

Tokion

The ultimate guidebook to help young fans get in touch with their geeky side and learn to create, share, and enjoy the world of fandom and geekdom. 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, podcasts, 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 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 Cosplay and Create a Podcast Design and Create Games (video games, tabletop, and other role playing games) Find and Attend Conventions Plus, interviews with popular creatives like Alan Gratz, Erin Leffer, Jen Bartel, Daniel José Older, Akioyoga Cosplay, Rose Evelevh, Kaf Kruger, Jordan Dane Ellis, Liz Crowder, and more.

Women fans have entered the traditionally male domain of the sports stadium in growing numbers in recent years. Watching professional sport is important for women for so many reasons, but their expectations and experiences have been largely ignored by academics. This book tackles these shortcomings in the literature and sheds new light on the many ways in which women become sports fans. This groundbreaking study is the first to focus on the phenomenon of the feminization of sports fandom. Including original research on football and rugby union in the UK, it looks at the increasing opportunities for women to become sports fans in contemporary society and critically examines the way this form of leisure is valued by women. Drawing upon feminist thinking and intersectionality, it shows how women from different social classes and age groups consume the spectacle of sport. This book is fascinating reading for any student or scholar interested in sport and leisure studies, sociology and gender or women's studies.

This book gives a deep description of a new trend in Chinese cyber-nationalism through an examination of Diba Expedition 2016. The eight chapters, written by researchers from the United States and China, touch on the topics of history, mobilization, and the organization of new cyber nationalism: the evolution of symbolic devices; and the impact of information and communications technologies (ICTs), consumerism, fans culture, and Internet subcultures

On cyber-nationalism and the political consequences of it. The authors have embedded the Diba Expedition and new cyber-nationalism, in the media ecology of social media, the mobile internet, the smartphone, and a new generation of ICTs. They also try to explain the change in the Chinese political culture from the turn of the twenty-first century up to now under the impact of official nationalistic education, commercial culture, and the grassroots Internet culture. Readers interested in political culture, Internet culture, and youth culture will find this book helpful in understanding why traditional nationalism, with hatred, anger, and actions in the real world, has evolved into fandom nationalism, with love, satire, and actions in the virtual world, as illustrated in the Diba Expedition.

This book considers the practices and techniques fans utilize to interact with different aspects and elements of food cultures. With attention to food cultures across nations, societies, cultures, and historical periods, the collected essays consider the rituals and values of fan communities as reflections of their food culture, whether in relation to particular foods or types of food, those who produce them, or representations of them. Presenting various theoretical and methodological approaches, the anthology brings together a series of empirical studies to examine the intersection of two fields of cultural practice and will appeal to sociologists, geographers and scholars of cultural studies with interests in fan studies and food cultures.

Fic Writers, Vidders, Gamers, Artists, and Cosplayers

Queerbalting and Fandom

Fandom: Second Edition

Fan Identities in the Furry Fandom

Playing Fans

An Introduction to the Study of Media Fan Culture

Teen Fandom and Geek Programming

In the vein of You're Never Weird on the Internet (Almost) and Black Nerd Problems, this witty, incisive essay collection from the late Maya Phillips explores race, religion, sexuality, and more through the lens of her favorite pop culture fandoms. From the moment Maya Phillips saw the opening scroll of Star Wars, Episode V: The Empire Strikes Back, her childhood changed forever. Her formative years were spent loving not just the Star Wars saga, but superhero cartoons, anime, Buffy the Vampire Slayer, Harry Potter, Tolkien, and Doctor Who— to name just a few. As a critic at large at The New York Times, Phillips has written extensively on theater, poetry, and the latest blockbusters—with her love of some of the most popular and nerdy fandoms informing her career. Now, she analyzes the mark these beloved intellectual properties leave on young and adult minds, and what they teach us about race, gender expression, religion, and more—especially as fandom becomes more and more mainstream. Spanning from the 90s through to today, Nerd is a collection of cultural criticism essays through the lens of fandom for everyone from the hardcore Star Wars expanded universe connoisseur. It's for anyone who's ever wondered where they fit into the narrative or if they can be seen as a hero—even if their own story.

Fandom has been celebrated both as a harmonious, tolerant space and as apolitical and detached from reality. Yet fandom is neither harmonious nor apolitical. Throughout the past century, fandom has been shaped by recurring controversies and sparked by the emergence of new circles, platforms and discourses. Since the earliest days of science-fiction fandom, fans have conceived of their communities as quasi-political bodies, and of themselves as public actors in discursive spaces. They are concerned with the organizational structures, norms, and borders of fandom as well as their own position within it all. This latter concern has moved to the forefront as fan practices and platforms have been coopted by the entertainment industry and by political actors, forcing fans to identify their fanish and political identities in relation to both sprawling transmedia franchises and right-wing groups exploiting fanish formations for political ends. Through case studies of Glee and The Hunger Games fandoms as well as events such as Gamergate, RaceFail '09 and the Hugo Awards controversies, this book explores the complexities of political fandom.

Sports, and the fans that follow them, are everywhere. Sport Fans: The Psychology and Social Impact of Fandom examines the affective, behavioral, and cognitive reactions of fans to better comprehend how sport impacts individual fans and society as a whole. Using up-to-date research and theory from multiple disciplines including psychology, sociology, marketing, history, and religious studies, this textbook provides a deeper understanding of topics such as: the pervasiveness of sport fandom in society common demographic and cultural characteristics of fans how fandom can provide a sense of belonging, of uniqueness, and of meaning in life the process of becoming a sport fan sport fan consumption and the future of sport and the fan experience. The text also provides a detailed investigation of the darker side of sport fandom, including fan aggression, as well as their critical look at the positive value of fandom for individuals and society. Sport Fans expertly combines a rigorous level of empirical research and theory in an engaging, accessible format, making this text the essential resource on sport fan behavior.

This anthology addresses videogames long history of fandom, and fans' important role in game history and preservation. In order to better understand and theorize video games and game playing, it is necessary to study the activities of gamers themselves. Gamers are active creators in generating meaning; they are creators of media texts which share with other fans (mods, walkthroughs, machinima, etc.) and they have played a central role in curating and preserving games through activities such as their collective work on: emulation, creating online archives and the forensic archaeology of code. This volume brings together essays that explore game fandom from diverse perspectives that examine the complex processes at work in the phenomenon of game fandom and its practices. Contributors aim to historicize game fandom, recognize fan contributions to game history, and critically assess the role of fans in ensuring that game culture endures through the development of archives.

The Case of the “Good” Fan

Conflicts That Divide Communities

Histories, Fandom, Archives

Digital Football Cultures

The Feminization of Sports Fandom

The Fandom

The Case of Diba Expedition In China

Having ninety percent of its members who are women, this is a study of the worldwide community of fans of "Star Trek" and other genre television series who create and distribute fiction and art based on their favorite series. This community includes people from various walks of life - housewives, librarians, and professors of medieval literature

-- 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.

Fans used to be seen as an overly obsessed fraction of the audience. In the last few decades, shifts in media technology and production have instead made fandom a central mode of consumption. A range of ideas has emerged to explore different facets of this growing phenomenon. With a foreword by Matt Hills, Understanding Fandom introduces the whole field of fan research by looking at the history of debate, key paradigms and methodological issues. The book discusses insights from scholars working with fans of different texts, genres and media forms, including television and popular music. Mark Duffett shows that fan research is an emergent interdisciplinary field with its own key thinkers: a tradition that is distinct from both textual analysis and reception studies. Drawing on a range of debates from media studies, cultural studies and psychology, Duffett argues that fandom is a particular kind of engagement with the power relations of media culture.

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.

The Politics of Fandom

A Sourcebook for Artists and Writers

Fandom, the Next Generation

Teasing Fans Through Homoerotic Possibilities

Intersections Between Fans and Food Cultures

Nerd

Television Fandom and the Creation of Popular Myth

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.

Have you ever created art based on a TV show or game? Dressed up as your favorite character? If so, you've entered fandom. Tour fandom's history and meet creators who shape fan communities online and in real life.

This book follows the ways in which women negotiate and navigate between their feminist identities and their belonging to science fiction fandoms that at times disregard or dismiss them. It explores frictions and discords, including those between feminist women fans and other members in their communities, and between the fan and the object of her fandom. This book examines the intersection of fandom and feminism through the lenses of gender, ethnicity and age, and provides an in-depth and intersectional perspective on fan communities and the layered discrimination and marginalization embedded in them. Based on 40 in-depth interviews with women fans of Star Wars and Doctor Who, this book highlights the different aspects of a feminist woman fan | a 'misfit,' becoming, being, belonging, representing, and reconciling. Each chapter in this book unravels the complexity, ambivalence, and contradictions between feminism and fandom, and reveals the tactics women develop to overcome and harmonize them.

Politics for the Love of Fandom examines what Ashley Hinck calls “ fan-based citizenship ” : civic action that blends with and arises from participation in fandom and commitment to a fan-object. Examining cases like Harry Potter fans fighting for fair trade, YouTube fans donating money to charity, and football fans volunteering to mentor local youth, Hinck argues that fan-based citizenship has created new civic practices wherein popular culture may play as large a role in generating social action as traditional political institutions such as the Democratic Party or the Catholic Church. In an increasingly digital world, individuals can easily move among many institutions and groups. They can choose from more people and organizations than ever to inspire their civic actions—even the fandom for children’s book series Harry Potter can become a foundation for involvement in political life and social activism. Hinck explores this new kind of engagement and its implications for politics and citizenships, through case studies that encompass fandoms for sports, YouTube channels, movies, and even toys. She considers the ways in which fan-based social engagement arises organically, from fan communities seeking to change their world as a group, as well as the methods creators use to leverage their fans to take social action. The modern shift to networked, fluid communities, Hinck argues, opens up opportunities for public participation that occurs outside of political parties, houses of worship, and organizations for social action. Fan-based citizenship performances help us understand the future possibilities of public engagement, as fans and creators alike tie the ethical frameworks of fan-objects to desired social goal, such as volunteering for political candidates, mentoring at-risk youth, and promoting environmentally friendly policy. Politics for the Love of Fandom examines the communication at the center of these civic actions, exploring how fans, nonprofits, and media companies manage to connect internet-based fandom with public issues.

Sherlock and Digital Fandom

Polish K-Pop Fandom

Women Negotiating Feminism and Science Fiction Fandom

Into the Heart of Obsessive Sports Fandom

The Psychology and Social Impact of Fandom

Superfans

A Teaching Guide

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.

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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 Añawé 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, Li Wiynter, Zhuyuan Yang

A book that takes the curtain back 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 prow 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 anyone who's ever body-painted their torso with the team colors of their new alter meter 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 twisted 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 Pulitzerz for message-board

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Phenomenon, Structure & Communication

Fans and Videogames

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!

Introduction: the literary, televisual and digital adventures of the beloved detective / Louisa Ellen Stein and Kristina Busse -- Transmedia and Collective Intelligence. Sherlock's epistemological economy and the value of "fan" knowledge: how producer-fans play the (great) game of fandom / Matt Hills -- Winning "the grand game": Sherlock and the fragmentation of fan discourse / Ashley D. Polasek -- Sherlock then and now. "But it's the solar system!": reconciling science and faith through astronomy / Ariana Scott-Zechlin -- Terror, nostalgia and the pursuit of Sherlock Holmes in Sherlock / Ellen Burton Harrington -- Decoding the industrial and digital city: visions of security in Holmes' and Sherlock's London / Anne Kustritz and Melanie E. S. Kohlen -- Adaptations and intertextuality. Shaping Sherlock's: institutional practice and the adaptation of character / Elizabeth Jane Evans -- Sherlock's webs: what the detective remembered from the doctor about transmediality / C B Harvey -- Holmes in the small screen: the television contexts of Sherlock / Tom Steward -- Interpreting Sherlock. "Good old index", or, the mystery of the infinite archive / Roberta Pearson -- Sherlock: critical reception by the media / Paul Rixton -- Holmes abroad: Dutch fans interpret the famous detective / Nicole Lamerichs -- Postmodern Sherlock. Sherlock and the (re)invention of modernity / Balaka Basu -- Sherlock as cyborg: bridging mind and body / Francesca Coppa -- Conclusion: transmedia Sherlock and beyond / Kristina Busse and Louisa Ellen Stein.

*Fans are everywhere: from Fifty Shades of Grey to Veronica Mars, from Comic-Con to sitcom, from niche to Geek Chic, fans are becoming the most visible and important audience of the twenty-first century. For years the media industries ignored fans and fan activities, but now they're paying attention and a lot of money to develop a whole new wave of products intended to harness the power of fandom. What impact do such corporate media efforts have on fan practice and fan identities? And are the media industries actually responding to fans as fans want them to? In *Playing Fans, Paul Booth argues that the more attention entertainment businesses pay to fans, the more mainstream fans have become popularized. But such mainstreaming ignores important creative fan work and tries to channel fandom into activities lucrative for the companies. Offering a new approach to the longstanding debate about the balance between manipulation and subversion in popular culture, the author argues that we can understand the current moment best through the concepts of pastiche and parody. This sophisticated alternative to conceiving of fans as the media industry or rebels against it takes the discussion of "transformative" and "affirmative" fandom in a productive new direction. With nuanced analyses of the Doctor Who Experience in Cardiff, the representations of fans in TV shows like Community and films like Fanboys, SuperWhoLock fans' use of gifs, and the similarities in discussions of slash fandom and pornographic parody films, this book reveals how fans borrow media techniques and media industries mimic fan activities. Just as the entertainment industry needs fans to succeed, so too do fans need—and desire—the media, and they represent their love through gif files, crowdfunding, and digital cosplay. Everyone who wants to understand how consumers are making themselves at home in the brave new world being built by the contemporary media should read this book.**

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.

Fandom, Now in Color

Dislike and Hate in the Digital Age

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

Fandom Unbound

From Cyber-Nationalism to Fandom Nationalism

Essays on the BBC Series

Enterprising Women

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)cycbercultures. 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.

Providing ways to engage students through their popular culture interests, this collection brings together several essays, across disciplines, to show how fan practices such as writing fan fiction, creating vids, communicating via Tumblr, and participating in fan tourism can invite students to invest more of themselves into their education. Both scholarship and fandom encourage passionate engagement with texts—rather than passive consumption in isolation— and editor Katherine Anderson Howell and her contributors find that when students are encouraged to partake in a remix classroom that encourages their fan interests, they participate more in their education, are more critical of experts and authorities, and actively shape the discourse themselves. Creating this remix classroom requires thoughtfulness on the instructor's part, and so the chapters in this volume come from teachers who have carefully constructed such courses, including several invaluable appendices that provide examples of methodologies, course assignments, teaching practices, and classroom setup. Each chapter also includes student responses that offer a sense of what students gained from each course. The result is an exciting and interesting new way to motivate students and teachers alike, and it is sure to be a popular reference guide for instructors teaching classes from high school to graduate levels.

"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 world. 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. GunkeI, 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.

Although definition can vary, to be a Furry, a person identifies with an animal as part of their personality; this can be on a mystical/religious level or a psychological level. In modern Western society having a spirit animal or animal identity can sometimes be framed as social deviance rather than religious or totemic diversity. Jessica Ruth Austin investigates how Furies use the online space to create a "Furry identity." She argues that for highly identified Furies, posthumanism is an appropriate framework to use. For less identified Furies, who are more akin to fans, fan studies literature is used to conceptualise their identity construction. This book argues that the Furies are not a homogenous group and with varying levels of identification within the fandom, so shows that negative media representations of the Furry Fandom have wrongly pathologized the Furies as deviants as opposed to fans.

New Media Studies

Sport Fans

Sherlock and Transmedia Fandom

Fandom, Identities and Resistance

Identities and Communities in a Mediated World

Anti-Fandom

Understanding Fandom

We are all fans. Whether we log on to Web sites to scrutinize the latest plot turns in Lost, " stalk " our favorite celebrities on Gawker, attend gaming conventions, or simply wait with bated breath for the newest Harry Potter novel—each of us is a fan. Fandom extends beyond television and film to literature, opera, sports, and pop music, and encompasses both high and low culture. Fandom brings together leading scholars to examine fans, their practices, and their favorite texts. This unparalleled selection of original essays examines instances across the spectrum of modern cultural consumption from Karl Marx to Paris Hilton, Buffy the Vampire Slayer to backyard wrestling, Bach fugues to Bollywood cinema and nineteenth-century concert halls to computer gaming. Contributors examine fans of high cultural texts and genres, the spaces of fandom, fandom around the globe, the impact of new technologies on fandom, and the legal and historical contexts of fan activity. Fandom is key to understanding modern life in our increasingly mediated and globalized world.

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Have you ever created art based on a TV show or game? Dressed up as your favorite character? If so, you've entered fandom. Tour fandom's history and meet creators who shape fan communities online and in real life.

This book follows the ways in which women negotiate and navigate between their feminist identities and their belonging to science fiction fandoms that at times disregard or dismiss them. It explores frictions and discords, including those between feminist women fans and other members in their communities, and between the fan and the object of her fandom. This book examines the intersection of fandom and feminism through the lenses of gender, ethnicity and age, and provides an in-depth and intersectional perspective on fan communities and the layered discrimination and marginalization embedded in them. Based on 40 in-depth interviews with women fans of Star Wars and Doctor Who, this book highlights the different aspects of a feminist woman fan | a 'misfit,' becoming, being, belonging, representing, and reconciling. Each chapter in this book unravels the complexity, ambivalence, and contradictions between feminism and fandom, and reveals the tactics women develop to overcome and harmonize them.

Politics for the Love of Fandom examines what Ashley Hinck calls “ fan-based citizenship ” : civic action that blends with and arises from participation in fandom and commitment to a fan-object. Examining cases like Harry Potter fans fighting for fair trade, YouTube fans donating money to charity, and football fans volunteering to mentor local youth, Hinck argues that fan-based citizenship has created new civic practices wherein popular culture may play as large a role in generating social action as traditional political institutions such as the Democratic Party or the Catholic Church. In an increasingly digital world, individuals can easily move among many institutions and groups. They can choose from more people and organizations than ever to inspire their civic actions—even the fandom for children’s book series Harry Potter can become a foundation for involvement in political life and social activism. Hinck explores this new kind of engagement and its implications for politics and citizenships, through case studies that encompass fandoms for sports, YouTube channels, movies, and even toys. She considers the ways in which fan-based social engagement arises organically, from fan communities seeking to change their world as a group, as well as the methods creators use to leverage their fans to take social action. The modern shift to networked, fluid communities, Hinck argues, opens up opportunities for public participation that occurs outside of political parties, houses of worship, and organizations for social action. Fan-based citizenship performances help us understand the future possibilities of public engagement, as fans and creators alike tie the ethical frameworks of fan-objects to desired social goal, such as volunteering for political candidates, mentoring at-risk youth, and promoting environmentally friendly policy. Politics for the Love of Fandom examines the communication at the center of these civic actions, exploring how fans, nonprofits, and media companies manage to connect internet-based fandom with public issues.

Sherlock and Digital Fandom

Polish K-Pop Fandom

Women Negotiating Feminism and Science Fiction Fandom

Into the Heart of Obsessive Sports Fandom

The Psychology and Social Impact of Fandom

Superfans

A Teaching Guide

culture from multiple perspectives, this groundbreaking collection provides fascinating insights into the present and future of cultural production and distribution in the digital age.

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