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## The Science of Supervillains

*Wiley* **The authors of *The Science of Superheroes* now reveal the real genius of the most evil geniuses Ever wonder why comic book villains, such as Spiderman's bionic archenemy Dr. Octopus or the X-Men's eternal rival Magneto, are so scary and so much fun? It's not just their diabolical talent for confounding our heroes, it's their unrivalled techno-proficiency at creating global mayhem that keeps comic book fans captivated. But is any of the science actually true? In *The Science of Supervillains*, authors Lois Gresh and Bob Weinberg present a highly entertaining and informative look at the mind-boggling wizardry behind the comic book world's legendary baddies. Whether it's artificial intelligence, weapons systems, anti-matter, robotics, or magnetic flux theory, this fun, fact-filled book is a fascinating excursion into the real-world science animating the genius in the comic book world's pantheon of evil geniuses. Lois Gresh (Scottsville, NY) and Bob Weinberg (Oak Forest, IL) are the authors of the popular *Science of Superheroes* (cloth: 0-471-0246-0; paper: 0-471-46882-7)**

## The Science of James Bond

### From Bullets to Bowler Hats to Boat Jumps, the Real Technology Behind 007's Fabulous Films

*John Wiley & Sons Incorporated* **Examines the scientific basis for Ian Fleming's Agent 007's unique collection of gadgets, from laser watches to invisible cars.**

## The Science of Superheroes

*Wiley* **The truth about superpowers . . . science fact or science fiction? "An entertaining and informative guide to comic book wonders bound to come." —Julius Schwartz, Editor Emeritus, DC Comics Superman, Batman, The X-Men, Flash, Spider Man . . . they protect us from evildoers, defend truth and justice, and, occasionally, save our planet from certain doom. Yet, how much do we understand about their powers? In this engaging yet serious work, Lois Gresh and Robert Weinberg attempt to answer that question once and for all. From X-ray vision to psychokinesis, invisibility to lightspeed locomotion, they take a hard, scientific look at the powers possessed by all of our most revered superheroes, and a few of the lesser ones, in an attempt to sort fact from fantasy. In the process, they unearth some shocking truths that will unsettle, alarm, and even terrify all but the most fiendish of supervillains. Lois Gresh (Rochester, NY) has written eight novels and nonfiction books as well as dozens of short stories and has been nominated for national fiction awards six times. Robert Weinberg (Oak Forest, IL) is a multiple award-winning author of novels, nonfiction books, short stories and comics.**

## The Science of Stephen King

### From Carrie to Cell, The Terrifying Truth Behind the Horror Masters Fiction

*John Wiley & Sons* **Introduction: Where Science and Fiction Intersect -- From Proms to Cells: The Psychic World of Stephen King -- Carrie -- Firestarter -- The Dead Zone -- Hearts in Atlantis Cell -- The Green Mile -- On the Highway with Stephen King -- "Trucks"--They Came From Outer Space -- Dreamcatcher -- The Tommyknockers -- The Fourth Horseman -- The Stand -- Up the Dimensions with Stephen King -- The Dark Tower I: The Gunslinger -- Insomnia -- Traveling in Time with Stephen King - The Langoliers -- Parallel Worlds -- "The Mists" -- From a Buick 8 -- The Dark Tower -- The Talisman -- Longevity an Genetic Research - The Golden Years -- Evil, Obsession, and Fear -- The Tommyknockers -- Carrie -- The Talisman - It -- The Stand -- Danse Macabre -- The Shining -- Misery -- "Night Surf."**

## Why Did It Have To Be Snakes

### From Science to the Supernatural, The Many Mysteries of Indiana Jones

*John Wiley & Sons* **Explores the scientific, historical, and cultural facts behind the Indiana Jones movies, discussing real-life archeologists and their adventures, the uses of bullwhips, and the connection between Nazis and the occult.**

## Supervillains and Philosophy

### Sometimes, Evil is its Own Reward

*Open Court* **The devil gets his due in the latest entry in the Pop Culture and Philosophy series. *Supervillains and Philosophy* features an international cabal of philosophers and comics industry professionals conspiring to reveal the dark details — and deeper meanings — lurking behind today's most popular comic book monsters. Whether it's their moral justification for world domination or the wavering boundaries they share with the modern anti-hero, everyone's favorite villains generate as much attention as their heroic counterparts. The 20 essays in this accessible book explore the nature of supervillainy, examine the boundaries of good and evil, offer helpful advice to prospective supervillains, and untangle diabolical puzzles of identity and consciousness. All the legends are here, from Dr. Doom and the Spectre to the Joker and the Watchmen, reconsidered through the lens of classic and modern philosophy.**

## Mystery Fanfare

### A Composite Annotated Index to Mystery and Related Fanzines, 1963-1981

*Popular Press* **This work is a composite index of the complete runs of all mystery and detective fan magazines that have been published, through 1981. Added to it are indexes of many magazines of related nature. This includes magazines that are primarily oriented to boys' book collecting, the paperbacks, and the pulp magazine hero characters, since these all have a place in the mystery and detective genre.**

## Science Fiction and Fantasy Literature

*Wildside Press LLC* **Science Fiction and Fantasy Literature, A Checklist, 1700-1974, Volume one of Two, contains an Author Index, Title Index, Series Index, Awards Index, and the Ace and Belmont Doubles Index.**

## Enter the Superheroes

### American Values, Culture, and the Canon of Superhero Literature

*Scarecrow Press* **Ever since the first appearances of Superman and Batman in comic books of the late 1930s, superheroes have been a staple of the popular culture landscape. Though initially created for younger audiences, superhero characters have evolved over the years, becoming complex figures that appeal to more sophisticated readers. While superhero stories have grown ever more popular within broader society, however, comics and graphic novels have been largely ignored by the world of academia. In *Enter the***

**Superheroes: American Values, Culture, and the Canon of Superhero Literature**, Alex S. Romagnoli and Gian S. Pagnucci argue that superheroes merit serious study, both within the academy and beyond. By examining the kinds of graphic novels that are embraced by the academy, this book explains how superhero stories are just as significant. Structured around key themes within superhero literature, the book delves into the features that make superhero stories a unique genre. The book also draws upon examples in comics and other media to illustrate the sociohistorical importance of superheroes—from the interplay of fans and creators to unique narrative elements that are brought to their richest fulfillment within the world of superheroes. A list of noteworthy superhero texts that readers can look to for future study is also provided. In addition to exploring the important roles that superheroes play in children's learning, the book also offers an excellent starting point for discussions of how literature is evolving and why it is necessary to expand the traditional realms of literary study. Enter the Superheroes will be of particular interest to English and composition teachers but also to scholars of popular culture and fans of superhero and comic book literature.

## The Twilight Companion

*Pan Macmillan* **The Twilight** series by Stephenie Meyer follows an unlikely couple: Bella, a gawky teenager, and her boyfriend, Edward, a vampire who has sworn off human blood. Seductive and compelling, the four-book series has become a worldwide phenomenon. With legends and lore about vampires and werewolves, insight into the lives and loves of the characters and loads of exclusive facts and quizzes, this guide is a must-have for fans of the Twilight series. This book has not been authorized or endorsed by Stephanie Meyer, Little, Brown and Company, or anyone involved in the Twilight movie.

## The Supervillain Reader

*Univ. Press of Mississippi* **Contributions** by Jerold J. Abrams, José Alaniz, John Carey, Maurice Charney, Peter Coogan, Joe Cruz, Phillip Lamarr Cunningham, Stefan Danter, Adam Davidson-Harden, Randy Duncan, Richard Hall, Richard Heldenfels, Alberto Hermida, Víctor Hernández-Santaolalla, A. G. Holdier, Tiffany Hong, Stephen Graham Jones, Siegfried Kracauer, Naja Later, Ryan Litsey, Tara Lomax, Tony Magistrale, Matthew McEniry, Cait Mongrain, Grant Morrison, Robert Moses Peaslee, David D. Perlmutter, W. D. Phillips, Jared Poon, Duncan Prettyman, Vladimir Propp, Noriko T. Reider, Robin S. Rosenberg, Hannah Ryan, Lennart Soberon, J. Richard Stevens, Lars Stoltzfus-Brown, John N. Thompson, Dan Vena, and Robert G. Weiner **The Supervillain Reader**, featuring both reprinted and original essays, reveals why we are so fascinated with the villain. The obsession with the villain is not a new phenomenon, and, in fact, one finds villains who are "super" going as far back as ancient religious and mythological texts. This innovative collection brings together essays, book excerpts, and original content from a wide variety of scholars and writers, weaving a rich tapestry of thought regarding villains in all their manifestations, including film, literature, television, games, and, of course, comics and sequential art. While **The Supervillain Reader** focuses on the latter, it moves beyond comics to show how the vital concept of the supervillain is part of our larger consciousness. Editors Robert Moses Peaslee and Robert G. Weiner collect pieces that explore how the villain is a complex part of narratives regardless of the original source. The Joker, Lex Luthor, Harley Quinn, Darth Vader, and Magneto must be compelling, stimulating, and proactive, whereas the superhero (or protagonist) is most often reactive. Indeed, whether in comics, films, novels, religious tomes, or video games, the eternal struggle between villain and hero keeps us coming back to these stories over and over again.

## Bibliographic Index

## The New Fiction Technologies

## Interactivity, Agency and Digital Narratology

*McFarland* **The Internet** has fundamentally altered our perceptions of narrative and its core components, including authorship, setting, characterization, reader reception and more. With new trends, tropes and conventions emerging at the speed of cyberspace, digital media like web comics, video games and fan fiction have become laboratories for experimentation on the boundaries of contemporary storytelling. While web comics, video games and fan fiction have received much scholarly study, this book focuses on the common ground they share, and how their processes, motivations and evolution may be more similar than we think. These media are all regarded as unique genres of digital fiction, and this book aims to bridge the gap between them. Understanding these phenomena as expressions of the same principles could be crucial to understanding the future of narrative storytelling.

## Brand Champions

## How Superheroes bring Brands to Life

*Springer* **A case-study based guide** which showcases the individuals within organizations who nurture and sustain brands and bring them to life through their everyday performance. Critical enough to remain credible yet overwhelmingly positive, it is a charismatic illustration of how to achieve true brand engagement.

## Icons of the American Comic Book

## From Captain America to Wonder Woman

*ABC-CLIO* **This book** explores how the heroes and villains of popular comic books—and the creators of these icons of our culture—reflect the American experience out of which they sprang, and how they have achieved relevance by adapting to, and perhaps influencing, the evolving American character. \* Includes contributions from 70 expert contributors and leading scholars in the field, with some of the entries written with the aid of popular comic book creators themselves \* Provides sidebars within each entry that extend readers' understanding of the subject \* Offers "Essential Works" and "Further Reading" recommendations \* Includes a comprehensive bibliography

## American Book Publishing Record

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

*ABC-CLIO* **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

## Science Fiction Video Games

*CRC Press* **Understand Video Games as Works of Science Fiction and Interactive Stories** *Science Fiction Video Games* focuses on games that are part of the science fiction genre, rather than set in magical milieus or exaggerated versions of our own world. Unlike many existing books and websites that cover some of the same material, this book emphasizes critical analysis, especially the analysis of narrative. The author analyzes narrative via an original categorization of story forms in games. He also discusses video games as works of science fiction, including their characteristic themes and the links between them and other forms of science fiction. Delve into a *Collection of Science Fiction Games* The beginning chapters explore game design and the history of science-fictional video games. The majority of the text deals with individual science-fictional games and the histories and natures of their various forms, such as the puzzle-based adventure and the more exploratory and immediate computer role-playing game (RPG).

## Secrets of Spider-Man Revealed

*Sterling Publishing Company Incorporated* **Profiles** the friendly neighborhood Spider-Man, revealing his powers and accessories, friends and adversaries, and secrets.

## Typewriter in the Sky

*Galaxy Press LLC* Modern man Mike de Wolf gets stranded in a pirate adventure being written by his friend Horace Hackett and finds himself fighting for his life as the villainous Miguel de Lobo, while trying to figure out how to extricate himself from Horace's fatal plot.

## Annual Bibliography of English Language and Literature

Includes both books and articles.

## Exploring Philip Pullman's His Dark Materials

## An Unauthorized Adventure Through The Golden Compass, The Subtle Knife, and The Amber Spyglass

*St. Martin's Griffin* His Dark Materials is one of the most popular, award-winning fantasies of all time, a bestselling trilogy hailed as "a modern classic" by The New York Times. Now, for the first time ever, Lois H. Gresh helps young readers examine Pullman's intricate universe with Exploring His Dark Materials, the ultimate companion guide. Gresh's fun, interactive book explores the complex science, religion, and fantastic elements of His Dark Materials in a way that's both informative and fun for younger readers. Exploring His Dark Materials is filled with sidebars, history, facts and an in-depth analysis of the books, answering questions like: \*What are daemons? \*Why is dust important to the series? \* Is Dark Material real and how does it relate to our universe? \* What are the origins of ghosts and shapeshifters? \*And much more! Exploring His Dark Materials is a thrilling and essential guide for young adults to help them explore this fantastic and challenging fantasy world.

## Hollywood 9/11

## Superheroes, Supervillains, and Super Disasters

*Routledge* The terrorist attacks of September 11, 2001, and the subsequent US-led invasions of Afghanistan in 2001 and Iraq in 2003 profoundly affected all aspects of society, including cinema. Or did they? Even now, years after those horrific events, debate still rages over their impact on films. At the time many expected Hollywood to tamp down graphic movie violence, while others hoped that filmmakers would finally lay bare volatile socio-political issues fuelling terrorist attacks. In fact, what has emerged is a thicket of darkly pessimistic genres including thrillers, combat films, sci-fi, and horror that makes pre-9/11 films appear naive and optimistic. Hollywood 9/11 explores this transformation, critically examining everything from Harry Potter and the Half-Blood Prince to The Hurt Locker and placing the films in the context of both the socio-political scene and the history of cinema.

## The Big Book of Superheroes

*Gibbs Smith* As a child, Bart King discovered he could punch people into outer space. Sadly, he lost a lot of friends that way. Today, Bart is one of the world's most in-demand superhero experts. So if you're wondering if you have what it takes to be a superhero—of course you do! All you need is a burning desire to fight evildoers. Oh, and also a secret identity, the perfect name, a cool costume, some terrific superpowers, and an archenemy. Actually, you know what? You better get this book! Bart King writes funny books for kids and immature adults. His titles—including The Big Book of Boy Stuff and The Big Book of Girl Stuff—have sold more than a half million copies. A longtime middle-school teacher, Bart is currently wearing his underwear over his pants. (Don't ask.)

## The Man from Krypton

## A Closer Look at Superman

*BenBella Books, Inc.* Leading writers discuss, debate, and celebrate the legend of Superman in this anthology, contending that his legend is a truly American myth. Superman was an immigrant with little more than the clothes on his back and raised by simple farmers, absorbing their humble values. He always chose to do the right thing, fighting for truth, justice, and the American way, and represents America at its best. The in-depth analyses of the comics, films and cartoons are at turns funny, philosophical, insightful, and personal, exploring every aspect of the Superman legend.

## Science Fiction, Fantasy, and Weird Fiction Magazines

*Greenwood* "This will be the basic tool for researchers studying the 100-year history of science fiction, fantasy, and weird fiction magazines." Reference Books Bulletin

## A Modern Magician

*Constable*

## La guerra de dos Mundos

*Ediciones Robinbook*

## Science Fiction and Fantasy Reference Index, 1878-1985: Author entries

## Marvel Graphic Novels and Related Publications

## An Annotated Guide to Comics, Prose Novels, Children's Books, Articles, Criticism and Reference Works, 1965–2005

*McFarland* This work provides an extensive guide for students, fans, and collectors of Marvel Comics. Focusing on Marvel's mainstream comics, the author provides a detailed description of each comic along with a bibliographic citation listing the publication's title, writers/artists, publisher, ISBN (if available), and a plot synopsis. One appendix provides a comprehensive alphabetical index of Marvel and Marvel-related publications to 2005, while two other appendices provide selected lists of Marvel-related game books and unpublished Marvel titles.

## A Concise Dictionary of Comics

*Univ. Press of Mississippi* Written in straightforward, jargon-free language, A Concise Dictionary of Comics guides students, researchers, readers, and educators of all ages and at all levels of comics expertise. It provides them with a dictionary that doubles as a compendium of comics scholarship. A Concise Dictionary of Comics provides clear and informative definitions for each term. It includes twenty-five witty illustrations and pairs most defined terms with references to books, articles, book chapters, and other relevant critical sources. All references are dated and listed in an extensive, up-to-date bibliography of comics scholarship. Each term is also categorized according to type in an index of thematic groupings. This organization serves as a pedagogical aid for teachers and students learning about a specific facet of comics studies and as a research tool for scholars who are unfamiliar with a particular term but know what category it falls into. These features make A Concise Dictionary of Comics especially useful for critics, students, teachers, and researchers, and a vital reference to anyone else who wants to learn more about comics.

## The British National Bibliography

## All that is Solid Melts Into Air The Experience of Modernity

*Verso* **The experience of modernization -- the dizzying social changes that swept millions of people into the capitalist world -- and modernism in art, literature and architecture are brilliantly integrated in this account.**

## Swords from the West

*U of Nebraska Press* **Beset by enemies on every side and torn by internal divisions, the crusader kingdoms were a hotbed of intrigue, where your greatest ally might be your natural enemy. Because lives and kingdoms often rested on the edge of a sword blade, it was a time when a bold heart and a steady hand would see you far--so long as you watched your back.**

## e-Pedia: Captain America: Civil War

## Captain America: Civil War is a 2016 American superhero film based on the Marvel Comics character Captain America, produced by Marvel Studios and distributed by Walt Disney Studios Motion Pictures

*e-artnow* **This carefully crafted ebook is formatted for your eReader with a functional and detailed table of contents. Captain America: Civil War is a 2016 American superhero film based on the Marvel Comics character Captain America, produced by Marvel Studios and distributed by Walt Disney Studios Motion Pictures. It is the sequel to 2011's Captain America: The First Avenger and 2014's Captain America: The Winter Soldier, and the thirteenth film of the Marvel Cinematic Universe (MCU). The film is directed by Anthony and Joe Russo, with a screenplay by Christopher Markus & Stephen McFeely, and features an ensemble cast, including Chris Evans, Robert Downey Jr., Scarlett Johansson, Sebastian Stan, Anthony Mackie, Don Cheadle, Jeremy Renner, Chadwick Boseman, Paul Bettany, Elizabeth Olsen, Paul Rudd, Emily VanCamp, Tom Holland, Frank Grillo, William Hurt, and Daniel Brühl. In Captain America: Civil War, disagreement over international oversight of the Avengers fractures them into opposing factions—one led by Steve Rogers and the other by Tony Stark. This book has been derived from Wikipedia: it contains the entire text of the title Wikipedia article + the entire text of all the 634 related (linked) Wikipedia articles to the title article. This book does not contain illustrations.**

## La física de los superhéroes

*Ediciones Robinbook* **Engaging and witty, this study examines the plausibility of the powers and feats of the most famous superheroes--and discovers that in many cases the comic writers got their science surprisingly right. Using the powers of these superheroes as examples, this analysis introduces both classic and cutting-edge concepts in physics. Atractivo e ingenioso, este estudio examina la verosimilitud de los poderes y las heroicidades de los más famosos superhéroes--y descubre que sorprendentemente, en muchos casos, los escritores de cómics no se equivocaron en su ciencia. Usando los poderes de estos héroes como ejemplos, este análisis introduce conceptos físicos clásicos y vanguardistas.**

## Reference Guide to Science Fiction, Fantasy, and Horror

*Libraries Unltd Incorporated* **An annotated list of reference works in the fields of science fiction, fantasy, and horror fiction.**

## Biometric State

## The Global Politics of Identification and Surveillance in South Africa, 1850 to the Present

*Cambridge University Press* **Biometric identification and registration systems are being proposed by governments and businesses across the world. Surprisingly they are under most rapid, and systematic, development in countries in Africa and Asia. In this groundbreaking book, Keith Breckenridge traces how the origins of the systems being developed in places like India, Mexico, Nigeria and Ghana can be found in a century-long history of biometric government in South Africa, with the South African experience of centralized fingerprint identification unparalleled in its chronological depth and demographic scope. He shows how empire, and particularly the triangular relationship between India, the Witwatersrand and Britain, established the special South African obsession with biometric government, and shaped the international politics that developed around it for the length of the twentieth century. He also examines the political effects of biometric registration systems, revealing their consequences for the basic workings of the institutions of democracy and authoritarianism.**

## The Fabric of Reality

*Penguin UK* **An extraordinary and challenging synthesis of ideas uniting Quantum Theory, and the theories of Computation, Knowledge and Evolution, Deutsch's extraordinary book explores the deep connections between these strands which reveal the fabric of reality in which human actions and ideas play essential roles.**

## Superman contro Newton. I supereroi dei fumetti e la loro scienza (vera e falsa)

*Apogeo Editore*