Durant jersey torched by a jilted fan, and more. Plus analysis of the . . . Arizona State Sun Devils - Chicago Bears - Dallas Cowboys - Green Bay Packers - Indianapolis Colts - Milwaukee Brewers - Nebraska Cornhuskers - New England Patriots - Oklahoma City Thunder - Philadelphia Eagles - San Diego State Aztecs - Seattle Seahawks "Well reported and meticulously researched . . . Dohrmann is a respected, diligent sportswriter and has been so for years--you don't get Pulitzers for message-board posts."--The Wall Street Journal

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.

Join BTS's ARMY and learn the history of the international K-POP sensation! BTS (aka Bangtan Sonyeondan) has become one of K-POP's most well-known singing groups. The seven-member Korean boy band formed in 2013 and has slowly grown to worldwide fame through their music. Despite slow beginnings, the K-POP group now has millions of listeners around the world. They led the Korean Wave of music into the United States in 2017, and as of 2019, they are the only Korean group to top the US Billboard 200, and the first group since the Beatles to have three number-one albums in less than a year. BTS is also known for breaking the mold of K-POP, including social topics such as mental health, individualism, and social commentary in their hip-hop lyrics. TIME Magazine named the Korean Pop group as one of the 25 most influential people on the internet and named them as one of TIME's 100 most influential people of 2019. In the BTS Bible, you'll learn everything you could want to know about the sensational singing group, including: Individual member profiles Band concept and style History of their six-year rise to fame Chart-topping songs and videos Interviews with worldwide fans and music experts And more! Don't get left behind in the wake of the BTS success. Read all about the K-POP group that is changing the face of international music in the Unofficial BTS Bible.

This book takes a unique approach to mitigate the problem of massive online copyright infringement and justify fan activities. It argues for a cooperative approach that encourages copyright owners to exert a degree of control over their fan creators. In contrast to the current approach, which treats fan utilizations as theft, this book suggests that the copyright owners and the lawmakers should instead distinguish between fan creators and commercial pirates, allowing them unleash their potential. This book offers a clear and comprehensive account of the fascinating aspects of legal problems created by fan activities in China, Japan and the United States, offering a valuable guide for students, practitioners, academics and entrepreneurs whose work involves or who are interested in cutting-edge legal issues in the creative industry. "Tianxiang He introduces us to the world of fandom inhabited by 'fan-subbers', fan-dubbers', 'mash-uppers', and 'fan-fictionists' against the backdrop of copyright law and policy in China. His work is engaging in that it not merely describes the law, but also the political dimension where copyright and state media control converge into a reality where being an artist or a fan is not that straightforward." -- Prof. Anselm Kamperman Sanders, Institute for Globalization and International Regulation (IGIR), Faculty of Law, Maastricht University "The tension between copyright holders and fan communities has been increasingly salient yet underexplored. This timely, insightful and deeply engaging book not only fills a niche, but also covers a country that has been rarely examined in this context. The book advances a promising model for the two groups to cooperate. It also explores complex issues concerning political culture, media regulation and civic engagement in China. A must read for anybody interested in copyright law, cultural production, digital technology or Chinese information policy." -- Prof. Peter K. Yu, Professor of Law and Director, Center for Law and Intellectual Property, Texas A&M University School of Law

Recipes for each of the seven Hobbit meals of breakfast, second breakfast, elevenses, luncheon, afternoon tea, dinner, and supper.

Sport sociology has a responsibility to engage critically with the accepted wisdom of those who govern and promote sport. This challenging collection of international research is a clear call for enacting the transformation of sport. The contributing authors argue that it is not enough

to merely advocate for change. Rather, they insist that scholars need to take an active political stance when conducting research with the explicit purpose of attempting to transform the practices, structures, and the ways in which knowledge is produced about sport. By exposing and challenging the power relations which perpetuate discrimination and inequality within sport, it becomes possible to catalyse wider societal changes. Drawing on a diversity of topics including sport for development and peace, transnational feminism, disability sport, refugees and football activism, FIFA, the Olympics, sports journalism and digital sports media, this book makes a case for sport sociology as an agent of positive change in the hierarchies and institutional structures of contemporary sport. *Transforming Sport: Knowledges, Practices, Structures* provides valuable insights for all students and scholars interested in the sociology of sport and its transformative potential.

Claire Beauchamp Randall Fraser, nurse, doctor, time-traveler combined her 20th-century medical knowledge with the plants and herbs of 18th century Scotland and quickly became known throughout the land as The White Witch, the Healer, the conjure woman because she healed and treated many villagers, servants, soldiers, and royalty. Now you can get the historical perspective on how herbs were used, how you can use them yourself - today - and how to grow them in a way that brings the story to life.

While rivalries are a key aspect of the sports world, they are not well understood. It is essential to study how rivalries influence fan behavior in order to predict and identify their effect on social interaction, consumer behavior, and the entertainment industry. *Understanding Rivalry and Its Influence on Sports Fans* is an essential reference source that discusses what causes and influences rivalry, as well as how it impacts sport fans. Featuring research on topics such as bracketed morality, competitive sports, and social identity, this book is ideally designed for academics, students, and researchers studying the rivalry phenomenon across such disciplines as psychology, sociology, political science, sport and entertainment, consumer behavior, and marketing.

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