

Fandom

Fandom

**Lawrence W. Hugenberg, Paul M.
Haridakis, Adam C. Earnhardt**

Fandom:

Defining Fandom Henry Jenkins, Robert V. Kozinets, 2024-12-17 Welcome to fandom studies the analysis of mass culture passion that is remaking society In *Defining Fandom* two of the world's leading experts on the topic deliver a rich inclusive and global analysis of fandoms as contemporary sites of desire and power From sports arenas to comic conventions and from music festivals to online gaming worlds brand communities virtual consumer culture formations and much more this book series uncorks the commercial and cultural strategies that make consumers champagne bottles pop For fans by fans it's a nonjudgmental celebration of mass cultural connectivity and a recognition of the significance of fandoms A massive series breaking massive new ground in fandom studies and consumer culture theory awaits scholars and academics It offers histories cases and theories from the past and present among diverse groups and around the world For business leaders there are practical frameworks and clear operationalizations For marketers and promotional professionals here's a unique roadmap for engaging high passion audiences in powerfully authentic ways Jenkins Kozinets combine case narrative deep academic citation and interpretation and the auto ethnographic style inspired by the aca fan and consumer odyssey's ethnographic traditions *Defining Fandom* is a call by two fan scholars to rethink fandoms what they are what they want why they matter and how they're shaping the future

Fandom, Second Edition Jonathan Gray, Cornel Sandvoss, C. Lee Harrington, 2017-08-28 Introduction why still study fans Cornel Sandvoss Jonathan Gray and C Lee Harrington Fan texts and objects The death of the reader literary theory and the study of texts in popular culture Cornel Sandvoss Intimate intertextuality and performative fragments in media fanfiction Kristina Busse Media academics as media audiences aesthetic judgments in media and cultural studies Matt Hills Copyright law fan practices and the rights of the author 2017 Rebecca Tushnet Toy fandom adulthood and the ludic age creative material culture as play Katriina Heljakka Spaces of fandom Loving music listeners entertainments and the origins of music fandom in nineteenth century America Daniel Cavicchi Resisting technology in music fandom nostalgia authenticity and Kate Bush's Before the Dawn Lucy Bennett I scream therefore I fan music audiences and affective citizenship Mark Duffett A sort of homecoming fan viewing and symbolic pilgrimage Will Brooker Reimagining the imagined community online media fandoms in the age of global convergence Lori Hitchcock Morimoto and Bertha Chin Temporalities of fandom Do all good things come to an end revisiting Martha Stewart fans after imclone Melissa A Click The lives of fandoms Denise D Bielby and C Lee Harrington What are you collecting now Seth comics and meaning management Henry Jenkins Sex utopia and the queer temporalities of fannish love Alexis Lothian The fan citizen fan politics and activism The news you gotta love it Jonathan Gray Memory archive and history in political fan fiction Abigail De Kosnik Between rowdies and rasikas rethinking fan activity in Indian film culture Aswin Punathambekar Black twitter and the politics of viewing scandal Dayna Chatman Deploying oppositional fandoms activists use of sports fandom in the Redskins controversy Lori Kido Lopez and Jason Kido Lopez Fan labor and fan producer interactions Ethics of fansubbing

in Anime's hybrid public culture Mizuko Ito Live from Hall H fan producer symbiosis at San Diego Comic-Con Anne Gilbert Fantagionism factions institutions and constitutive hegemonies of fandom Derek Johnson The powers that squee Orlando Jones and intersectional fan studies Suzanne Scott Measuring fandom social TV analytics and the integration of fandom into television audience measurement Philip M. Napoli and Allie Kosterich About the contributors Index

Fractured Fandoms CarrieLynn D. Reinhard, 2018-06-13 Being a fan helps people to discover their identities find friends develop a sense of belonging express themselves creatively and act as powerful creators and participants in a capitalistic system At times however being a fan becomes problematic especially when clashes with other fans occur both inside and outside of their fandoms and fan communities As their communication becomes contentious power imbalances destabilize collectives and fans experience fear sadness pain and harassment Such problematic situations can become fractured fandoms **Fractured Fandoms** Contentious Communication in Fan Communities observes the problems or fractures that occur within and between fandoms as fans and fan communities experience differences in interpretation opinion expectation and behavior regarding the object at the center of their fandom The book demonstrates the fractures through an examination of self interviews collected news stories and previous research regarding these problems ultimately providing an assessment of the causes and effects of such fractures and the larger social and cultural issues they reflect

Digital Fandom Paul Booth, 2010 This book re-evaluates the way we examine today's digital media environment By looking at how popular culture uses different digital technologies **Digital Fandom** bolsters contemporary media theory by introducing new methods of analysis Using the exemplars of alternate reality gaming and fan studies this book takes into account a particular philosophy of playfulness in today's media in order to establish a new media studies **Digital Fandom** augments traditional studies of popular media fandom with descriptions of the contemporary fan in a converged media environment The book shows how changes in the study of fandom can be applied in a larger scale to the study of new media in general and formulates new conceptions of traditional media theories In this Web 2.0 world where community and not content is king the fan marks a new form of interactive subjectivity that deconstructs the usual categories of consumer and producer Paul Booth's **Digital Fandom** breaks new ground in the investigation of this subject demonstrating how it reorganizes and reorients the field of new media studies David J. Gunkel Presidential Teaching Professor Northern Illinois University Author of *Hacking Cyberspace* and *Thinking Otherwise* From blogs to ARGs wikis to social networking sites Paul Booth provides an in-depth tour of how fans straddle and traverse the boundary between television and digital media With a theoretically rich analytic eye **Digital Fandom** breaks new ground for the next generation of media scholarship Jason Mittell Middlebury College Author of *Television American Culture*

BOOK JACKET **A Companion to Media Fandom and Fan Studies** Paul Booth, 2018-02-26 **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

Research Anthology on Fandoms, Online Social Communities, and Pop Culture
Management Association, Information Resources, 2022-01-28 The internet has grown to become one of the largest communication hubs in history With its ability to share content and create community bonds it has seen many fandoms and online social communities develop within the past decades While there are some detriments to these communities there are also many benefits and potential uses for the betterment of society The Research Anthology on Fandoms Online Social Communities and Pop Culture explores the ways in which the internet has presented itself as a platform for communities to gather This essential reference source discusses the engagement of these communities social media use and the uses of these communities for education Covering topics such as digital communities transmedia language learning and digital humanities this book is a vital tool for educators of K 12 and higher education digital folklorists sociologists communications researchers online administrators community leaders and academicians

Representations of adolescence in contemporary American Teen TV and its online fandom
Gergana Kantcheva, 2008-03-14 Thesis M A from the year 2007 in the subject American Studies Culture and Applied Geography grade 1 7 Humboldt University of Berlin language English abstract The work explores the convergence of teen television and the Internet and the underlying concepts of adolescence and fandom focusing specifically on the American teen series Dawson s Creek and Veronica Mars and the fan discussion and fan work in the online fan communities Fan Forum and Television Without Pity In the first part the three fields fandom adolescence and Teen TV are defined and the relevant literature is reviewed paying special attention to the period of the late 1990s till now The second part examines two case studies of Internet fan communities and the way they re contextualize the television text and construct performance space The third part consists of two case studies of contemporary American teen television to show the way the series are contextualized by their broadcasting space and its rhythms and temporalities and how online fandom changes the possibilities of acquisition and the spaces provided for individual use of the media text It is an important area of study for several reasons It acknowledges the growing significance of fancultural production and its importance for the understanding of contemporary pop culture and the value of the Internet as an innovative and fruitful source on television fan discourse It brings together traditionally separated concepts that are essentially intertwined This is an attempt to incorporate a fan view in an academic work to allow a deeper look in the fancultural practices

Understanding Fandom

Mark Duffett,2013-08-29 Introduces undergraduate students to concepts associated with the study of media fan culture

Fandom Directory ,2000 Includes lists of fanzines conventions publishing associations clubs dealers and individual fans

Squee from the Margins Rukmini Pande,2018-12-01 Rukmini Pande s examination of race in fan studies is sure to make an immediate contribution to the growing field Until now virtually no sustained examination of race and racism in transnational fan cultures has taken place a lack that is especially concerning given that current fan spaces have never been more vocal about debating issues of privilege and discrimination Pande s study challenges dominant ideas of who fans are and how these complex transnational and cultural spaces function expanding the scope of the field significantly Along with interviewing thirty nine fans from nine different countries about their fan practices she also positions media fandom as a postcolonial cyberspace enabling scholars to take a more inclusive view of fan identity With analysis that spans from historical to contemporary Pande builds a case for the ways in which non white fans have always been present in such spaces though consistently ignored

Science Fiction Fandom Joseph L. Sanders,1994-11-21 Many prominent science fiction writers artists and editors began as s f fans This is the first book to survey fandom s history manifestations and accomplishments including clubs fanzines and conventions The 24 essays are divided into sections that consider the following the types of people who become fans and the satisfactions they receive the development of fandom in America fandom in Europe and the Orient social interactions in the form of local clubs or wider drawing conventions and long term results in the form of beginning professional careers in writing or publishing exercising critical attention and so forth The writers of these essays have all participated in the activities they describe The book also contains a glossary an annotated bibliography and an index Overall this book gives a detailed look at the most important facets of a fascinating subculture that has contributed significantly to the direction of modern science fiction

Fandom Unbound Mizuko Ito,Daisuke Okabe,Izumi

Tsuji,2012-02-28 In recent years otaku culture has emerged as one of Japan s major cultural exports and as a genuinely transnational phenomenon This timely volume investigates how this once marginalized popular culture has come to play a major role in Japan s identity at home and abroad In the American context the word otaku is best translated as geek an ardent fan with highly specialized knowledge and interests But it is associated especially with fans of specific Japan based cultural genres including anime manga and video games Most important of all as this collection shows is the way otaku culture represents a newly participatory fan culture in which fans not only organize around niche interests but produce and distribute their own media content In this collection of essays Japanese and American scholars offer richly detailed descriptions of how this once stigmatized Japanese youth culture created its own alternative markets and cultural products such as fan fiction comics costumes and remixes becoming a major international force that can challenge the dominance of commercial media By exploring the rich variety of otaku culture from multiple perspectives this groundbreaking collection provides fascinating insights into the present and future of cultural production and distribution in the digital age

Seeing

Fans Lucy Bennett, Paul Booth, 2016-07-14 Split into four sections Seeing Fans analyzes the representations of fans in the mass media through a diverse range of perspectives This collection opens with a preface by noted actor and fan Orlando Jones Sleepy Hollow whose recent work on fandom appearing with Henry Jenkins at Comic Con and speaking at the Fan Studies Network symposium bridges the worlds of academia and the media industry Section one focuses on the representations of fans in documentaries and news reports and includes an interview with Roger Nygard director of Trekkies and Trekkies 2 The second section then examines fictional representations of fans through analyses of television and film featuring interviews with Emily Perkins of Supernatural Robert Burnett director of the film Free Enterprise and Luminosity a fan who has been interviewed in the New York Magazine for her exemplary work in fandom Section three explores cultural perspectives on fan representations and includes an interview with Laurent Malaquais director of Bronies The Extremely Unexpected Adult Fans of My Little Pony Lastly the final section looks at global perspectives on the ways fans have been represented and finishes with an interview with Jeanie Finlay director of the music documentary Sound it Out The collection then closes with an afterword by fan studies scholar Professor Matt Hills

Theorizing Fandom Cheryl Harris, Alison Alexander, 1998 Developing a theoretical perspective on the phenomenon of fandom this work examines the role of fandom in contemporary Western society It focuses on issues such as social class power and gender as themes to build an understanding of theories of fandom

Fan CULTure Kristin M. Barton, Jonathan Malcolm Lampley, 2013-11-08 Fan CULTure explores how present day fans interact with the films television shows books and pop culture artifacts they love From creating original works of fanfiction to influencing the content of major primetime series through social media fans are no longer passive consumers They have evolved into active participants in creating and shaping these works The all new essays in this collection provide in depth analyses of how fans interact with such popular franchises as Harry Potter Lost Supernatural Lord of the Rings and Joss Whedon s Serenity and examines as well topics not based on media like fans of LEGO building blocks Disneyland and NFL quarterback Tim Tebow

Sports Mania Lawrence W. Hugenberg, Paul M. Haridakis, Adam C. Earnheardt, 2014-01-10 Leading scholars in sports communication tackle a wide range of subjects in these essays including the ways in which people root for their teams the consumption of sports information and the uses of technology to cultivate fan communities Taking an interdisciplinary approach through the fields of communication psychology and telecommunications this collection explores modern fans their motives and culture and their identification with sports and individual teams Instructors considering this book for use in a course may request an examination copy here

Fandom, Now in Color Rukmini Pande, 2020-12-15 Fandom Now in Color gathers together seemingly contradictory narratives that intersect at the in visibility of race ism in fandom and fan studies This collection engages the problem by undertaking the different tactics of decolonization diversifying methodologies destabilizing canons of must read scholarship by engaging with multiple disciplines making whiteness visible but not the default against which all other kinds of

racialization must compete and decentering white fans even in those fandoms where they are the assumed majority These new narratives concern themselves with a broad swath of media from cosplay and comics to tabletop roleplay and video games and fandoms from Jane the Virgin to Japan's K pop scene Fandom Now in Color asserts that no one answer or approach can sufficiently come to grips with the shifting categories of race racism and racial identity Contributors McKenna Boeckner Angie Fazekas Monica Flegel Elizabeth Hornsby Katherine Anderson Howell Carina Lapointe Miranda Ruth Larsen Judith Leggatt Jenni Lehtinen Joan Miller Swati Moitra Samira Nadkarni Indira Neill Hoch Sam Pack Rukmini Pande Deepa Sivarajan Al Valentin Productive Fandom Nicolle Lamerichs, 2025-10-01 To dismantle negative stereotypes of fans this book offers a media ethnography of the digital culture conventions and urban spaces associated with fandoms arguing that fandom is an area of productive creative and subversive value By examining the fandoms of Sherlock Glee Firefly and other popular television based franchises the author appeals to fans and scholars alike in her empirically grounded methodology and insightful analysis of production hierarchies gender sexuality play and affect *Eating Fandom* CarrieLynn D. Reinhard, Julia E. Largent, Bertha Chin, 2020-10-29 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 *A Kid's Guide to Fandom* Amy Ratcliffe, 2021-05-04 Help young fans get in touch with their inner geeks with the ultimate guidebook for creating sharing and enjoying the world of fandom Being a fan is a big deal Whether it's comics video games podcasts cosplay books films or something else there are so many ways to share and celebrate with the things that you love So it's high time for a guide to help young fans navigate the world of fandom and its many flourishing communities from fan works to cosplay gaming podcasting and more Filled with history trivia tips and advice to getting started and insight from creators and artists from across pop culture and specializing in a wide variety of mediums *A Kid's Guide to Fandom* is the perfect geeky primer for young fans Organized by type of fandom medium each chapter offers a brief introduction facts history sidebars and easy to digest information on how to Create Fan Fic or Fan Art Design and Create a Cosplay Start a Podcast Design and Create Games video games tabletop and other role playing games Find and Create Supportive Communities Find and Attend Conventions Plus interviews with popular creatives like Alan Gratz Erin Lefler Jen Bartel Daniel Jos Older Rose Eveleth Kat Kruger Jordan Den Ellis Liz Crowder and more

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