

Star Wars Saga 2018 Mini Wall Calendar

The entertainment world lost many notable talents in 2018, including movie icon Burt Reynolds, “Queen of Soul” Aretha Franklin, celebrity chef and food critic Anthony Bourdain, bestselling novelist Anita Shreve and influential Chicago blues artist Otis Rush. Obituaries of actors, filmmakers, musicians, producers, dancers, composers, writers, animals and others associated with the performing arts who died in 2018 are included. Date, place and cause of death are provided for each, along with a career recap and a photograph. Filmographies are given for film and television performers. Books in this annual series are available dating to 1994—a subscription is available for future volumes.

A Companion to Australian CinemaJohn Wiley & Sons

In this updated edition of the industry staple, veteran media executive Jeff Ulin relates business theory and practice across key global market segments—film, television, and online/digital—providing you with an insider’s perspective that can’t be found anywhere else. Learn how an idea moves from concept to profit and how distribution dominates the bottom line: Hollywood stars may make the headlines, but marketing and distribution are the behind-the-scenes drivers converting content into cash. The third edition: Includes perspectives from key industry executives at studios, networks, agencies and online leaders, including Fox, Paramount, Lucasfilm, Endeavor, Tencent, MPAA, YouTube, Amazon, and many more; Explores the explosive growth of the Chinese market, including box office trends, participation in financing Hollywood feature films, and the surge in online usage; Illustrates how online streaming leaders like Netflix, Amazon, Apple, YouTube, Hulu and Facebook are changing the way TV content is distributed and consumed, and in cases how these services are moving into theatrical markets; Analyzes online influences and disruption throughout the distribution chain, and explains the risks and impact stemming from changing access points (e.g., stand-alone apps), delivery methods (over-the-top) and consumption patterns (e.g., binge watching); Breaks down historical film windows, the economic drivers behind them, and how online and digital delivery applications are changing the landscape. Ulin provides the virtual apprenticeship you need to demystify and manage the complicated media markets, understand how digital distribution has impacted the ecosystem, and glimpse into the future of how film and television content will be financed, distributed and watched. An online eResource contains further discussion on topics presented in the book.

"Originally published as Star Wars adventures: Return to Vader’s castle #1-5.

Brothers Bond

Volume 2. Essays on Television Representations, 2013-2019

Death Stars and Democracy

Computer Simulations of Space Societies

The American Villain: Encyclopedia of Bad Guys in Comics, Film, and Television

Star Wars Meets the Eras of Feminism

Twenty-four artists create stunning miniature art with almonds, matchsticks, test tubes, and more in this fabulous collection. From the astounding to the downright unbelievable, this little volume of mind-blowingly tiny artworks showcases the talents of twenty-four artists from around the globe. Makers, crafters, art enthusiasts, and fans of tiny works will delight in this homage to all things infinitesimally small. Replete with more than two hundred images of miniature masterpieces— including intricately carved pencil leads, fantastical dioramas floating in test tubes, ceramic vases smaller than a six-sided die, crystal cityscape shells designed for hermit crabs, and more—Think Small is sure to make a big impression. Praise for Think Small “Marvel at the extreme dexterity and patience of 24 contemporary artists who painstakingly labor to create artworks at minuscule scale in this adorably tiny coffee-table book. From Hasan Kale, who somehow turns halved almonds and matchstick heads into canvases, to Salavat Fidai, who carefully carves pencils into tiny lead sculptures, each diminutive piece offers mind-blowing demonstrations of craft, skill, and artistic vision.” —Artnet “Spectacular . . . There are embroidered portraits no larger than a quarter, intricate landscapes painted on lockets, and exquisite sculptures carved into the tips of pencils . . . This is a fun, accessible, and compact book that both casual and enthusiastic art fans will enjoy.” —Publishers Weekly

While previous work on the Star Wars universe charts the Campbellian mythic arcs, political representations, and fan reactions associated with the films, this volume takes a transmedial approach to the material, recognizing that Star Wars TV projects interact with and relate to other Star Wars texts. The chapters in this volume take as a basic premise that the televisual entrants into the Star Wars transmedia storyworld are both important texts in the history of popular culture and also key to understanding how the Star Wars franchise—and, thus, industry-wide transmedia storytelling strategies—developed. The book expands previous work to consider television studies and sharp cultural criticism together in an effort to bring both long-running popular series, long-ignored texts, and even toy commercials to bear on the franchise’s complex history.

Discover everything you’ve ever wanted to know about Star Wars in this complete history of the most famous franchise in movie history. Painstakingly researched and superbly illustrated, Star Wars™ Year By Year: A Visual History, New Edition presents a unique Star Wars timeline—the full history of the amazing Star Wars phenomenon as you’ve never seen it before. This stunning visual journey features trivia and cultural cornerstones from director George Lucas’ early life through to the iconic movie stills, comic books, novels, toys, video games, and theme parks that have spanned from five decades of seminal film making. Fully updated and expanded, this edition encompasses all nine episodes of the original, prequel, and sequel trilogies, along with the standalone movies Rogue One and Solo, and the acclaimed television series, The Mandalorian. Produced in full collaboration with Lucasfilm and written by renowned Star Wars experts, Star Wars Year by Year: A Visual History, New Edition is ideal for Star Wars fanatics and newbies alike. © & TM 2021 Lucasfilm Ltd.

BrickJournal #50 pulls out all the stops with a special double-size BOOK (144 full-color pages)! The magazine for LEGO enthusiasts celebrates its golden anniversary as photo editor GEOFF GRAY talks to editor JOE MENO about the beginnings of BrickJournal, starting way back in 2007! Then Joe reflects with TORMOD ASKILDSEN of the LEGO GROUP on the origins of the magazine, and how the LEGO fan community has grown along with the iconic toy company. Also, BrickJournal tracks down some of the best builders of the past 50 issues—where are they now, and what are they building? Plus: AFOLS (“Adult Fans of LEGO”) by cartoonist Greg Hyland, step-by step “You Can Build It” instructions by Christopher Deck, BrickNerd’s DIY Fan Art, Minifigure Customization with Jared K. Burks, MINDSTORMS robotics lessons by Damien Kee, and more!

Star Wars: Thravn

The Man in the High Castle

BrickJournal 50: A Celebration of LEGO®

An Unofficial Guide to Star Wars Collectables

The Ultimate Guide to Gaming Records

Forces of Production, Promotion, and Reception

From the global authority in record-breaking games the 11th edition of the world’s best-selling videogames annual. Packed with the latest records, coolest stars and the biggest games, the Guinness World Records Gamer’s Edition is the go-to bible for every gaming fan. Just ask the five million readers who’ve made it an international sensation! Inside you’ll find amazing stats, thrilling facts, inspirational tales, lightning-quick speed-runs and dazzling photos. Read about the records behind your favorite games including Mario, Overwatch, FIFA, WWE and Rocket League, plus recap on a year of crazy Pokémon GO stories. Go behind the scenes of the world’s longest-running eSports organizer. Spook yourself silly with real-life videogame mysteries. Check out the fastest videogame completions. And gaze in envy at the world’s largest Zelda and Tomb Raider collections! You’ll also meet gaming heroes such as the world’s oldest games YouTuber at 81, a man with a real-life cyborg arm that was inspired by Deus Ex, and the kingpin of eSports fighting games. But the videogame stars don’t get much bigger than DanTDM, whose Minecraft channel has been watched nearly 10 billion times! So we’re thrilled he’s written a special intro just for the Guinness World Records Gamer’s Edition. Speaking of heroes...grab your cape and turn to this year’s special chapter featuring superhero games. It hard to believe it’s been nearly 40 years since Superman first exploded onto our consoles! So, we’re celebrating with your favorite costumed crime-battlers. From Spider-Man’s web-crawling to Batman’s gadgetry, they’re just as powerful in pixels as they are in the movies. So, whether you want to know who scored the fastest goal in FIFA or achieved the fastest speed-run of Final Fantasy XV, or just want to see the world’s biggest Game Boy, this is the book for you!

Not as clumsy as a blaster; an elegant weapon, for a more civilized age—lightsabers are the agents of the Force, the chosen weapon of both the Jedi and the Sith. This new and updated version of Star Wars Lightsabers: A Guide to Weapons of the Force explores these powerful weapons from tip to hilt, diving into the stories that surround them and showcasing some of the most fascinating examples. Study the galaxy’s most notable lightsabers and the masters who wielded them, from Yoda and Obi-Wan Kenobi, to Rey and Kylo Ren. Every featured lightsaber includes a close-up of its one-of-a-kind hilt, a photo of the Jedi or Sith master in action. Each page is filled with detailed statistics, fascinating insights, and little-known facts. Along with stories and details, this updated version of Star Wars Lightsabers features key foldout pages that let you get even closer and a pull-out poster featuring notable lightsaber hilts. From the most famous lightsabers to the most notable lightsabers duels in galactic history, this otherworldly volume captures it all.

The Corruption of Play explores how neoliberal ideology corrupts play in AAA videogames by creating conditions in which play becomes unbound from leisure, allowing play to be understood, undertaken, and assessed in economic terms, and fundamentally undermining the nature of play.

From the author of the New York Times bestselling Jedi Academy books comes a hilarious graphic novel series about two young cave kids living 40,000 years ago. "Lucy & Andy are Stone Age rock stars! I loved this book!" —Lincoln Peirce, author of the Big Nate series Lucy and Andy are a sister and brother who get into trouble much like any sister and brother. Only difference? Lucy and Andy live in the Stone Age! Discover their laugh-out-loud adventures as the Paleo pair take on a wandering baby sibling, bossy teens, cave paintings, and a mammoth hunt. But what will happen when they encounter a group of humans? Includes extra information about Neanderthal life that's sure to appeal to future paleontologists and science phobes alike! And don't miss Lucy and Andy's next outing, Lucy & Andy Neanderth! The Stone Cold Age -- coming soon! A New York City Public Library Best 50 Books for Kids 2016! A Chicago Public Library Best of the Best 2016! "Jeffrey Brown returns from a galaxy far, far away to bring us a whole new slew of kid-friendly characters! Just beware of mammoth dung!" —Keith Knight, author of Jake the Fake and The Knight Life Every kid will love to go back in time with LUCY & ANDY!" —Judd Winick, author of Hilo: The Boy Who Saved the World

Monetizing Film, TV, and Video Content in an Online World

The Transmedia Franchise of Star Wars TV

Fourth Wave Feminism in Science Fiction and Fantasy

The Corruption of Play

To Boldly Go

Star Wars 2014 Sampler

Help Luke, Leia, and R2-D2 as they journey across the galaxy on a mission for the Rebellion after the destruction of the first Death Star. With over twenty possible outcomes, readers will have to think like a real rebel to keep Luke and Leia safe from pirates between

The Journey to The Force Awakens begins with this glorious eBook sampler of excerpts from six novels in the new Star Wars canon! Starring beloved characters such as Luke Skywalker and Darth Vader from the classic trilogy as well as fan favorites from T these original novels shed new light on the grand tapestry that is Star Wars—all approved by the Lucasfilm Story Group and part of the official canon. A new dawn in Star Wars storytelling has arrived . . . and, with this eBook sampler, it’s just a click away. L TWILIGHT COMPANY by Alexander Freed A companion novel inspired by the hotly anticipated videogame Star Wars: Battlefront, this action-packed adventure follows a squad of soldiers caught in the trenches of the ultimate galactic war between good and evil. Christie Golden Based on unproduced episodes of Star Wars: The Clone Wars, this new novel features one of the great antiheroes in the Star Wars galaxy: bounty hunter Asajj Ventress, the former apprentice of Count Dooku. LORDS OF THE SITH by Paul S. Kemp and his notorious apprentice, Darth Vader, find themselves stranded in the middle of insurgent action on an inhospitable planet, they must rely on each other, the Force, and their fearsome fighting skills to prevail. HEIR TO THE JEDI by Kevin Hearne The author of Chronicles pens a thrilling new adventure set between A New Hope and The Empire Strikes Back, and—for the first time ever—written entirely from Luke Skywalker’s first-person point of view. TARKIN by James Luceno Bestselling Star Wars veteran James Luke Tarkin the Star Wars: Darth Plagueis treatment, bringing the legendary character from A New Hope to full, fascinating life. A NEW DAWN by John Jackson Miller Set during the mysterious “Dark Times” between Episodes III and IV, A New Dawn tells the story of characters from the animated series Star Wars Rebels first came to cross paths.

A lavishly illustrated guide to Star Wars action figures, comic books and all other kinds of memorabilia.

"Wallace's strong grasp of the mythos of this universe will satisfy the die-hard Star Wars fan and serve as a fine introduction to those taking a first-time dive into one of pop culture's most important creations." –The Washington Post "This book is a bonanza of pop builders who always wanted to get an up close and personal look at lightsabers seen in the Star Wars saga." – SyFy Wire "With the holidays approaching, this would make an excellent gift for any Star Wars fan in your home and extended family. It's one I've had the honor of reviewing" – WookieeRadio "Each and every page in this book is absolutely beautiful!" – Anakin and His Angel "It's one of the most beautiful books I've had the pleasure of reviewing" – SWNN Star Wars: The Lightsaber Collection is a comprehensive guide exploring the iconic and legendary lightsabers found within the Star Wars galaxy, featuring fan-favorite hilts from the Skywalker saga, Star Wars: The Clone Wars, Star Wars Rebels, comics, novels, and video games. • Own the definitive lightsaber guide. This is a characters such as Darth Vader, Darth Maul, Yoda, Obi-Wan Kenobi, Mace Windu, Luke Skywalker, Leia Organa, Kylo Ren, Rey, Ahsoka Tano, and more. Learn about the creation and history of lightsabers from all of Star Wars, including Darth Maul's double-bladed Darksaber. • Discover never before seen art and illustrations. Featuring photo-realistic renders of lightsabers from Star Wars animation and comics, including Ezra Bridger's blaster-saber hybrid, the Grand Inquisitor's spinning blades, and a new lightsaber from

this book is a must-have for Star Wars fans.

Mapping the Ideological Play-Space of AAA Videogames

Weighing All the Galaxy's Women Great and Small

The Force Awakens Adaptation

Star Wars Lightsabers

Star Wars Year by Year

Lightsabers from the Skywalker Saga, The Clone Wars, Star Wars Rebels and more | (Star Wars gift, Lightsaber book)

It's true - all of it! The blockbuster movie jumps from the big screen to the comic-book page! It's been three decades since the Rebel Alliance destroyed the Death Star and toppled the Galactic Empire - but now, on the remote planet Jakku, there is a stirring in the Force. A young scavenger named Rey...a deserting Stormtrooper named Finn...an ace pilot named Poe...and a dark apprentice named Kylo Ren... Their lives are about to collide as the awakening begins. Writer Chuck Wendig (Star Wars: The Aftermath Trilogy) and artist Luke Ross (HERCULES) take us back into the saga of a lifetime! Collecting STAR WARS: THE FORCE AWAKENS ADAPTATION #1-#6.

At the intersection of astronautics, computer science, and social science, this book introduces the challenges and insights associated with computer simulation of human society in outer space, and of the dynamics of terrestrial enthusiasm for space exploration. Never before have so many dynamic representations of space-related social systems existed, so more deeply analyzing the logical implications of social-scientific theories, and others open for experience by the general public as computer-generated virtual worlds. Fascinating software ranges from multi-agent artificial intelligence models of civilization, to space-oriented massively multiplayer online games, to educational programs suitable for schools or even for the world’s space exploration agencies. At the present time, when actual forays by humans into space are scarce, computer simulations of space societies are an excellent way to prepare for a renaissance of exploration beyond the bounds of Earth.

p.p1 (margin: 0.0px 0.0px 0.0px 0.0px; font: 12.0px Calibri) p.p2 (margin: 0.0px 0.0px 0.0px 0.0px; font: 12.0px Calibri; min-height: 14.0px) “ [The Star Wars Films] are iconic representations of what we know about the complications of our lives. ” — Harrison Ford Star Wars: Icons of the Galaxy celebrates some of the most memorable elements of the saga, whether it be timeless characters such as Princess Leia, Darth Vader, and Luke Skywalker, notable scenes, or even much-loved collectibles. This collection explores iconic highlights of the saga, including interviews with Carrie Fisher and Harrison Ford, a comprehensive look at the legendary Marvel comic-book adaptation, and even more extraordinary characteristics that make Star Wars so unique. The ultimate exploration of the space fantasy and its icon that changed the world! “ This is the perfect gift for any Star Wars fan in your life. ” — Seattle Book Review

As a Star Wars fan, you’ve seen the movies, from A New Hope to The Last Jedi, and beyond. And of course you’ve probably had a faux lightsaber battle or two, pretending to be Luke Skywalker, Rey, or maybe Kylo Ren. But can you name the seven actors who have portrayed Darth Vader? Do you know how Ralph McQuarrie helped shape the world of Star Wars? Are you familiar with Deak Starkiller, Darth Plagueis, or Drew Struzan? Have you seen the infamous Star Wars Holiday Special? 100 Things Star Wars Fans Should Know & Do Before They Die is the ultimate resource for true fans of the galaxy far, far away. In this revised and updated edition, Dan Casey has collected every essential piece of Star Wars knowledge and trivia, as well as must-do activities, and ranks them all from 1 to 100, providing an entertaining and easy-to-follow checklist for viewers old and new to progress on their way to fan superstardom.

Star Wars 2015 Sampler

A Companion to Australian Cinema

Star Wars and the Hero’s Journey

The Business of Media Distribution

American Comic Book Chronicles: The 1990s

Star Wars: Women of the Galaxy

They are heroes and villains, Sith and Jedi, senators and scoundrels, mothers, mercenaries, artists, pilots. . . . The women of the Star Wars galaxy drive its stories and saga forward at every level. This beautifully illustrated, fully authorized book profiles 75 fascinating female characters from across films, fiction, comics, animation, and games. Featuring Leia Organa, Rey, Ahsoka Tano, Iden Versio, Jyn Erso, Rose Tico, Maz Kanata, and many more, each character is explored through key story beats, fresh insights, and behind-the-scenes details by author Amy Ratcliffe. Also showcasing more than 100 all-new illustrations by a dynamic range of female and non-binary artists, here is an inspiring celebration of the characters that help create a galaxy far, far away. • INCLUDING CHARACTERS FROM SOLO: A STAR WARS STORY AND STAR WARS: RESISTANCE •INCLUDES CHARACTERS VISUALIZED HERE FOR THE FIRST TIME Amy Ratcliffe is the managing editor of Nerdist and a contributor to StarWars.com, and has written for outlets such as Star Wars Insider and IGN. She’s a host at Star Wars Celebration and cohosts the Lattes with Leia podcast. When she’s not visiting a galaxy far, far away, she lives in Los Angeles, California. Contributing artists: • Alice X. Zhang • Amy Beth Christenson • Annie Stoll • Annie Wu • Christina Chung • Crissy Cheung • Eli Baumgartner • Elsa Charretier • Geneva Bowers • Jennifer Aberin Johnson • Jen Bartel • Jenny Parks • Karen Hallion • Little Corvus • Sara Alfageeh • Sara Kipin • Sarah Wilkinson • Viv Tanner © & TM LUCASFILM LTD. Used Under Authorization.

The American Villain: Encyclopedia of Bad Guys in Comics, Film, and Television seeks to provide one go-to reference for the study of the most popular and iconic villains in American popular culture. Since the 1980s, pop culture has focused on what makes a villain a villain.

The Joker, Darth Vader, and Hannibal Lecter have all been placed under the microscope to get to the origins of their villainy. Additionally, such bad guys as Angelus from Buffy the Vampire Slayer and Barnabas Collins from Dark Shadows have emphasized the desire for redemption—in even the darkest of villains. Various incarnations of Lucifer/Satan have even gone so far as to explore the very foundations of what we consider “evil.” The American Villain: Encyclopedia of Bad Guys in Comics, Film, and Television seeks to collect all of those stories into one comprehensive volume. The volume opens with essays about villains in popular culture, followed by 100 A–Z entries on the most notorious bad guys in film, comics, and more. Sidebars highlight ancillary points of interest, such as authors, creators, and tropes that illuminate the motives of various villains. A glossary of key terms and a bibliography provide students with resources to continue their study of what makes the “baddest” among us so bad. Examines in detail how villains and villainesses have appeared in comics and other media over the decades Shows how villains and villainesses have reflected the fears, anxieties, and hopes of American society at any given period Provides scholarly material that gives readers additional important historical context in five essays Ensures that diverse and obscure villains and villainesses are given equal coverage

This eBook sampler is the perfect way to prepare for the next exciting era of Star Wars storytelling! With Episodes VII, VIII, and IX on the horizon, Del Rey is proud to present the first wave of novels that are part of the official Star Wars film canon, created in collaboration with the newly formed Lucasfilm Story Group. The exclusive previews of these four books, starring fan favorites and set during and before the original trilogy, will transport you once again to a galaxy that doesn’t feel quite so long ago, or so far away. . . . A NEW DAWN by John Jackson Miller Set during the mysterious “Dark Times” between Episodes III and IV, A New Dawn tells the story of how two of the lead characters from the animated series Star Wars Rebels first came to cross paths. TARKIN by James Luceno Bestselling Star Wars veteran James Luceno gives Grand Moff Tarkin the Star Wars: Darth Plagueis treatment, bringing the legendary character from A New Hope to full, fascinating life. HEIR TO THE JEDI by Kevin Hearne The author of The Iron Druid Chronicles pens a thrilling new adventure set between A New Hope and The Empire Strikes Back, and—for the first time ever—written entirely from Luke Skywalker’s first-person point of view. LORDS OF THE SITH by Paul S. Kemp When the Emperor and his notorious apprentice, Darth Vader, find themselves stranded in the middle of insurgent action on an inhospitable planet, they must rely on each other, the Force, and their fearsome fighting skills to prevail.

In a classic work of alternate history, the United States is divided up and ruled by the Axis powers after the defeat of the Allies during World War II. Reissue. Winner of the Hugo Award for Best Novel.

Star Wars Memorabilia

Star Wars: The Lightsaber Collection

The Blockbuster Impact and the Galaxy of Merchandise, 1977-1983

Think Small

The Star Wars Phenomenon in Britain

A Visual History, New Edition

The literature of ideas. When author Pamela Sargent used those words to describe science fiction in 1975, the genre had exploded into the literary mainstream. As a literature of ideas, science fiction has proven to be a powerful metaphor for the world around us, offering a rich tapestry of imagination through which to explore how we lead, how we think, and how we interact. To Boldly Go assembles more than thirty writers from around the world—experts in leadership and strategy, senior policy advisors and analysts, professional educators and innovators, experienced storytellers, and ground-level military leaders—to help us better understand ourselves through the lens of science fiction Each chapter of To Boldly Go draws out the lessons that we can learn from science fiction, drawing on classic examples of the genre in ways that are equally relatable and entertaining. A chapter on the burdens of leadership by Ghost Fleet author August Cole launches readers into the cosmos with Captain Avatar aboard the space battleship Yamato. In another chapter, the climactic Battle of the Mutara Nebula from The Wrath of Khan weighs the advantages of experience over intelligence in the pursuit of strategy. What does inter-species conflict in science fiction tell us about our perspectives on social Darwinism? Whether using Star Trek: Deep Space Nine to explore the nuances of maritime strategy or The Expanse to better understand the threat posed by depleted natural resources, To Boldly Go provides thoughtful essays on relevant subjects that will appeal to business leaders, military professionals, and fans of science fiction alike.
The original Star Wars trilogy famously follows Joseph Campbell's model for the hero's journey, making Luke Skywalker's story the new hero quest for a modern age. With the nine-plus film saga complete, however, new story patterns

have emerged as the hero's journey is imagined over and over for characters of different ages, genders, and backgrounds. The prequels offer the plot arc of the villain's journey through Anakin. Leia and Padme, while damsels in the men's story, break out to undergo their own ordeals. The heroine's journey is exemplified by Rey and Jyn. Obi-Wan, Yoda, and Vader must accept the loss of power and fade into spirit guardians, perpetuating the lifecycle. By the sequel era, the original trio become mentors to the younger generation and finally must do the same. Meanwhile, the Mandalorian explores a different form of the quest as he transforms from immature warrior to patriarch. This book tracks the journeys of over 20 characters throughout the franchise.

This book traces the changing representation of female characters in the Star Wars franchise through the lens of the four feminist waves, arguing that while the original trilogy reflects the second wave of feminism, the prequels mirror the girl power era that followed, and the sequels are helping define a new fourth wave of inclusion and diversity.

Television is entering a unique era, in which women and minorities no longer serve under white captains but take the lead--and all the other roles as well. In a brilliant new universe where the intersectional values of fourth wave feminism are becoming more widespread, fantasy and science fiction are leading the charge. Shows from Star Wars to Doctor Who are rewriting their traditional storylines to include more well-rounded and racially diverse female characters. Steven Universe, DC's Legends of Tomorrow, Orphan Black and Sense8 highlight queer characters and experiences. Dystopias like Marvel's Jessica Jones and The Handmaid's Tale show the female perspective entirely, guiding viewers from trauma to self-determination. In fantasy and horror, Wynonna Earp, Game of Thrones, Supergirl, Vikings, American Horror Story, Black Mirror, and The Walking Dead reveal how much the story changes with a spectrum of women reclaiming the text from white, straight, young, cisgender men. These new shows are intersectional, digital, global, critical, and political, with fan responses changing the content and cutting-edge platforms like Netflix and Hulu shaking up the format.

Disney's Star Wars

General Grievous

100 Things Star Wars Fans Should Know & Do Before They Die

Lucy & Andy Neanderthal

Princess Leia

A Luke and Leia Adventure

? Among the top-grossing Hollywood blockbusters of all time, Star Wars launched one of the most successful movie and licensing franchises in history. Yet much of the film's backstory was set in Britain, where the original trilogy was made and where early efforts at tie-in merchandising were spearheaded. The author provides a detailed account of the saga's British connection, including personal recollections of fans in the UK, exclusive interviews with staff members of Palitoy who took on the challenge of producing millions of toys, and the story of how a group of writers from the underground press in London combined with Marvel comics to produce the first Star Wars expanded universe.

Collects Han Solo (2016) #1-5. Everyone's favorite scoundrel goes Solo! Han is given a top-secret undercover mission for the Rebellion: rescuing several informants and spies! His cover for the assignment? Only the biggest and most infamous starship race in the galaxy, the Dragon Void—a tournament he has dreamt of winning his entire life. With a chance of glory, can Han keep his mind on the mission? Or is falling Leia worse than losing? If that wasn't enough, there's also the small matter of finding a traitor within the Rebellion. As the Dragon Void heats up, can a certain Wookiee pal lend a hand in the mole hunt? Place your bets for the ultimate space race! Our money's on Han and the Millennium Falcon — after all, it's the ship that made the Kessel Run in less than twelve parsecs!

Continue your journey through the complete history of Marvel Comics' Star Wars covers in this miniature art book. Star Wars: The Complete Marvel Comics Covers Mini Book, Vol. 2 continues the ultimate pocket-sized journey through a galaxy of iconic comics art. Beginning with the thirtieth issue of Marvel's 2015 return to the Star Wars brand, this comprehensive exploration completes the flagship series to date and continues beyond.

Including the Star Wars: Darth Vader, Star Wars: Vader Down, Star Wars: Han Solo, and Star Wars: Lando series, this collection is an action-packed journey through comics history. Featuring some of the most memorable covers in comics history plus a dazzling array of variants drawn by some of the most famous artists in the industry, this mini book is a must-have collectible for Star Wars fans and comic book enthusiasts alike.

"In 2012, Disney purchased production studio Lucasfilm, which meant it also inherited the beloved Star Wars franchise. This corporate marriage sent media critics and fans into a frenzy of speculation about what would happen next with the hugely popular series. Disney's Star Wars gathers twenty-one noted fan and media studies scholars from around the world to examine Disney's revival of the franchise. Covering the period from Disney's purchase through the release of The Force Awakens in December 2015, these essays examine the significance of this transitional period from the intertwined perspectives of the studios, storytellers, marketers and audiences involved. For many, Star Wars is a vitally important cultural text. How did these fans anticipate, interpret, and respond to the steady stream of production stories, gossip, marketing materials, merchandise, and other

sources in the build-up to the movie's release?"--

Star Wars: The Complete Marvel Comics Covers Mini Book, Vol. 2

Star Wars

A Guide to Weapons of the Force

Han Solo

The Best of Star Wars Insider Volume 7: Icons of the Galaxy

Obituaries in the Performing Arts, 2018

This book provides the first detailed and comprehensive examination of all the materials making up the Star Wars franchise relating to the portrayal and representation of real-world history and politics. Drawing on a variety of sources, including films, published interviews with directors and actors, novels, comics, and computer games, this volume explores the ways in which historical and contemporary events have been repurposed within Star Wars. It focuses on key themes such as fascism and the Galactic Empire, the failures of democracy, the portrayal of warfare, the morality of the Jedi, and the representations of sex, gender, and race. Through these themes, this study highlights the impacts of the fall of the Soviet Union, the War on Terror, and the failures of the United Nations upon the 'galaxy far, far away'. By analysing and understanding these events and their portrayal within Star Wars, it shows how the most popular media franchise in existence aims to speak about wider contemporary events and issues. The History and Politics of Star Wars is useful for upper-level undergraduates, postgraduates, and scholars of a variety of disciplines such as transmedia studies, science fiction, cultural studies, and world history and politics in the twentieth and twenty-first centuries.

In this definitive novel, readers will follow Thrawn's rise to power—uncovering the events that created one of the most iconic villains in Star Wars history.

The first comprehensive volume of original essays on Australian screen culture in the twenty-first century. A Companion to Australian Cinema is an anthology of original essays by new and established authors on the contemporary state and future directions of a well-established national cinema. A timely intervention that challenges and expands the idea of cinema, this book brings into sharp focus those facets of Australian cinema that have endured, evolved and emerged in the twenty-first century. The essays address six thematically-organized propositions - that Australian cinema is an Indigenous screen culture, an international cinema, a minor transnational imaginary, an enduring auteur-genre-landscape tradition, a televisual industry and a multiplatform ecology. Offering fresh critical perspectives and extending previous scholarship, case studies range from The Lego Movie, Mad Max, and Australian stars in Hollywood, to transnational co-productions, YouTube channels, transmedia and nature-cam documentaries. New research on trends - such as the convergence of television and film, digital transformations of screen production and the shifting roles of women on and off-screen - highlight how established precedents have been influenced by new realities beyond both cinema and the national. Written in an accessible style that does not require knowledge of cinema studies or Australian studies Presents original research on Australian actors, such as Cate Blanchett and Chris Hemsworth, their training, branding, and path from Australia to Hollywood Explores the films and filmmakers of the Blak Wave and their challenge to Australian settler-colonial history and white identity Expands the critical definition of cinema to include YouTube channels, transmedia documentaries, multiplatform changescapes and cinematic remix Introduces readers to founding texts in Australian screen studies A Companion to Australian Cinema is an ideal introductory text for teachers and students in areas including film and media studies, cultural and gender studies, and Australian history and politics, as well as a valuable resource for educators and other professionals in the humanities and creative arts.

The Eisner-nominated Brothers Bond centers on Yoshi, the young, arrogant crown prince set to inherit an empire. After falling into trouble with his father, the one man he fears, Yoshi runs from home. Picked up by two blind, wandering samurai, Yoshi grows up to learn honor and strength. He then decides to return to his homeland, to claim his birthright and save his people from a demon invasion. A story about good versus evil, dark versus light, and brother versus brother, Brothers Bond is an intriguing tale of honor, respect, and tradition. Fantastical in its art form, yet true at heart to issues everyone can relate to. Brothers Bond is presented in a stunning wide screen format with a gatefold pullout.

Guinness World Records 2018 Gamer's Edition

The History and Politics of Star Wars

Leadership, Strategy, and Conflict in the 21st Century and Beyond

Robots in Popular Culture: Androids and Cyborgs in the American Imagination

Mythic Character Arcs Through the 12-Film Epic

The 1990s was the decade when Marvel Comics sold 8.1 million copies of an issue of the X-Men, saw its superstar creators form their own company, cloned Spider-Man, and went bankrupt. The 1990s was when Superman died, Batman had his back broken, and the runaway success of Neil Gaiman's Sandman led to DC Comics' Vertigo line of adult comic books. It was the decade of gimmicky covers, skimpy costumes, and mega-crossovers. But most of all, the 1990s was the decade when companies like Image, Valiant and Malibu published million-selling comic books before the industry experienced a shocking and rapid collapse. American Comic Book Chronicles: The 1990s is a year-by-year account of the comic book industry during the Bill Clinton years. This full-color hardcover volume documents the comic book industry's most significant publications, most notable creators, and most impactful trends from that decade. Written by Keith Dallas and Jason Sacks.

He's one of the most cunning and ruthless warriors in the history of Star Wars! Now, discover how Grand Admiral Thrawn became one of the most feared military tacticians in a galaxy far, far away. Jody Houser and Luke Ross adapt Timothy Zahn's New York Times best-selling novel about Thrawn's rise through the Imperial ranks! Meet young Lieutenant Thrawn, who graduated the Imperial Academy with the highest marks possible. He's been assigned his own personal assistant, Ensign Eli Vanto, and is ascending quickly - but that doesn't mean that everyone in the Imperial army wants him to succeed. And Thrawn isn't the Empire's only rising star - so is Arihnda Pryce. The two rivals' paths will cross, and tensions will run high, when they discover a dark secret within the Empire... COLLECTING: STAR WARS: THRAWN 1-6

On a rescue mission to Vandos, Padawan Flynn Kybo and his master meet General Grievous, the Separatist army's cyborg leader. The Padawan manages to escape but Grievous murders his master. Kybo returns to the Jedi Council with plans to stop Grievous, but when the Council rebukes him for desiring vengeance, he takes matters into his own hands.

Robots in Popular Culture: Androids and Cyborgs in the American Imagination seeks to provide one go-to reference for the study of the most popular and iconic robots in American popular culture. In the last 10 years, technology and artificial intelligence (AI) have become not only a daily but a minute-by-minute part of American life—more integrated into our lives than anyone would have believed even a generation before. Americans have long known the adorable and helpful R2-D2 and the terrible possibilities of Skynet and its army of Terminators. Throughout, we have seen machines as valuable allies and horrifying enemies. Today, Americans cling to their mobile phones with the same affection that Luke Skywalker felt for the squat R2-D2. Meanwhile, our phones, personal computers, and cars have attained the ability to know and learn everything about us. This volume opens with essays about robots in popular culture, followed by 100 A–Z entries on the most famous AIs in film, comics, and more. Sidebars highlight ancillary points of interest, such as authors, creators, and tropes that illuminate the motives of various robots. The volume closes with a glossary of key terms and a bibliography providing students with resources to continue their study of what robots tell us about ourselves. Provides readers with detailed information on popular examples of robots/AI in American popular culture Provides readers with considerable "Further Reading" suggestions, including scholarly, pop culture, and scientific readings on each topic Places popular examples of robots/AI in pop culture in proper historical perspective Provides scholarly material that gives readers additional important historical context in five essays Gives equal coverage to a diverse array of robots, from the well-known to the obscure

Star Wars Adventures: Return to Vader's Castle

The Tiniest Art in the World