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Film is an art form with a language and an aesthetic all its own. Since 1979, David Bordwell and Kristin Thompson's Film Art has been the best-selling and most widely respected introduction to the analysis of cinema. Taking a skills-centered approach supported by examples from many periods and countries, the authors help students develop a core set of analytical skills that will enrich their understanding of any film, in any genre. In-depth examples deepen students' appreciation for how creative choices by filmmakers affect what viewers experience and how they respond. Film Art is generously illustrated with more than 1,000 frame enlargements taken directly from completed films, providing concrete illustrations of key concepts. Along with updated examples and expanded coverage of digital filmmaking, the tenth edition also offers Connect for Film Art, a digital solution that includes multimedia tutorials along with web-based assignment and assessment tools.

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Film is an art form with a language and an aesthetic all its own, and since 1979 David Bordwell and Kristin Thompson's Film Art has been the most repected introduction to the art and analysis of cinema. In the new seventh edition, Film Art continues its commitment to providing the best introduction to the fundamentals of serious film study - images throughout the book are collected from actual film frames, not from production stills or advertising photos - but the book has been extensively re-designed to improve readability and teachability. Additionally, the text can be packaged with the award-winning Film, Form, and Culture CD-ROM, and is supported by an extensive Instructor's Manual and text-specific website.

This popular introductory textbook provides an overview of more than 3 million years of human prehistory. Written in an accessible and jargon-free style, this engaging volume tells the story of humanity from our beginnings in tropical Africa up to the advent of the world's first urban civilizations. A truly global account, World Prehistory surveys the latest advances in the study of human origins and describes the great diaspora of modern humans in the millennia which followed as they settled Europe, Asia and the Americas. Later chapters consider seminal milestones in prehistory: the origins of food production, the colonization of the offshore Pacific and the development of the first more complex human societies based, for the most part, on agriculture and stock raising. Finally, Fagan and Durrani examine the prevailing theories regarding early state-organized societies and the often flamboyant, usually volatile, pre-industrial civilizations which developed in the Old

World and the Americas. Fully updated to reflect new research, controversies, and theoretical debates, this unique book continues to be an ideal resource for the beginner first approaching archaeology. Drawing on the experience of two established writers in the field, World Prehistory is a respected classic which acquaints students with the fascinations of human prehistory.

The Queer Art of Failure is about finding alternatives - to conventional understandings of success in a heteronormative, capitalist society; to academic disciplines that confirm what is already known according to approved methods of knowing; and to cultural criticism that has extensively theorized hegemony but paid little attention to counter-hegemony. Judith Halberstam proposes "low theory" as a means of recovering ways of being and forms of knowledge not legitimized by existing systems and institutions. Low theory is derived from eccentric archives. It runs the risk of not being taken seriously. It entails a willingness to fail and to lose one's way. Tacking back and forth between high theory and low theory, high culture and low culture, Halberstam looks for the unexpected and subversive in popular culture, avant-garde performance, and queer art. She pays particular attention to animated children's films, contending that new forms of animation, especially CGI, have generated narratives filled with unexpected encounters between the childish, the transformative, and the queer. Dismantling contemporary logics of success, Halberstam demonstrates that failure sometimes offers more creative, cooperative, and surprising ways of being in the world.

Defines learning and shows how the learning process is studied. Clearly written and user-friendly, Introduction to the Theories of Learning places learning in its historical perspective and provides appreciation for the figures and theories that have shaped 100 years of learning theory research. The 9th edition has been updated with the most current research in the field. With Pearson's MySearchLab with interactive eText and Experiment's Tool, this program is more user-friendly than ever. Learning Goals Upon completing this book, readers should be able to: Define learning and show how the learning process is studied Place learning theory in historical perspective Present essential features of the major theories of learning with implications for educational practice Note: MySearchLab does not come automatically packaged with this text. To purchase MySearchLab, please visit: www.mysearchlab.com or you can purchase a ValuePack of the text + MySearchLab (at no additional cost).

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The definitive translation by Dick Davis of the great national epic of Iran—now newly revised and expanded to be the most complete English-language edition A Penguin Classic Dick Davis—our pre-eminent translator from the Persian— (The Washington Post)—has revised and

expanded his acclaimed translation of Ferdowsi's masterpiece, adding more than 100 pages of newly translated text. Davis's elegant combination of prose and verse allows the poetry of the Shahnameh to sing its own tales directly, interspersed sparingly with clearly marked explanations to ease along modern readers. Originally composed for the Samanid princes of Khorasan in the tenth century, the Shahnameh is among the greatest works of world literature. This prodigious narrative tells the story of pre-Islamic Persia, from the mythical creation of the world and the dawn of Persian civilization through the seventh-century Arab conquest. The stories of the Shahnameh are deeply embedded in Persian culture and beyond, as attested by their appearance in such works as The Kite Runner and the love poems of Rumi and Hafez. For more than sixty-five years, Penguin has been the leading publisher of classic literature in the English-speaking world. With more than 1,500 titles, Penguin Classics represents a global bookshelf of the best works throughout history and across genres and disciplines. Readers trust the series to provide authoritative texts enhanced by introductions and notes by distinguished scholars and contemporary authors, as well as up-to-date translations by award-winning translators.

"This text does a sterling job at identifying, outlining and defining the many elements that go to make up this booming sector of industry. What makes it particularly interesting is that it includes the view of the creative industries from the perspective of working in it, then the definitions of what products and producers are involved, and ends with the broader picture of the creative economy and predictions for future trends. Add to this that they include both theory and practice, and this really is an all-round guide to the vast domain that is loosely titled 'the creative industries'" - Angela Birchall, School of Media, Music & Performance, Salford University This is your complete guide to studying and succeeding in the creative industries. This book takes you through the history, trends, products and markets of the creative industries, showing how success depends on a mix of ideas, tactics and talent. When understanding social networks and cultural economy is just as important as hands-on skills or an entrepreneurial spirit, Introducing the Creative Industries shows you how to use theories, concepts and practical skills to get ahead in their course and professional life. Creatively imagined and beautifully written, this book: Interweaves theoretical concepts and professional practice on every page Uses cultural economy to teach the essential concepts and thinkers Integrates case studies from fashion and gaming to journalism and music Teaches strategies for navigating the links between skills, industries, creativity and markets. This book shows you how to spot opportunities and use your knowledge and savvy to take kickstart your career in this fast-moving industry. It is an essential guidebook for students of creativity in media and communication, design, creative industries and business.

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