

History Of Art Second Edition Hw Janson

A History of Roman Art, Enhanced Edition
History of Art
Avatar: The Last Airbender - The Art of the
Animated Series
Historical Dictionary of Neoclassical
Art and Architecture
Modern Artists on
Art
Art Encyclopedia of Creativity
Primitive Art in
Civilized Places
Method Meets Art, Second
Edition
Art
How to Write Art History
The Japanese
Economy
Art in China
The Social Production of
Art
Expressive Therapies Continuum
American
Art
Medieval Art
History of Art, Second Edition, H.W.
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A History of Art in Africa
Northern Renaissance
Art
Art History, Combined Volume
A History of Art
History
History of Italian Renaissance Art
The Story of
Art
Teaching the Arts: Early Childhood & Primary
Education
Conservation of Easel Paintings
Gateways to
Art
The Social Production of Art
Coins and
Medals
Method Meets Art
Methods & Theories of Art
History
The Art of Prolog
A History of Video
Art
Historical Dictionary of Baroque Art and
Architecture
African-American Art
The Art of
Steampunk, Revised Second Edition
History of Art
Art
History
Critical Terms for Art History, Second
Edition
The Art of Game Design

A History of Roman Art, Enhanced Edition

History of Art

Acknowledgments Introduction 1. The Mystique of Connoisseurship 2. The Universality Principle 3. The Night Side of Man 4. Anonymity and Timelessness 5. Power Plays 6. Objets d'Art and Ethnographic Artifacts 7. From Signature to Pedigree 8. A Case in Point Afterword Notes References Cited Illustration Credits Copyright © Libri GmbH. All rights reserved.

Avatar: The Last Airbender - The Art of the Animated Series

Presents an overview of art in China from the Neolithic period to the 1990s

Historical Dictionary of Neoclassical Art and Architecture

"The Story of Art is one of the most famous and popular books on art ever published. For 45 years it has remained unrivalled as an introduction to the whole subject, from the earliest cave paintings to the experimental art of today. Readers of all ages and backgrounds throughout the world have found in Professor Gombrich a true master, who combines knowledge and wisdom with a unique gift for communicating directly his own deep love of the works of art he describes." "The Story of Art owes its lasting popularity to the directness and simplicity of the writing, and also the author's skill in presenting a clear narrative. He describes his aim as 'to bring some intelligible order into the wealth of names, periods and styles which crowd the pages of more ambitious works', and using his insight into the psychology of

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the visual arts, he makes us see the history of art as 'a continuous weaving and changing of traditions in which each work refers to the past and points to the future, a living chain that still links our own time with the Pyramid age'. In its new format, the 16th edition of this classic work is set to continue its triumphant progress for future generations and to remain the first choice for all newcomers to art."--BOOK JACKET.Title Summary field provided by Blackwell North America, Inc. All Rights Reserved

Modern Artists on Art

"Art History gives today's readers cultural and social context for art along with visual explanations of art's special qualities and particular vocabularies. Its narrative tells the many-sided story of art, starting with the earliest prehistoric paintings and sculpture through today's wildly varying works in new mediums." "In addition to offering an outstanding collection of color illustrations. Art History features maps, chronologies, and scores of labeled line drawings and architectural plans. Special essays called "The Object Speaks" offer insights on topics such as authenticity, patronage, and artistic intention." "Thoroughly updated to reflect the latest in scholarship, this revised Second Edition features even more works in color and more newly cleaned or restored works. Many works of art are completely new to the book. More attention has been paid to the art and culture of the Islamic world and specifically the Ottoman Empire."--BOOK JACKET.

Art

This classic book uses an exceptional art program, featuring impeccable accurate five-color illustrations, to introduce readers to the vast world of painting, sculpture, architecture, photography, and the minor arts. With its effectively written, balanced, and interesting narrative, this book presents art as a succession of styles--from Prehistory through the 20th century--and enlarges the readers' capacity to appreciate works of art individually. Written more than 40 years ago, this text has been constantly reworked to respond to the needs of this ever-changing field. A reference work suitable for those employed in all art media, including painters, sculptors, photographers, and architects.

Encyclopedia of Creativity

Offers a survey of the painting, sculpture, and graphic arts of the Renaissance in Northern Europe, discussing the era's artistic evolution, stylistic and iconographical themes, and art historical scholarship.

Primitive Art in Civilized Places

The world's leading visual arts textbook supports the new AP* Art History course redesign in every possible way."

Method Meets Art, Second Edition

"This second edition of Historical Dictionary of

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Neoclassical Art and Architecture contains a chronology, an introduction, and an extensive bibliography. The dictionary section has over 300 cross-referenced entries"--

Art

Since its debut in 2005, *Avatar: The Last Airbender* has remained one of Nickelodeon's most talked about and highest-rated animated series to date, and it's not too hard to see why. Not only does it offer an epic storyline, engaging characters, action, adventure, and a powerful message about the importance of hope in a world long-besieged by war, all the while serving up top-notch entertainment. It's also beautifully executed, a stunning masterpiece of animated storytelling that harmonizes Western influences with aesthetic inspiration drawn from a diverse array of cultures, including those of China, Japan, India, and the Inuit. An unprecedented look at the concept, design, and production art behind this smash-hit series, *Avatar: The Last Airbender, The Art of the Animated Series* chronicles the show's development — from the very first sketch through to the series finale and beyond! — along with behind-the-scenes commentary from series creators Bryan Konietzko and Michael Dante DiMartino. * Featuring hundreds of images, most of which Nickelodeon has never released to the public!

How to Write Art History

A HISTORY OF ROMAN ART, ENHANCED EDITION is a

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lavishly-illustrated survey of the art of Rome and the Roman Empire from the time of Romulus to the death of Constantine, presented in its historical, political, and social context. This ENHANCED EDITION has added coverage on Etruscan art in the beginning of the text. All aspects of Roman art and architecture are treated, including private art and domestic architecture, the art of the Eastern and Western provinces, the art of freedmen, and the so-called minor arts, including cameos, silverware, and coins. The book is divided into four parts—Monarchy and Republic, Early Empire, High Empire, and Late Empire—and traces the development of Roman art from its beginnings in the 8th century BCE to the mid fourth century CE, with special chapters devoted to Pompeii and Herculaneum, Ostia, funerary and provincial art and architecture, and the earliest Christian art. The original edition of this text was warmly received in the market based on a high level of scholarship, comprehensive contents, and superb visuals. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

The Japanese Economy

This volume covers over four centuries of Italian painting, sculpture, and architecture. Revising author David G. Wilkins blends new scholarly discoveries with original author Hartt's emphasis on stylistic developments between the 12th and 16th centuries. offer a dynamic insight into the way Renaissance men and women experienced their art. Since the release of

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the fourth edition, many more works have been restored, including Michelangelo's Last Judgment in the Sistine Chapel and Raphael's Stanze frescoes in the Vatican. Fresh views of renowned works are included with art commissioned or produced by women. Extended captions identify Renaissance patrons and provide details about historical context, emphasizing how art was created and why, while in-depth visual analysis clarifies the aesthetic developments that emerged in key artistic centers such as Florence, Rome, Venice, and Siena. New iconographic diagrams and computerized reconstructions add dimension to the meanings behind classical, secular, and sacred motifs.

Art in China

"An invaluable handbook, How to Write Art History, will enable students to get the most from their art history course. Anne D'Alleva empowers readers to approach their coursework with confidence and energy." --Book Jacket.

The Social Production of Art

Expressive Therapies Continuum is distinctive in its application as a foundational theory in the field of art therapy. First developed by Vija Lusebrink, this theory can be used by persons of any theoretical orientation, and has the ability to unite art therapists of varying backgrounds. The information contained in this book demonstrates how the Expressive Therapies Continuum provides a framework for the organization

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of assessment information, the formulation of treatment goals, and the planning of art therapy interventions. It provides rich clinical detail and many case examples that enliven the text and promote student engagement and learning. Hinz divides material into three parts. The first describes the historical roots of the Expressive Therapies Continuum and pays homage to contributions from the fields of art and psychology. The seven component parts of the ETC are examined in the second part, and the last part of the book is dedicated to assessment and clinical applications. This book's easy-to-use format and effectiveness in teaching history and application make it an essential reference for therapists and students.

Expressive Therapies Continuum

This lavishly illustrated and super-condensed history of world art is the perfect gift for any art lover. A pocket-sized book bursting with 900 illustrations, it takes the reader from the beginnings of art in prehistory to the contemporary scene. Complete with concise introductions to art movements, time lines, capsule biographies of great artists, and spreads that spotlight masterworks, it's a museum's worth of looking and learning that fits effortlessly into a purse or backpack.

American Art

Conservation of Easel Paintings is the first comprehensive text on the history, philosophy, and

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methods of treatment of easel paintings that combines both theory with practice. With contributions from an international group of experts and interviews with important artists, this volume provides an all-encompassing guide to necessary background knowledge in technical art history, artists' materials, scientific methods of examination and documentation, with sections that present varying approaches and methods for treatment, including consolidation, lining, cleaning, retouching, and varnishing. The book concludes with a section featuring issues of preventive conservation, storage, shipping, exhibition, lighting, safety issues, and public outreach. Conservation of Easel Paintings is a crucial resource in the training of conservation students and will provide generations of practicing paintings conservators and interested art historians, curators, directors, collectors, dealers, artists, and students of art and art history with invaluable information and guidance.

Medieval Art

This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. For two-semester courses in Art History, Global Art History, and for Introductory Art courses taught from a historical perspective. ART HISTORY provides students with the most student-friendly, contextual, and inclusive art history survey text on the market. These hallmarks make ART HISTORY the choice for instructors who seek to actively engage

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their students in the study of art. This new edition of ART HISTORY is the result of a happy and productive collaboration between two scholar-teachers (Marilyn Stokstad and Michael Cothren) who share a common vision that survey courses on the history of art should be filled with as much enjoyment as erudition, and that they should foster an enthusiastic, as well as an educated, public for the visual arts. Like its predecessors, this new edition seeks to balance formal and iconographic analysis with contextual art history in order to craft interpretations that will engage a diverse student population. Throughout the text, the visual arts are treated as part of a larger world, in which geography, politics, religion, economics, philosophy, social life, and the other fine arts are related components of a vibrant and cultural landscape. Please visit www.pearsonhighered.com/stokstad4e more information and to view a video from author, Marilyn Stokstad, to see a chapter from the book and an online demo of the Prentice Hall Digital Art Library.

History of Art, Second Edition, H.W. Janson

An introduction to the Japanese economy based on a comparative perspective and an analytic approach grounded in mainstream economics. It compares Japan with the United States in terms of economic performances, institutions and government policies and also scrutinizes the Japanese economy.

A History of Art in Africa

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This book presents the first comprehensive introduction to arts-based research (ABR) practices, which scholars in multiple disciplines are fruitfully using to reveal information and represent experiences that traditional methods cannot capture. Each of the six major ABR genres--narrative inquiry, poetry, music, performance, dance, and visual art--is covered in chapters that introduce key concepts and tools and present an exemplary research article by a leading ABR practitioner. Patricia Leavy discusses the kinds of research questions these innovative approaches can address and offers practical guidance for applying them in all phases of a research project, from design and data collection to analysis, interpretation, representation, and evaluation. Chapters include checklists to guide methodological decision making, discussion questions, and recommended print and online resources.

Northern Renaissance Art

This second edition of Historical Dictionary of Baroque Art and Architecture contains a chronology, an introduction, and an extensive bibliography. The dictionary section has over 600 cross-referenced entries on famous artists, sculptors, architects, patrons, and other historical figures, and events.

Art History, Combined Volume

A History of Art History

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The definitive survey of Western art is now available in a deluxe, one-volume slipcased edition, bound in rich cloth and stamped in gold foil. 1,243 illustrations, 736 in color. 111 line drawings. 12 maps.

History of Italian Renaissance Art

A History of Video Art is a revised and expanded edition of the 2006 original, which extends the scope of the first edition, incorporating a wider range of artists and works from across the globe and explores and examines developments in the genre of artists' video from the mid 1990s up to the present day. In addition, the new edition expands and updates the discussion of theoretical concepts and ideas which underpin contemporary artists' video. Tracking the changing forms of video art in relation to the revolution in electronic and digital imaging that has taken place during the last 50 years, A History of Video Art orients video art in the wider art historical context, with particular reference to the shift from the structuralism of the late 1960s and early 1970s to the post-modernist concerns of the 1980s and early 1990s. The new edition also explores the implications of the internationalisation of artists' video in the period leading up to the new millennium and its concerns and preoccupations including post-colonialism, the post-medium condition and the impact and influence of the internet.

The Story of Art

Coins and Medals - Their place in History and Art.

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Second Edition is an unchanged, high-quality reprint of the original edition of 1892. Hanserbooks is editor of the literature on different topic areas such as research and science, travel and expeditions, cooking and nutrition, medicine, and other genres. As a publisher we focus on the preservation of historical literature. Many works of historical writers and scientists are available today as antiques only. Hanserbooks newly publishes these books and contributes to the preservation of literature which has become rare and historical knowledge for the future.

Teaching the Arts: Early Childhood & Primary Education

This second edition contains revised chapters taking into account recent research advances. More advanced exercises have been included, and "Part II The Prolog Language" has been modified to be compatible with the new Prolog standard. This is a graduate level text that can be used for self-study.

Conservation of Easel Paintings

Essays by such artists as Klee, Mondrian, and Kandinsky are representative of the different modern attitudes towards art.

Gateways to Art

"Art" has always been contested terrain, whether the object in question is a medieval tapestry or Duchamp's Fountain. But questions about the

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categories of "art" and "art history" acquired increased urgency during the 1970s, when new developments in critical theory and other intellectual projects dramatically transformed the discipline. The first edition of *Critical Terms for Art History* both mapped and contributed to those transformations, offering a spirited reassessment of the field's methods and terminology. Art history as a field has kept pace with debates over globalization and other social and political issues in recent years, making a second edition of this book not just timely, but crucial. Like its predecessor, this new edition consists of essays that cover a wide variety of "loaded" terms in the history of art, from sign to meaning, ritual to commodity. Each essay explains and comments on a single term, discussing the issues the term raises and putting the term into practice as an interpretive framework for a specific work of art. For example, Richard Shiff discusses "Originality" in Vija Celmins's *To Fix the Image in Memory*, a work made of eleven pairs of stones, each consisting of one "original" stone and one painted bronze replica. In addition to the twenty-two original essays, this edition includes nine new ones—performance, style, memory/monument, body, beauty, ugliness, identity, visual culture/visual studies, and social history of art—as well as new introductory material. All help expand the book's scope while retaining its central goal of stimulating discussion of theoretical issues in art history and making that discussion accessible to both beginning students and senior scholars. Contributors: Mark Antliff, Nina Athanassoglou-Kallmyer, Stephen Bann, Homi K. Bhabha, Suzanne Preston Blier, Michael Camille, David Carrier, Craig Clunas, Whitney Davis,

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Jas Elsner, Ivan Gaskell, Ann Gibson, Charles Harrison, James D. Herbert, Amelia Jones, Wolfgang Kemp, Joseph Leo Koerner, Patricia Leighton, Paul Mattick Jr., Richard Meyer, W. J. T. Mitchell, Robert S. Nelson, Margaret Olin, William Pietz, Alex Potts, Donald Preziosi, Lisbet Rausing, Richard Shiff, Terry Smith, Kristine Stiles, David Summers, Paul Wood, James E. Young

The Social Production of Art

Why: the arts in education and society. A vision for the arts in education -- Why the arts are fundamental -- The arts and cross-curriculum priorities -- What: the arts learning areas. Learning in dance -- Learning in drama -- Learning in media arts -- Learning in music -- Learning in visual arts -- How: embedding the arts in education. Integration and general capabilities -- Organisation -- Quality teaching -- Quality arts education and learning

Coins and Medals

The first edition of the successful Encyclopedia of Creativity served to establish the study of creativity is a field in itself. Now completely updated and revised in its second edition, coverage encompasses the definition of creativity, the development and expression of creativity across the lifespan, the environmental conditions that encourage or discourage creativity, creativity within specific disciplines like music, dance, film, art, literature, etc., the relationship of creativity and mental health,

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intelligence, and learning styles, and the process of being creative. This reference also appeals to a lay audience with articles specifically on the application of creativity to business settings. Available online via ScienceDirect and in limited print release. Named a 2012 Outstanding Academic Title by the American Library Association's Choice publication Serves as a compendium of reviews of a number of domain-specific areas, such as acting, dance, expressive arts, film, food, music, religion, science, sports, theater, and writing. Creativity and education are examined in articles about thought processes, such as developmental trends in creative abilities and potentials, the enhancement of creativity, intelligence, knowledge, play, prodigies, programs and courses, talent and teaching creativity. Cognitive aspects of creativity can be investigated in articles about altered and transitional states, analogies, attention, cognitive style, divergent thinking, flow and optimal experience, metacognition, metaphors, problem-finding, problem-solving, and remote associates. Covers business and organizational creativity in articles about advertising with art, creative visuals, business/management, creativity coaching, creativity exercises, entrepreneurship, group dynamics, innovation, leadership, organizational culture, organizational development, teams, and training, among others. Explicitly examines the complex interrelationship between society and creativity in articles about awards, conformity and conventionality, the creative sector and class of society, cultural diversity, the dark side of creativity, East vs. West, networking, social psychology, war, zeitgeist, and others. Personal and

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interpersonal creativity is discussed in articles relating to collaboration, family, life stages, mentors, networking, personal creativity and self-actualization. Focuses on scientific information about creativity, there are also articles that discuss brain and neuropsychology, concepts of creativity, definitions of creativity, expertise, longitudinal studies, researching art, artists and art audiences, research methods, phenomenology research and qualitative research. Online version contains an additional 26 biographies of famously creative people

Method Meets Art

In this provocative, newly revised, and expanded survey, David Bjelajac punctures the idea of a uniquely American way of seeing or representation. Instead, he sifts painting, sculpture, architecture, photography, and contemporary new media within a broader material culture, documenting a visual history characterized by conflict and diversity from European colonial settlement to the themed environments of Disney and art exhibitions in the aftermath of the September 11, 2001, terrorist attacks in America. Though broadly chronological, the book is structured around various themes, such as the animating power of religious imagery in the seventeenth century, the cultivation of republican virtue in the eighteenth century, and a split national identity in the Civil War era. Later chapters document the rise of a conflicted Avant-Garde, the populism and public art of the Depression years, and Modernist art and Postmodernist pluralism during the Cold War. The

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book concludes with a new chapter on globalization and the culture wars from the 1980s to 2003. Famous works by established names such as John Singleton Copley, Benjamin Henry Latrobe, Mathew Brady, James Abbott McNeill Whistler, Georgia C)'Keeffe, Jackson Pollock, Judy Chicago, and Robert Gober are freshly interpreted next to vernacular imagery a Masonic apron, an earthenware mug, a Quaker sampler, a satirical cartoon, or a labor union poster. Dismissing the idea of art as a stately evolution of styles or "-isms," the author sees America's visual culture as an arena in which conflicting notions of class, gender, race, and regional allegiance are fought. Stepping outside traditional art-historical discourse, he launches boldly into the realms of politics, religion, science, literature, and popular culture in order to analyze individual art works within their specific historical contexts. Throughout, using generous quotations from primary sources, Bjelajac pays close attention to how contemporary artists, audiences, and beholders from different backgrounds have talked about specific works, the nature of art, and the artist's role in American society. "

Methods & Theories of Art History

Discusses the arts of the African continent, including Egypt, exploring the continent's artistic, as opposed to purely cultural traditions.

The Art of Prolog

This beautifully produced survey of over a thousand

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years of Western art and architecture introduces the reader to a vast period of history ranging from ancient Rome to the age of exploration. The monumental arts and the diverse minor arts of the Middle Ages are presented here within the social, religious, and political frameworks of lands as varied as France and Denmark, Spain and Turkey. Marilyn Stokstad also teaches her reader how to look at medieval art-which aspects of architecture, sculpture, or painting are important and for what reasons. Stylistic and iconographic issues and themes are thoroughly addressed with attention paid to aesthetic and social contexts. Significantly updated, this second edition of Medieval Art spans the period from the second to the fifteenth centuries and includes over 4000 illustrations, over 100 in color, detailed maps, a timeline, glossary, bibliography, and index-all in a larger 8 by 10 inch trim size.

A History of Video Art

An authoritative history of art history from its medieval origins to its modern predicaments In this authoritative book, the first of its kind in English, Christopher S. Wood tracks the evolution of the historical study of art from the late middle ages through the rise of the modern scholarly discipline of art history. Synthesizing and assessing a vast array of writings, episodes, and personalities, this original and accessible account of the development of art-historical thinking will appeal to readers both inside and outside the discipline. Combining erudition with clarity, this book makes a landmark contribution to

the understanding of art history.

Historical Dictionary of Baroque Art and Architecture

Art historical theory is a forum of intense, often passionate debate. This book provides an accessible introduction to the range of critical theories used in analyzing art. It covers a broad range of approaches, presenting individual arguments, controversies, and divergent perspectives. This second edition has been updated to reflect recent scholarship in contemporary art. Clearly written, this book is ideal for the undergraduate student or anyone interested in the world of ideas.

African-American Art

Discover the history of Western art - from prehistory to the 21st century - through profiles of over 650 artists and their key works. Covering every era and over 650 artists, this comprehensive, illustrated guide offers an accessible yet expansive view of art history, featuring everything from iconic works and lesser-known gems to techniques and themes. Offering a comprehensive overview of Western artists, themes, paintings, techniques, and stories, *Art- A Visual History* is packed full of large, full-colour images of iconic works and lesser-known gems. Covering every era, from 30,000BCE to the present, it includes features on the major schools and movements, as well as close-up critical appraisals of 22 masterpieces - from Botticelli's *Primavera* to J. M. W. Turner's *The*

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Fighting Temeraire. With detailed referencing, crisp reproductions and a fresh design, Art- A Visual History is a must-have for anyone with an interest in art history - from first-time gallery goers to knowledgeable art enthusiasts. What makes great art? Discover the answer now! Art- A Visual History is a must-have for anyone interested in the subject.

The Art of Steampunk, Revised Second Edition

Good game design happens when you view your game from as many perspectives as possible. Written by one of the world's top game designers, The Art of Game Design presents 100+ sets of questions, or different lenses, for viewing a game's design, encompassing diverse fields such as psychology, architecture, music, visual design, film, software engineering, theme park design, mathematics, puzzle design, and anthropology. This Second Edition of a Game Developer Front Line Award winner: Describes the deepest and most fundamental principles of game design Demonstrates how tactics used in board, card, and athletic games also work in top-quality video games Contains valuable insight from Jesse Schell, the former chair of the International Game Developers Association and award-winning designer of Disney online games The Art of Game Design, Second Edition gives readers useful perspectives on how to make better game designs faster. It provides practical instruction on creating world-class games that will be played again and again.

History of Art

"This book presents the first comprehensive introduction to arts-based research (ABR) practices, which scholars in multiple disciplines are fruitfully using to reveal information and represent experiences that traditional methods cannot capture. Each of the six major ABR genres/m-/narrative inquiry, poetry, music, performance, dance, and visual art/m-/is covered in chapters that introduce key concepts and tools and present an exemplary research article by a leading ABR practitioner. Patricia Leavy discusses the kinds of research questions these innovative approaches can address and offers practical guidance for applying them in all phases of a research project, from design and data collection to analysis, interpretation, representation, and evaluation. Chapters include checklists to guide methodological decision making, discussion questions, and recommended print and online resources"--

Art History

Discusses African American folk art, decorative art, photography, and fine arts

Critical Terms for Art History, Second Edition

A valuable introduction to the central issues in the sociology of the arts, this work draws on sociology, art history, feminism, and literary and media studies, to explain the social nature of the arts, their production,

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distribution, and reception. This second edition is the result of the author's chapter-by-chapter review and updating, taking into account not only her own re-thinking on these issues but also the work that has been done in cultural studies and the sociology of the arts since the first edition appeared in 1984. Wolff considers changes in sociology, literary studies, and cultural studies, and their implications for the project of the sociology of art: the relevance of post structuralist theory for an understanding of the author/artist; and the current, and perhaps unfounded, rejection of the concept of ideology. The author also assesses the question of cultural politics in relation to debates about postmodernism, as well as the matter of identity politics with regard to gender and ethnicity. Containing a wealth of information about both past and present thinking on the sociology of art, this book will be of particular interest both to students of the arts and students of sociology.

The Art of Game Design

Welcome to the world of Steampunk: a unique fantasy version of nineteenth century Victorian England imbued with today's technology. Discover the captivating and dynamic world of this emerging genre through the creative vision of today's leading artists. "The Art of Steampunk is a visual treat that you can peruse time and time again, as well as proudly display on your coffee table for your guests to enjoy." -- NEW YORK JOURNAL OF BOOKS "The book wastes very little time getting to the good stuff" -- WIRED MAGAZINE

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