
Crusader Kings li

2017 11 13

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*Transmedia Character
Studies* Walter de

Gruyter GmbH & Co KG
From premodern
societies onward,
humans have
constructed and
produced images of
ideal masculinity to

define the roles available for boys to grow into, and images for adult men to imitate. The figure of Alexander the Great has fascinated people both within and outside academia. As a historical character, military commander, cultural figure and representative of the male gender, Alexander's popularity is beyond dispute. Almost from the moment of his death Alexander's deeds have had a paradigmatic aspect: for over 2300 years he has been represented as a paragon of manhood - an example to be followed by other men - and through his myth people have negotiated assumptions about masculinity. This work breaks new ground by

considering the ancient and medieval reception of Alexander the Great from a gender studies perspective. It explores the masculine ideals of the Greco-Roman and medieval past through the figure of Alexander the Great, analysing the gendered views of masculinities in those periods and relates them to the ways in which Alexander's masculinity was presented. It does this by investigating Alexander's appearance and its relation to definitions of masculinity, the way his childhood and adulthood are presented, his martial performance and skill, proper and improper sexual behaviour, and finally through his emotions and mental attributes. Masculine Ideals and Alexander

the Great will appeal to students and scholars alike as well as to those more generally interested in the portrayal of masculinity and gender, particularly in relation to Alexander the Great and his image throughout history.

Representing the Crusades Boydell & Brewer

The CSB Study Bible is designed to help you know and be transformed by God's Word. The Bible features the highly readable, highly reliable text of the Christian Standard Bible (CSB) that keeps Scripture primary on every page. To inspire you to grow in your understanding and love for God's Word, the CSB Study Bible, includes an award-

winning array of study resources including over 16,000 study notes, tools, and word studies—each tool presented on the same page as the verses it refers to. Whether you are preparing for future Bible studies or daily readings, this study Bible for men and women is the ideal resource for lifelong discipleship. Features include: 368 word studies to introduce you to the context and meaning behind key Greek and Hebrew words High-quality Smyth-sewn binding that will lie open whether you are reading Genesis 1 or Revelation 22 Full-color visuals to help you see the structure and context of Scripture come alive, including 94 photographs, 55 maps, 44 paintings, 21

illustrations/reconstructions, 19 charts, and 61 timelines
 Introductions and outlines for each book, including background information, theological themes, and insights into the unique contribution of each book
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original meaning without sacrificing clarity, making it easier to engage with Scripture's life-transforming message and to share it with others.

Crusader King Nicholas Brealey

This volume investigates the reception of a small historical fact with wide-ranging social, cultural and imaginative consequences. Inspired by Leif Eiriksson's visit to Vinland in about the year 1000, novels, poetry, history, politics, arts and crafts, comics, films and video games have all come to reflect rising interest in the medieval Norse and their North American presence. Uniquely in reception studies, *From Iceland to the Americas* approaches this

dynamic between Nordic history and its reception by bringing together international authorities on mythology, language, film and cultural studies, as well as on the literature that has dominated critical reception. Collectively, the chapters not only explore the connections among medieval Iceland and the modern Americas, but also probe why medieval contact has become a modern cultural touchstone.

Downtown Mardi Gras

McFarland
Emotions in a Crusading Context is the first book-length study of the emotional rhetoric of crusading. It investigates the ways in which a number of emotions and affective displays — primarily fear, anger, and

weeping — were understood, represented, and utilized in twelfth- and thirteenth-century western narratives of the crusades, making use of a broad range of comparative material to gauge the distinctiveness of those texts: crusader letters, papal encyclicals, model sermons, chansons de geste, lyrics, and an array of theological and philosophical treatises. In addition to charting continuities and changes over time in the emotional landscape of crusading, this study identifies the underlying influences which shaped how medieval authors represented and used emotions; analyzes the passions crusade participants were

expected to embrace and reject; and assesses whether the idea of crusading created a profoundly new set of attitudes towards emotions. Emotions in a Crusading Context calls on scholars of the crusades to reject the traditional methodological approach of taking the emotional descriptions embedded within historical narratives as straightforward reflections of protagonists' lived feelings, and in so doing challenges the long historiographical tradition of reconstructing participants' beliefs and experiences from these texts. Within the history of emotions, Stephen J. Spencer demonstrates that, despite the ongoing

drive to develop new methodologies for studying the emotional standards of the past, typified by experiments in 'neurohistory', the social constructionist (or cultural-historical) approach still has much to offer the historian of medieval emotions.

[Teaching the Middle Ages through Modern Games](#) Penguin UK

The Middle Ages have provided rich source material for physical and digital games from Dungeons and Dragons to Assassin's Creed. This volume addresses the many ways in which different formats and genre of games represent the period. It considers the restrictions placed on these representations by the mechanical and gameplay

requirements of the medium and by audience expectations of these products and the period, highlighting innovative attempts to overcome these limitations through game design and play. *Playing the Middle Ages* considers a number of important and timely issues within the field including: one, the connection between medieval games and political nationalistic rhetoric; two, trends in the presentation of religion, warfare and other aspects of medieval society and their connection to modern culture; three, the problematic representations of race; and four, the place of gender and sexuality within these games and the broader gaming community.

The book draws on the experience of a wide-ranging and international group of academics across disciplines and from games designers. Through this combination of expertise, it provides a unique perspective on the representation of the Middle Ages in modern games and drives key discussions in the fields of history and game design. *Merchant Vessels of the United States...*
Walter de Gruyter GmbH & Co KG
How are the Crusades portrayed in popular culture today? Have the medieval images of chivalric and military heroes survived the eras of Orientalism and decolonization? The first of its kind, this comparative study examines

representations of the Crusades in both European and Arab medieval texts and in 20th and 21st century transmedia recreations. It follows the cartography and illuminated manuscripts of the Middle Ages through modern, hybridized narratives in novels, film, comics and gaming. The shifting literary tastes, political agendas and cultural exchanges of audiences on both sides of the Mediterranean reflect their anxieties and ideals.

Ten Things Video

Games Can Teach Us

B&H Publishing Group
This series provides a multidisciplinary framework for scholarly approaches to video games in the humanities. It focuses

especially on the dialectics of methodology and object: how do different scholarly fields apply their theories and methods to video games, and how do video games in turn affect these theories and methods? This series seeks to reconnect media-centric Game Studies to the disciplines it had to distance itself from in its foundation, such as literary studies or film studies, in an attempt to use their differences and contact zones in a mutually productive dialogue. It also seeks to present innovative approaches in other fields in the humanities that have yet to consider video games in a systematic way, and give a home to ground-breaking publications that push

the boundaries of existing discourses and debates. In this endeavor, the series is committed to a decidedly global scope as it assembles perspectives from different cultural and academic contexts. In short, this series wants to see what the humanities do with video games and what video games do to the humanities. Proposals can be sent to: rabea.rittgerodt@degruyter.com

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Sybil, Queen of Jerusalem, 1186-1190
 Routledge

"This book is a work of medieval history and the history of gender and sexuality. It looks at the biblical King David, who has multiple paradigmatic identities in the Middle Ages: king, military leader, adulterous lover, sinner. It views David primarily from the perspective of medieval European Christian society but also from the medieval European Jewish viewpoint"--
The Thousand Names

Covenant Books, Inc. This is the ultimate collection of short stories of historical drama and intrigue, set in the era of the Crusader Kings II computer game by Paradox Development Studio. Bestselling author Steven Savile is joined by eleven other writers, each telling a tale of battles, banquets, betrayals and bedchambers. From crusaders to Cathars, from nobles to Norsemen - it's all here. Five of these stories are the winning entries in the Crusader Kings II Short Story Contest 2014. Authors: Lee Battersby, Luke Bean, Jordan Ellinger, James Erwin, Axel Kylander, Cory Lachance, James Mackie, M Harold Page, Aaron Rosenberg, Steven Savile,

Anderson Scott, Joseph Sharp.

Library World Records, 3d ed.

Taylor & Francis Set in an alternate nineteenth century, muskets and magic are weapons to be feared in the first “spectacular epic” (Fantasy Book Critic) in Django Wexler’s Shadow Campaigns series. Captain Marcus d’Ivoire, commander of one of the Vordanai empire’s colonial garrisons, was serving out his days in a sleepy, remote outpost—until a rebellion left him in charge of a demoralized force clinging to a small fortress at the edge of the desert. To flee from her past, Winter Ihernglass masqueraded as a man and enlisted as a

ranker in the Vordanai Colonials, hoping only to avoid notice. But when chance sees her promoted to command, she must lead her men into battle against impossible odds. Their fate depends on Colonel Janus bet Vhalnich. Under his command, Marcus and Winter feel the tide turning and their allegiance being tested. For Janus's ambitions extend beyond the battlefield and into the realm of the supernatural—a realm with the power to reshape the known world and change the lives of everyone in its path.

Understanding Arabs, 6th Edition Walter de Gruyter GmbH & Co KG
It's been said that life is like a dark night in a cheap hotel. The world is just plain crazy! That

makes miracles, angel appearances, and answers to prayer even more amazing! God Is in the Crazy invites the reader to witness how God can suspend laws of time and space in order to save us from dangers and bestow blessings. If you've felt broken and desperate, forsaken and faithless, the many miracles of this book will give you hope. After the author's journey through drug and alcohol abuse, and his seasons in what the Bible calls "the waste howling wilderness" of life's trials and heartaches, his hope in God has never stopped growing. This book will help you find refuge and strength during similar times in the wilderness! And while God's ways are often inscrutable, you'll gain

insights into why faith in Him is never in vain. You'll learn how "God draws straight with crooked lines," the advantages of "downward mobility," and how "the wilderness equals power." Along with reflections on ways to receive deep peace, God Is in the Crazy will help you walk more confidently into your fulfilling destiny!

Video Games B&H

Publishing Group

The Vikings

Reimagined explores the changing

perception of Norse

and Viking cultures

across different

cultural forms, and the complex legacy of the

Vikings in the present

day. Bringing together

experts in literature,

history and heritage

engagement, this

highly interdisciplinary

collection aims to reconsider the impact of the discipline of Old Norse Viking Studies outside the academy and to broaden our understanding of the ways in which the material and textual remains of the Viking Age are given new meanings in the present. The diverse collection draws attention to the many roles that the Vikings play across contemporary culture: from the importance of Viking tourism, to the role of Norse sub-cultures in the formation of local and international identities. Together these collected essays challenge the academy to rethink its engagement with popular reiterations of the Vikings and to reassess the position

afforded to 'reception' within the discipline.

Shaping the Past

Manchester University Press

A highly visual, example-led introduction to the video game industry, its context and practitioners. Video Games explores the industry's diversity and breadth through its online communities and changing demographics, branding and intellectual property, and handheld and mobile culture. Bossom and Dunning offer insights into the creative processes involved in making games, the global business behind the big budget productions, console and online markets, as well as web and app gaming. With 19

interviews exploring the diversity of roles and different perspectives on the game industry you'll enjoy learning from a range of international practitioners.

Twenty Battles That Shaped Medieval Europe transcript
Verlag

This book provides an introduction and overview of the rapidly evolving topic of game narratives, presenting the new perspectives employed by researchers and the industry, highlighting the recent empirical findings that illustrate the nature of it. The first section deals with narrative design and theory, the second section includes social and cultural studies on game narrative, the third section focuses on new technologies

and approaches for the topic, the fourth section presents practices and case studies, and the final section provides industry cases from professionals.

The Vikings

Reimagined The

Crowood Press

Though manifestations of play represent a burgeoning subject area in the study of post-medieval responses to the Middle Ages, they have not always received the respect and attention they deserve. This volume seeks to correct those deficiencies. Though manifestations of play represent a burgeoning subject area in the study of post-medieval responses to the Middle Ages, they have not always received the respect and

attention they deserve. This volume seeks to correct those deficiencies via six essays that directly address how the Middle Ages have been put in play with regard to Alice Munro's 1977 short story "The Beggar Maid"; David Lowery's 2021 film *The Green Knight*; medievalist archaisms in Japanese video games; runic play in Norse-themed digital games; medievalist managerialism in the 2020 video game *Crusader Kings III*; and neomedieval architectural praxis in the 2014 video game *Stronghold: Crusader II*. The approaches and conclusions of those essays are then tested in the second section's six essays as they examine "muscular medievalism" in

George R. R. Martin's 1996 novel *A Game of Thrones*; the queering of the Arthurian romance pattern in the 2018-20 television show *She-Ra and the Princesses of Power*; the interspecies embodiment of dis/ability in the 2010 film *How to Train Your Dragon*; late-nineteenth and early twentieth-century nationalism in Irish reimaginings of the Fenian Cycle; post-bellum medievalism in poetry of the Confederacy; and the medievalist presentation of Israeli Prime Minister Benjamin Netanyahu's 2020-21 Covid inoculation.

CSB Study Bible, Black Deluxe LeatherTouch
Bloomsbury Publishing
Environmental factors in the Middle East and

North Africa (MENA) have played a crucial role in the historical and social development of the region. The book delves into a broad set of historical literature from the past 15,000 years that neglected to consider environmental factors to their full effect. Beyond the broad historic analysis, the chapters derive conclusions for today's debate on whether climate change leads to more social conflict and violence. Introducing a theoretical framework focused on adaptive cycling, this book probes and refines the role of climate in ancient and modern political-economic systems in the MENA region. It also underscores just how bad the 21st-century

environment may become thanks to global warming. While the MENA region may not survive the latest onslaught of deteriorating climate, there is also some interest in how a region that once led the world in introducing all sorts of innovations thousands of years ago has evolved into a contemporary setting characterized by traditional conservatism, poverty, and incessant strife. Emphasizing regional dynamics, the book's central question deals with the role of climate change in the rise and decline of the MENA region. The book will be a key resource to students and readers interested in global warming, including academics and

policymakers.

The Winter King Walter de Gruyter GmbH & Co KG

Since the end of the Cold War, the Middle Ages has returned to debates about history, culture, and politics in Northern and Eastern Europe. This volume explores political medievalism in two language areas that are crucial to understanding global medievalism but are, due to language barriers, often inaccessible to the majority of Western scholars and students. The importance of Russian medievalism has been acknowledged, but little analysed until now. Medievalism in Finland and Russia offers a selection of chapters by Russian, Finnish and American

scholars covering historiography, presidential speeches, participatory online discussions and the neo-pagan revival in Russia. Finland is currently even more poorly understood than Russia in the discussions about global medievalism. It is usually mentioned only as of the birthplace of the Soldiers of Odin. The street patrol is, however, a marginal phenomenon in Finnish medievalism as this volume demonstrates. Instead of merely adopting the medievalist interpretation of the international alt-right, even the right-wing populists in Finland refer more to the nationalistic medievalist tradition, where crusades do not

mark a Western Christian victory over the Muslim East, but a Swedish occupation of Finnish lands. In addition to presenting particular cases of medievalism, the chapters here on Finland challenge and diversify today's prevailing interpretation of shared online medievalism of European and American right-wing populists. This book reveals that while medievalisms in Finland and Russia share many features with the contemporary Anglo-American medievalist imaginations, they also display many original characteristics due to particular political situations and indigenous medievalist traditions. They have

their own meta-medievalisms, cumulative core ideas and interpretations about the medieval past that are thoroughly examined here in English for the very first time.

The Routledge Handbook of Reenactment Studies

Univ. Press of Mississippi

The Uses of the Bible in Crusader Sources seeks to understand the ideology and spirituality of crusading by exploring the biblical imagery and exegetical interpretations that were woven together to form its philosophical basis.

Climate Change in the Middle East and North Africa

University of Pennsylvania Press
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know and be transformed by God's Word. The Bible features the highly readable, highly reliable text of the Christian Standard Bible (CSB) that keeps Scripture primary on every page. To inspire you to grow in your understanding and love for God's Word, the CSB Study Bible, includes an award-winning array of study resources including over 16,000 study notes, tools, and word studies--each tool presented on the same page as the verses it refers to. Whether you are preparing for future Bible studies or daily readings, this study Bible for men and women is the ideal resource for lifelong discipleship. Features include: 368 word studies to introduce

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Studies in Medievalism XXXII

Penguin
 »Fictional Practices of Spirituality« provides critical insight into the implementation of belief, mysticism, religion, and spirituality

into worlds of fiction, be it interactive or non-interactive. This first volume focuses on interactive, virtual worlds - may that be the digital realms of video games and VR applications or the imaginary spaces of life action role-playing and soul-searching practices. It features analyses of spirituality as gameplay facilitator, sacred spaces and

architecture in video game geography, religion in video games and spiritual acts and their dramaturgic function in video games, tabletop, or LARP, among other topics. The contributors offer a first-time ever comprehensive overview of play-rites as spiritual incentives and playful spirituality in various medial incarnations.