

# Matt Hills Fan Cultures

Henry Jenkins

**Fan Cultures** Matt Hills, 2002 Fans are one of the most widely-studied groups of media consumers. Emphasising the contradictions of fandom, Matthew Hills discusses how media fans have been conceptualised in cultural theory.

**The Ashgate Research Companion to Fan Cultures** Linda Duits, Koos Zwaan, Stijn Reijnders, 2016-04-22 Fans constitute a very special kind of audience. They have been marginalized, ridiculed and stigmatized, yet at the same time they seem to represent the vanguard of new relationships with and within the media. 'Participatory culture' has become the new normative standard. Concepts derived from early fan studies, such as transmedial storytelling and co-creation, are now the standard fare of journalism and marketing text books alike. Indeed, usage of the word fan has become ubiquitous. The Ashgate Research Companion to Fan Cultures problematizes this exaltation of fans and offers a comprehensive examination of the current state of the field. Bringing together the latest international research, it explores the conceptualization of 'the fan' and the significance of relationships between fans and producers, with particular attention to the intersection between online spaces and offline places. The twenty-two chapters of this volume elucidate the key themes of the fan studies vernacular. As the contributing authors draw from recent empirical work around the globe, the book provides fresh insights and innovative angles on the latest developments within fan cultures, both online and offline. Because the volume is specifically set up as companion for researchers, the chapters include recommendations for the further study of fan cultures. As such, it represents an essential reference volume for researchers and scholars in the fields of cultural and media studies, communication, cultural geography and the sociology of culture.

**Fans and Fan Cultures** Henrik Linden, Sara Linden, 2016-12-20 Exploring the ambiguous relationship between fandom and consumer culture, this book provides a critical overview of fans, fan cultures and fan experiences in relation to the broader experience and transformation economy. Fans and Fan Cultures discusses key theoretical concepts concerning celebrity, fandoms, subculture, consumerism and marketing through a range of examples in film, travel and tourism, football and music. With an emphasis on social media, and how various online platforms are utilised by brands, artists and fans, the authors explore how this type of communication often contributes to trivialising authentic expressions of cultural and social values and identities.

*Fans, Bloggers, and Gamers* Henry Jenkins, 2006 Henry Jenkins's pioneering work in the early 1990s promoted the idea

that fans are among the most active and socially connected consumers of popular culture. This volume maps the core theoretical and methodological issues in Fan Studies, and also charts the growth of participatory culture on the web.

**Fan Culture** Katherine Larsen,Lynn Zubernis,2012-03-15 Fan Culture: Theory/Practice brings together the most current scholarship on fan studies, in a way that makes it accessible and usable for both students and teachers. The essays in this collection explore the relative influence of academic and fan perspectives in the current group of scholar-fans and the ethical dilemmas that sometimes emerge from this interplay of identities, the impact of the increasingly reciprocal relationship between textual producers and consumers, and gender differences in fannish meaning-making and interaction. Fan Studies addresses these current issues through some of the most popular fannish texts, including Doctor Who, Torchwood, Star Wars, Star Trek, Supernatural, Smallville and Twilight. Fan Culture: Theory/Practice is thus designed to challenge some accepted notions, while asking relevant questions about pedagogy. How do we understand the state of the field, and teach fan studies both effectively and responsibly? The essays contained in this volume explore the dominant themes in the field, and seek to situate fan studies as a discipline with a pedagogy of its own.

*Cult Collectors* Lincoln Geraghty,2014-02-24 Cult Collectors examines cultures of consumption and the fans who collect cult film and TV merchandise. Author Lincoln Geraghty argues that there has been a change in the fan convention space, where collectible merchandise and toys, rather than just the fictional text, have become objects for trade, nostalgia, and a focal point for fans' personal narratives. New technologies also add to this changing identity of cult fandom whereby popular websites such as eBay and ThinkGeek become cyber sites of memory and profit for cult fan communities. The book opens with an analysis of the problematic representations of fans and fandom in film and television. Stereotypes of the fan and collector as portrayed in series such as The Big Bang Theory and films like The 40 Year Old Virgin are discussed alongside changes in consumption practices and the mainstreaming of cult media. Following this, theoretical chapters consider issues of gender, representation, nostalgia and the influence of social media. Finally, extended case study chapters examine in detail the connections between the fan community and the commodities bought and sold. Topics discussed include: The San Diego Comic-Con and the cult geographies of the fan convention Hollywood memorabilia and collecting cinema history The Star Wars franchise, merchandising and the adult collector Online stores and the commercialisation of cult fandom Mattel, Hasbro and nostalgia for animated eighties children's television

*Game Love* Jessica Enevold,Esther MacCallum-Stewart,2015-01-09 What does love have to do with gaming? As games have grown in complexity, they have increasingly included narratives that seek to engage players with love in a variety of ways. While media attention often focuses on violent emotions and behavior in gaming, love has always been central to the experience. We love to play games, we have titles that we love, and sometimes we love too much or love terrible games for their shortcomings. Love in gaming is rather like love in life--often complicated and frustrating but also exciting and

gratifying. This collection of fresh essays explores the meaning and role of love in gaming, describing a number of ways--from coding to cosplay--in which love can be expressed in, for and around games. Investigating how gaming involves love is also key to understanding the growing importance of games and gamers as cultural markers.

**Participatory Culture Wars** Simone Driessen, Bethan Jones, Benjamin Litherland, 2025 Fans, fandoms, and fan practices have been adopted and co-opted across the contemporary political terrain. This book demonstrates how participatory culture can be politically regressive and socially reactive when communities coalesce around the exclusionary and the misinformed, offering specific examples and suggests approaches that can help make sense of the constantly shifting interaction between fandom and politics.

**Comic Drunks, Crazy Cults, and Lovable Monsters** David Scott Diffrient, 2022-12-01 Contradictory to its core, the sitcom—an ostensibly conservative, tranquilizing genre—has a long track record in the United States of tackling controversial subjects with a fearlessness not often found in other types of programming. But the sitcom also conceals as much as it reveals, masking the rationale for socially deviant or deleterious behavior behind figures of ridicule whose motives are rarely disclosed fully over the course of a thirty-minute episode. Examining a broad range of network and cable TV shows across the history of the medium, from classic, working-class comedies such as *The Honeymooners*, *All in the Family*, and *Roseanne* to several contemporary cult series, animated programs, and online hits that have yet to attract much scholarly attention, this book explores the ways in which social imaginaries related to “bad behavior” have been humorously exploited over the years. The repeated appearance of socially wayward figures on the small screen—from raging alcoholics to brainwashed cult members to actual monsters who are merely exaggerated versions of our own inner demons—has the dual effect of reducing complex individuals to recognizable “types” while neutralizing the presumed threats that they pose. Such representations not only provide strangely comforting reminders that “badness” is a cultural construct, but also prompt audiences to reflect on their own unspoken proclivities for antisocial behavior, if only in passing.

**Fear and Learning** Aalya Ahmad, Sean Moreland, 2013-03-29 This groundbreaking collection of new essays presents critical reflections on teaching horror film and fiction in many different ways and in a variety of academic settings--from cultural theory to film studies; from women's and gender studies to postcolonialism; from critical thinking seminars on the paranormal to the timeless classics of English horror literature. Together, the essays show readers how the pedagogy of horror can galvanize, unsettle and transform classrooms, giving us powerful tools with which to consider interwoven issues of identity, culture, monstrosity, the relationship between the real and the fictional, normativity and adaptation. Includes a foreword by celebrated horror writer Glen Hirshberg.

Digital Participatory Culture and the TV Audience Sandra M. Falero, 2016-07-18 In this study, Falero explores how online communities of participatory audiences have helped to re-define authorship and audience in the digital age. Using over a

decade of ethnographic research, *Digital Participatory Culture and the TV Audience* explores the rise and fall of a site that some heralded as ground zero for the democratization of television criticism. Television Without Pity was a web community devoted to criticizing television programs. Their mission was to hold television networks and writers accountable by critiquing their work and “not just passively sitting around watching.” When executive producer Aaron Sorkin entered Television Without Pity’s message boards on *The West Wing* in late 2001, he was surprised to find the discussion populated by critics rather than fans. His anger over the criticism he found there wound up becoming a storyline in a subsequent episode of *The West Wing* wherein web critics were described as “obese shut-ins who lounge around in muumuus and chain-smoke Parliaments.” This book examines the culture at Television Without Pity and will appeal to students and researchers interested in audiences, digital culture and television studies.

**The Korean Popular Culture Reader** Kyung Hyun Kim, Youngmin Choe, 2014-03-07 Over the past decade, Korean popular culture has become a global phenomenon. The Korean Wave of music, film, television, sports, and cuisine generates significant revenues and cultural pride in South Korea. The Korean Popular Culture Reader provides a timely and essential foundation for the study of K-pop, relating the contemporary cultural landscape to its historical roots. The essays in this collection reveal the intimate connections of Korean popular culture, or *hallyu*, to the peninsula's colonial and postcolonial histories, to the nationalist projects of the military dictatorship, and to the neoliberalism of twenty-first-century South Korea. Combining translations of seminal essays by Korean scholars on topics ranging from sports to colonial-era serial fiction with new work by scholars based in fields including literary studies, film and media studies, ethnomusicology, and art history, this collection expertly navigates the social and political dynamics that have shaped Korean cultural production over the past century. Contributors. Jung-hwan Cheon, Michelle Cho, Youngmin Choe, Steven Chung, Katarzyna J. Cwiertka, Stephen Epstein, Olga Fedorenko, Kelly Y. Jeong, Rachael Miyung Joo, Inkyu Kang, Kyu Hyun Kim, Kyung Hyun Kim, Pil Ho Kim, Boduerae Kwon, Regina Yung Lee, Sohl Lee, Jessica Likens, Roald Maliangkay, Youngju Ryu, Hyunjoon Shin, Min-Jung Son, James Turnbull, Travis Workman

**'I, Me, Mine?'** Veronica Skrimpsjö, 2016-04-26 Currently, there is very little academic literature dealing with the topic of record collecting, and, when the topic is broached, it appears to be done so with some level of suspicion towards the record collector. As such, the only depictions of record collectors in the public domain tend to be very stereotypical and demeaning. This work serves as a new starting point in how the record collector and the practices involved are viewed and understood by considering the roots of these stereotypes, which mainly stem from the work of the Frankfurt School theorists who lived during a time of great insecurity, both in regards to new methods of production for cultural artefacts and art, but also their physical lives. Once this has been achieved, a consideration of more realistic record collecting practices takes place through discussions with collectors themselves, an examination of a collectible record label (Vertigo Records), and a diachronic

analysis of the theories that have contributed to a fallacious view of the record collector. The record collector consumes his/her records on an individual basis – both in terms of person to person, but also – and crucially – even record to record. Ultimately, it is argued that one cannot define consumption through (the artefact's) production, which most considerations of the record collector have mistakenly done.

**Comics and Graphic Novels** Julia Round, Rikke Platz Cortsen, Maaheen Ahmed, 2022-09-22 Providing an overview of the dynamic field of comics and graphic novels for students and researchers, this Essential Guide contextualises the major research trends, debates and ideas that have emerged in Comics Studies over the past decades. Interdisciplinary and international in its scope, the critical approaches on offer spread across a wide range of strands, from the formal and the ideological to the historical, literary and cultural. Its concise chapters provide accessible introductions to comics methodologies, comics histories and cultures across the world, high-profile creators and titles, insights from audience and fan studies, and important themes and genres, such as autobiography and superheroes. It also surveys the alternative and small press alongside general reference works and textbooks on comics. Each chapter is complemented by list of key reference works.

**Fan CULTure** Kristin M. Barton, Jonathan Malcolm Lampley, 2013-11-21 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.

**Fashion and Music** Janice Miller, 2011-07-01 The relationship between popular music and fashion has been a culturally significant one since the 1950s, and this book explores how music and musicians play a key role in the shaping of identity, taste and consumption. Using a range of historical and contemporary examples, this book uncovers the way in which fashion and music have worked to shape contemporary attitudes to bodies and identities. Focusing on performers as much as fans, on the mainstream as much as the underground, Fashion and Music provides a lens through which to examine themes of gender, sexuality, ageing and youth, ethnicity, body image, consumer culture, fandom and postmodernity.

**Playing Fans** Paul Booth, 2015-03-15 Fans are everywhere: from Fifty Shades of Grey to Veronica Mars, from Comic-Con to sitcom, from niche to Geek Chic, fans are becoming the most visible and important audience of the twenty-first century. For years the media industries ignored fans and fan activities, but now they're paying attention and a lot of money to develop a whole new wave of products intended to harness the power of fandom. What impact do such corporate media efforts have

on fan practice and fan identities? And are the media industries actually responding to fans as fans want them to? In *Playing Fans*, Paul Booth argues that the more attention entertainment businesses pay to fans, the more mainstream fans have become popularized. But such mainstreaming ignores important creative fan work and tries to channel fandom into activities lucrative for the companies. Offering a new approach to the longstanding debate about the balance between manipulation and subversion in popular culture, the author argues that we can understand the current moment best through the concepts of pastiche and parody. This sophisticated alternative to conceiving of fans as either dupes of the media industry or rebels against it takes the discussion of “transformative” and “affirmative” fandom in a productive new direction. With nuanced analyses of the Doctor Who Experience in Cardiff, the representations of fans in TV shows like *Community* and films like *Fanboys*, SuperWhoLock fans’ use of gifs, and the similarities in discussions of slash fandom and pornographic parody films, this book reveals how fans borrow media techniques and media industries mimic fan activities. Just as the entertainment industry needs fans to succeed, so too do fans need—and desire—the media, and they represent their love through gif fics, crowdfunding, and digital cosplay. Everyone who wants to understand how consumers are making themselves at home in the brave new world being built by the contemporary media should read this book.

**Fandom, the Next Generation** Bridget Kies, Megan Connor, 2022-08-17 This collection is the first to offer a close study of fan generations, which are defined not only by fans' ages, but by their entry point into a canon or their personal politics. As reboot culture continues, as franchises continue expanding over time, and as new technologies enable easier access to older media, *Fandom, the Next Generation* offers a necessary investigation into transgenerational fandoms and intergenerational fan relationships.

**Watching Doctor Who** Paul Booth, Craig Owen Jones, 2020-02-20 *Watching Doctor Who* explores fandom's changing attitudes towards Doctor Who. Why do fans love an episode one year but deride it a decade later? How do fans' values of Doctor Who change over time? As a show with an over fifty-year history, Doctor Who helps us understand the changing nature of notions of 'value' and 'quality' in popular television. The authors interrogate the way Doctor Who fans and audiences re-interpret the value of particular episodes, Doctors, companions, and eras of Who. With a foreword by Paul Cornell.

**Encyclopedia of Children, Adolescents, and the Media** Jeffrey Jensen Arnett, 2007 Publisher Description

The book delves into Matt Hills Fan Cultures. Matt Hills Fan Cultures is a crucial topic that needs to be grasped by everyone, from students and scholars to the general public. The book will furnish comprehensive and in-depth insights into Matt Hills Fan Cultures, encompassing both the fundamentals and more intricate discussions.

1. The book is structured into several chapters, namely:

- Chapter 1: Introduction to Matt Hills Fan Cultures
- Chapter 2: Essential Elements of Matt Hills Fan Cultures
- Chapter 3: Matt Hills Fan Cultures in Everyday Life
- Chapter 4: Matt Hills Fan Cultures in Specific Contexts
- Chapter 5: Conclusion

2. In chapter 1, the author will provide an overview of Matt Hills Fan Cultures. The first chapter will explore what Matt Hills Fan Cultures is, why Matt Hills Fan Cultures is vital, and how to effectively learn about Matt Hills Fan Cultures.
3. In chapter 2, the author will delve into the foundational concepts of Matt Hills Fan Cultures. This chapter will elucidate the essential principles that must be understood to grasp Matt Hills Fan Cultures in its entirety.
4. In chapter 3, this book will examine the practical applications of Matt Hills Fan Cultures in daily life. This chapter will showcase real-world examples of how Matt Hills Fan Cultures can be effectively utilized in everyday scenarios.
5. In chapter 4, the author will scrutinize the relevance of Matt Hills Fan Cultures in specific contexts. This chapter will explore how Matt Hills Fan Cultures is applied in specialized fields, such as education, business, and technology.
6. In chapter 5, the author will draw a conclusion about Matt Hills Fan Cultures. The final chapter will summarize the key points that have been discussed throughout the book.

The book is crafted in an easy-to-understand language and is complemented by engaging illustrations. This book is highly recommended for anyone seeking to gain a comprehensive understanding of Matt Hills Fan Cultures.

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## Matt Hills Fan Cultures Introduction

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