

The Mouse That Roared Disney And The End Of Innocence

Although its early films featured racial caricatures and exclusively Caucasian heroines, Disney has, in recent years, become more multicultural in its filmic fare and its image. From Aladdin and Pocahontas to the Asian American boy Russell in *Up*, from the first African American princess in *The Princess and the Frog* to “Spanish–mode” Buzz Lightyear in *Toy Story 3*, Disney films have come to both mirror and influence our increasingly diverse society. This essay collection gathers recent scholarship on representations of diversity in Disney and Disney/Pixar films, not only exploring race and gender, but also drawing on perspectives from newer areas of study, particularly sexuality/queer studies, critical whiteness studies, masculinity studies and disability studies. Covering a wide array of films, from Disney’s early days and “Golden Age” to the Eisner era and current fare, these essays highlight the social impact and cultural significance of the entertainment giant. Instructors considering this book for use in a course may request an examination copy [here](#).

"This is an academic look at the contribution of popular culture to the loss of innocence in today's children."--Publisher.

Since *Toy Story*, its first feature in 1995, Pixar Animation Studios has produced a string of commercial and critical successes including *Monsters, Inc.*; *WALL-E*; *Finding Nemo*; *The Incredibles*; *Cars*; and *Up*. In nearly all of these films, male characters are prominently featured, usually as protagonists. Despite obvious surface differences, these figures often

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follow similar narratives toward domestic fulfillment and civic engagement. However, these characters are also hypermasculine types whose paths lead to postmodern social roles more revelatory of the current “crisis” that sociologists and others have noted in boy culture. In Pixar’s *Boy Stories: Masculinity in a Postmodern Age*, Shannon R. Wooden and Ken Gillam examine how boys become men and how men measure up in films produced by the animation giant. Offering counterintuitive readings of boy culture, this book describes how the films quietly but forcefully reiterate traditional masculine norms in terms of what they praise and what they condemn. Whether toys or ants, monsters or cars, Pixar’s males succeed or fail according to the “boy code,” the relentlessly policed gender standards rampant in American boyhood. Structured thematically around major issues in contemporary boy culture, the book discusses conformity, hypermasculinity, social hierarchies, disability, bullying, and an implicit critique of postmodern parenting. Unprecedented in its focus on Pixar and boys in its films, this book offers a valuable perspective to current conversations about gender and cinema. Providing a critical discourse about masculine roles in animated features, Pixar’s *Boy Stories* will be of interest to scholars of film, media, and gender studies and to parents. This book analyzes Walt Disney’s impact on entertainment, new media, and consumer culture in terms of a materialist, psychoanalytic approach to fantasy. The study opens with a taxonomy of narrative fantasy along with a discussion of fantasy as a key concept within psychoanalytic discourse. Zornado reads Disney’s full-length animated features of the “golden era” as symbolic responses to cultural and personal catastrophe, and presents Disneyland as a monument to Disney fantasy and one man’s singular, perverse desire. What follows after is a discussion of the “second golden age” of Disney and the rise of Pixar Animation as neoliberal

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nostalgia in crisis. The study ends with a reading of George Lucas as latter-day Disney and Star Wars as Disney fantasy. This study should appeal to film and media studies college undergraduates, graduates students and scholars interested in Disney.

How are children—and their parents—affected by the world's most influential corporation? Henry A. Giroux explores the surprisingly diverse ways in which Disney, while hiding behind a cloak of innocence and entertainment, strives to dominate global media and shape the desires, needs, and futures of today's children.

In this volume of 15 articles, contributors from a wide range of disciplines present their analyses of Disney movies and Disney music, which are mainstays of popular culture. The power of the Disney brand has heightened the need for academics to question whether Disney's films and music function as a tool of the Western elite that shapes the views of those less empowered. Given its global reach, how the Walt Disney Company handles the role of race, gender, and sexuality in social structural inequality merits serious reflection according to a number of the articles in the volume. On the other hand, other authors argue that Disney productions can help individuals cope with difficult situations or embrace progressive thinking. The different approaches to the assessment of Disney films as cultural artifacts also vary according to the theoretical perspectives guiding the interpretation of both overt and latent symbolic meaning in the movies. The authors of the 15 articles encourage readers to engage with the material, showcasing a variety of views about the good, the bad, and the best way forward.

This book charts the complex history of the relationship between the Disney fairy tale and the American Dream, demonstrating the ways in which the Disney fairy tale has been

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reconstructed and renegotiated alongside, and in response to important changes within American society. In all of its fairy tales of the twentieth and twenty-first centuries, the Walt Disney studios works to sell its audiences the national myth of the United States at any one historical moment. With analyses of films and television programmes such as *The Little Mermaid* (1989), *Frozen* (2013), *Beauty and the Beast* (2017) and *Once Upon a Time* (2011-2018), Mollet argues that by giving its fairy tale protagonists characteristics associated with 'good' Americans, and even by situating their fairy tales within America itself, Disney constructs a vision of America as a utopian space.

"Spinning Popular Culture is a book about the effervescent activity lying (perhaps dormant) beneath the surface of seemingly inert and mundane cultural items in everyday life. It is a book about the power of the Everyday to maintain loyalty to or, at the very least, an unthinking acceptance of particular ways of being in the world. It is also about the capacity of such seemingly mundane artefacts to provoke resistance to this, and to enliven the visioning of social alternatives. It is a book about individual critical analyses of album cover art. Following a brief history of the development of the aesthetics of the packaging of recorded music, eleven internationally recognised critical scholars each interrogate the cover of a particular vinyl record album they grew up with or with which they have some personal experience or resonance. The totality of the cultural artefact that is the vinyl record album is, essentially, dissected and considered from perspectives of paratextuality and pedagogy. In this book, the contributors make the connections of everyday life to memory and history by locating the album in their personal biographies. They then look to the artwork on the album cover to explore the pedagogical possibilities they see resident there. The individual chapters, each in

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very different ways, provide examples of the exposure of such broad public pedagogies in practice, through critiquing the artwork from both reproductive and resistance positions. Hopefully, readers will be encouraged to look more consciously at the Everyday – the mundane and the taken-for-granted – in their own lives with a view to becoming more critically aware of the messages circulating, unnoticed, through popular culture. *Spinning Popular Culture* might also encourage the reader to pull out that box of old vinyl records sitting in the back of a storage cupboard somewhere and revisit and rethink their histories. Or maybe, to just find a turntable somewhere and play them one more time!"

This edited collection explores the roles of material culture in socializing young people through their play. Authors explore notions of play from diverse cultural viewpoints, as well as the impact of technology on play, and the kinds of resistant and liberatory play children might partake in. Informed by the field of performance studies, the book considers play as performance, asking questions about embodiment at physical, relational, and ideological levels, and considering «performance» to be part of identity construction, as well as a component of enculturation into various societies. Of interest are the ways in which children try on various identities through their play, and how these identities may (re)define their attitudes, values, and beliefs. As curriculum and instruction have become open to the use of games - and children's material culture more generally - as a forum for learning, intersections have emerged between schooling and culture at large. This book broadens the scope of «learning» to investigate how these cultural artifacts are open or closed to multiple perspectives and

narratives, as well as how their use is constituted both in and out of the classroom. When wielded by the white majority, ethnic humor can be used to ridicule and demean marginalized groups. In the hands of ethnic minorities themselves, ethnic humor can work as a site of community building and resistance. In nearly all cases, however, ethnic humor can serve as a window through which to examine the complexities of American race relations. In *Ethnic Humor in Multiethnic America*, David Gillota explores the ways in which contemporary comic works both reflect and participate in national conversations about race and ethnicity. Gillota investigates the manner in which various humorists respond to multiculturalism and the increasing diversity of the American population. Rather than looking at one or two ethnic groups at a time—as is common scholarly practice—the book focuses on the interplay between humorists from different ethnic communities. While some comic texts project a fantasy world in which diverse ethnic characters coexist in a rarely disputed harmony, others genuinely engage with the complexities and contradictions of multiethnic America. The first chapter focuses on African American comedy with a discussion of such humorists as Paul Mooney and Chris Rock, who tend to reinforce a black/white vision of American race relations. This approach is contrasted to the comedy of Dave Chappelle, who looks beyond black and white and uses his humor to place blackness within a much wider multiethnic context. Chapter 2 concentrates primarily on the Jewish humorists Sarah Silverman, Larry David, and Sacha Baron Cohen—three artists who use their personas to explore the

peculiar position of contemporary Jews who exist in a middle space between white and other. In chapter 3, Gillota discusses different humorous constructions of whiteness, from a detailed analysis of South Park to “Blue Collar Comedy” and the blog Stuff White People Like. Chapter 4 is focused on the manner in which animated children’s film and the network situation comedy often project simplified and harmonious visions of diversity. In contrast, chapter 5 considers how many recent works, such as Harold and Kumar Go to White Castle and the Showtime series Weeds, engage with diversity in more complex and productive ways.

This expanded and revised edition explores and updates the cultural politics of the Walt Disney Company and how its ever-expanding list of products, services, and media function as teaching machines that shape children's culture into a largely commercial endeavor. The Disney conglomerate remains an important case study for understanding both the widening influence of free-market fundamentalism in the new millennium and the ways in which messages of powerful corporations have been appropriated and increasingly resisted in global contexts. New in this edition is a discussion of Disney's shift in its marketing strategies towards targeting tweens and teens, as Disney promises to provide (via participation in consumer culture) the tools through which young people construct and support their identities, values, and knowledge of the world. The updated chapters from the highly acclaimed first edition are complimented with two new chapters, 'Globalizing the Disney Empire' and 'Disney,

Militarization, and the National Security State After 9/11,' which extend the analysis of Disney's effects on young people to a consideration of the political and economic dimensions of Disney as a U.S.-based megacorporation, linking the importance of critical reception on an individual scale to a broader conception of democratic global community.

Rituals mark significant moments in our livesperhaps none more significant than moments of lightheartedness, joy, and play. The rituals that bond humanity create our most transcendent experiences and meaningful memories. Rituals of play are among the most sacred of any of the rites in which humanity may engage. Although we may fail to recognize rituals of play, they are always present in culture, providing a kind of psychological release for their participants, child and adult alike. Ritual is central to storytelling. Story and practice are symbiotic. Their relationship reflects the vitality of the soul. Disneyland is an example of the kind of container necessary for the construction of rituals of play. This work explores the original Disney theme park in Anaheim as a temple cult. It challenges the disciplines of mythological studies, religious studies, film studies, and depth psychology to broaden traditional definitions of the kind of cultural apparatus that constitute temple culture and ritual. It does so by suggesting that Hollywood's entertainment industry has developed a platform for mythic ritual. After setting the ritualized "stage", this book turns to the practices in Disneyland proper, analyzing the patrons traditions within the framework of the park and beyond. It

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explores Disneylands spectacles, through selected shows and parades, and concludes with an exploration of the parks participation in ritual renewal.

In the late 2000s, the Walt Disney Company expanded, rebranded, and recast itself around “woke,” empowered entertainment. This new era revitalized its princess franchise, seeking to elevate its female characters into heroes who save the day.

Recasting the Disney Princess in an Era of New Media and Social Movements analyzes the way that the Walt Disney Company has co-opted contemporary social discourse, incorporating how audiences interpret their world through new media and activism into the company’s branding initiatives, programming, and films. The contributors in this collection study the company’s most iconic franchise, the Disney princesses, to evaluate how the company has addressed the patriarchy its own legacy cemented. Recasting the Disney Princess outlines how the current Disney era reflects changes in a global society where audiences are empowered by new media and social justice movements.

Bringing together scholars from musicology, literature, childhood studies, and theater, this volume examines the ways in which children's musicals tap into adult nostalgia for childhood while appealing to the needs and consumer potential of the child. The contributors take up a wide range of musicals, including works inspired by the books of children's authors such as Roald Dahl, P.L. Travers, and Francis Hodgson Burnett; created by Rodgers and Hammerstein, Lionel Bart, and other leading lights of musical

theater; or conceived for a cast made up entirely of children. The collection examines musicals that propagate or complicate normative attitudes regarding what childhood is or should be. It also considers the child performer in movie musicals as well as in professional and amateur stage musicals. This far-ranging collection highlights the special place that musical theater occupies in the imaginations and lives of children as well as adults. The collection comes at a time of increased importance of musical theater in the lives of children and young adults.

DIVPokemon in a transnational and multidisciplinary perspective./div

Looks at the racial issues surrounding Disney's *Song of the South*, as well as how the public's reception of the film has changed over the years, and why, while not releasing the film in its entirety in nearly two decades, Disney has chosen to continue to repackage and repurpose bits and pieces of the film.

Subjectivity, the Unconscious and Consumerism is a unique and imaginative psycho-sociological exploration of how postmodern, contemporary consumerism invades and colonises human subjectivity. Investigating especially consumerism's unconscious aspects such as desires, imagination, and fantasy, it engages with an extensive analysis of dreams. The author frames these using a synthesis of Jungian psychology and the social imaginaries of Baudrillard and Bauman, in a dialogue with the theories of McDonaldization and Disneyization. The aim is to broaden our understanding of consumerism to include the perennial consumption of symbols and signs of identity - a

process which is the basis for the fabrication of the commodified self. The book offers a profound, innovative critique of our consumption societies, challenging readers to rethink how we live, and how our identities are impacted by consumerism. As such it will be of interest to students and scholars of critical psychology, psychoanalysis, sociology, anthropology and cultural studies, but is also accessible to anyone interested in the complex psychology of contemporary subjectivity.

Disney continues to be one of the dominant forces of popular culture, not only in America, but worldwide. The company's various films have drawn a mix of admiration and disdain. This collection of essays consider how films produced by Disney represent the best and worst the studio has offered over its nine decade history.

This book examines the scope and nature of Donald Duck and his family's popularity in Germany, in contrast to the diminished role they play in America. This is achieved through examination of the respective fan communities, business practices, and universality of the characters. This work locates and understands the aspects of translation and adaptation that inform the spread of culture that have as yet been underexplored in the context of comic books. It represents a large-scale attempt to incorporate adaptation and translation studies into comics studies, through a lens of fan studies (used to examine both the American and German fan communities, as well as the work of Don Rosa). This work builds on the efforts of other scholars, including Janet Wasko and Illaria Meloni, while expanding the historical understanding of what might be

the worlds best-selling comics. Peter Cullen Bryan is Lecturer at Pennsylvania State University, USA. His areas of study include American Studies, Intercultural Communications, and 21st Century American culture, emphasizing comic art and fan communities. His research has appeared in the Journal of Fandom Studies, The Journal of American Culture, and Popular Culture Studies Journal. He serves on the boards of the Mid-Atlantic Popular Culture Association and the Popular Culture Association, as well as Secretary for the Intercultural Communication section of the International Communication Association.

`Alan Bryman has expanded on his internationally well-known work on Disney theme parks and Disneyization to create a fascinating and highly readable book. It should prove of interest to beginning students in a number of different courses and fields, as well as to scholars interested in culture and consumption. There is no question that the model created by Disney, and emulated in whole or in part by many organizations and in many settings, will continue to influence social structure and culture well into the future. This is an important book about a significant social process. And, it manages to be a fun read, as well!' - George Ritzer, author of McDonaldization and Professor of Sociology, University of Maryland `Bryman's analysis of contemporary consumption is full of detail and provides a host of examples ranging from restaurants and hotels, to theme parks, zoos and sports stadia. Without doubt students will find it an accessible text, one that should allow them to think about consumption, familiar consumer

products, settings and activities, sociologically' - Barry Smart, Professor of Sociology, University of Portsmouth `Bryman's dissection of Disneyization is a timely and significant contribution to the growing literature on Disney. In fact, his excellent analysis of the extension of Disneyization throughout society explains why we should care about the Disney phenomenon at all. This is not only an important book for Disney scholars, but for any one interested in the future of modern society' - Janet Wasko Professor of Communication Studies, University of Oregon This is an agenda-setting new work in the sociology of culture and modern society. It argues that the contemporary world is increasingly converging towards the characteristics of the Disney theme parks. This process of convergence is revealed in: the growing influence of themed environments in settings like restaurants, shops, hotels, tourism and zoos; the growing trend towards social environments that are driven by combinations of forms of consumption: shopping, eating out, gambling, visiting the cinema, watching sports; the growth in cachet awarded to brands based on licensed merchandise; and the increased prominence of work that is a performance in which the employees have to display certain emotions and generally convey impressions as though working in a theatrical event. This insightful book demonstrates the importance of control and surveillance in consumer culture. Of interest to a wide variety of students studying in business, sociology, cultural studies, media studies and leisure studies courses this will also be of interest to anybody interested in understanding the intricacies of modern society.

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A propulsive and “entertaining” (The Wall Street Journal) history chronicling the conception and creation of the iconic Disneyland theme park, as told like never before by popular historian Richard Snow. One day in the early 1950s, Walt Disney stood looking over 240 acres of farmland in Anaheim, California, and imagined building a park where people “could live among Mickey Mouse and Snow White in a world still powered by steam and fire for a day or a week or (if the visitor is slightly mad) forever.” Despite his wealth and fame, exactly no one wanted Disney to build such a park. Not his brother Roy, who ran the company’s finances; not the bankers; and not his wife, Lillian. Amusement parks at that time, such as Coney Island, were a generally despised business, sagging and sordid remnants of bygone days. Disney was told that he would only be heading toward financial ruin. But Walt persevered, initially financing the park against his own life insurance policy and later with sponsorship from ABC and the sale of thousands and thousands of Davy Crockett coonskin caps. Disney assembled a talented team of engineers, architects, artists, animators, landscapers, and even a retired admiral to transform his ideas into a soaring yet soothing wonderland of a park. The catch was that they had only a year and a day in which to build it. On July 17, 1955, Disneyland opened its gates...and the first day was a disaster. Disney was nearly suicidal with grief that he had failed on a grand scale. But the curious masses kept coming, and the rest is entertainment history. Eight hundred million visitors have flocked to the park since then. In Disney’s Land, “Snow brings a historian’s eye and a

child's delight, not to mention superb writing, to the telling of this fascinating narrative" (Ken Burns) that "will entertain Disneyphiles and readers of popular American history" (Publishers Weekly).

Since the 1930s the Walt Disney Company has produced characters, images, and stories which have captivated audiences around the world. How can we understand the appeal of Disney products? What is it about the Disney phenomenon that attracts so many children as well as adults? In this major new book, Janet Wasko examines the processes by which the Disney company - one of the largest media and entertainment corporations in the world - manufactures the fantasies which enthrall millions. She analyses the historical expansion of the Disney empire, examines the content of Disney's classic films, cartoons and TV programs and shows how they are produced, considering how some of the same techniques have been applied to the Disney theme parks. She also discusses the reception of Disney products by different kinds of audiences. By looking at the Disney phenomenon from a variety of perspectives, she provides a fresh and comprehensive account of one of the most significant media and cultural institutions of our time. This important book by a leading scholar of the entertainment industries will be of great interest to students in media and cultural studies and will appeal to a wide readership.

This book traces the historical roots of Western culture's stories of childhood in which the child is subjugated to the adult. Going back 400 years, it looks again at Hamlet, fairy

tales of the Brothers Grimm, and Walt Disney cartoons. *Inventing the Child* is a highly entertaining, humorous, and at times acerbic account of what it means to be a child (and a parent) in America at the dawn of the new millennium. John Zornado explores the history and development of the concept of childhood, starting with the works of Calvin, Freud, and Rousseau and culminating with the modern "consumer" childhood of Dr. Spock and television. The volume discusses major media depictions of childhood and examines the ways in which parents use different forms of media to swaddle, educate, and entertain their children. Zornado argues that the stories we tell our children contain the ideologies of the dominant culture--which, more often than not, promote "happiness" at all costs, materialism as the way to happiness, and above all, obedience to the dominant order.

Profiles the life and career of the legendary animator who created Mickey Mouse, released the first American animated feature film, "Snow White and the Seven Dwarfs," and was the owner of Walt Disney Studios and Disneyland.

In this follow-up to his bestselling *The Gospel According to The Simpsons: The Spiritual Life of the World's Most Animated Family*, religion journalist Mark Pinsky explores the role that the animated features of Walt Disney played on the moral and spiritual development of generations of children. Pinsky explores thirty-one of the most popular Disney films, as well as recent developments such as the 1990s boycott of Disney by the Southern Baptist Convention and the role that Michael Eisner and Jeffrey Katzenberg played in the resurgence of the company since the mid-1980s.

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Media depictions of community are enormously influential on wider popular opinion about how people would like to live. In this study, Rowley examines depictions of ideal communities in Hollywood films and television and explores the implications of attempts to build real-world counterparts to such imagined places.

The evolution of digital media has enhanced global perspectives in all facets of communication, greatly increasing the range, scope, and accessibility of shared information. Due to the tremendously broad-reaching influence of digital media, its impact on learning, behavior, and social interaction has become a widely discussed topic of study, synthesizing the research of academic scholars, community educators, and developers of civic programs. The Handbook of Research on the Societal Impact of Digital Media is an authoritative reference source for recent developments in the dynamic field of digital media. This timely publication provides an overview of technological developments in digital media and their myriad applications to literacy, education, and social settings. With its extensive coverage of issues related to digital media use, this handbook is an essential aid for students, instructors, school administrators, and education policymakers who hope to increase and optimize classroom incorporation of digital media. This innovative publication features current empirical studies and theoretical frameworks addressing a variety of topics including chapters on instant messaging, podcasts, video sharing, cell phone and tablet applications, e-discussion lists, e-zines, e-books, e-textiles, virtual worlds, social networking, cyberbullying, and the ethical issues associated with these new technologies.

As the new administration moved beyond its first year in office, Obama's politics of hope increasingly has been transformed into a politics of accommodation. To many of his

supporters, his quest for pragmatism and realism has become a weakness rather than a strength. By focusing on those areas where Obama grounded his own sense of possibility, Giroux critically investigates the well-being and future of young people, including the necessity to overcome racial injustices, the importance of abiding by the promise of a democracy to come, and the indisputable value of education in democracy. Giroux shows why considerations provide the ethical and political foundations for enabling hope to live up to its promises, while making civic responsibility and education central to a movement that takes democracy seriously.

This book offers new critical approaches for the study of adaptations, abridgments, translations, parodies, and mash-ups that occur internationally in contemporary children's culture. It follows recent shifts in adaptation studies that call for a move beyond fidelity criticism, a paradigm that measures the success of an adaptation by the level of fidelity to the "original" text, toward a methodology that considers the adaptation to be always already in conversation with the adapted text. This book visits children's literature and culture in order to consider the generic, pedagogical, and ideological underpinnings that drive both the process and the product. Focusing on novels as well as folktales, films, graphic novels, and anime, the authors consider the challenges inherent in transforming the work of authors such as William Shakespeare, Charles Perrault, L.M. Montgomery, Laura Ingalls Wilder, and A.A. Milne into new forms that are palatable for later audiences particularly when—for perceived ideological or political reasons—the textual transformation is not only unavoidable but entirely necessary. Contributors consider the challenges inherent in transforming stories and characters from one type of text to another, across genres, languages, and time, offering a range of new models

that will inform future scholarship.

A presence for decades in individuals' everyday life practices and identity formation, the Walt Disney Company has more recently also become an influential element within the "big" curriculum of public and private spaces outside of yet in proximity to formal educational institutions. *Disney, Culture, and Curriculum* explores the myriad ways that Disney's curricula and pedagogies manifest in public consciousness, cultural discourses, and the education system. Examining Disney's historical development and contemporary manifestations, this book critiques and deconstructs its products and perspectives while providing insight into Disney's operations within popular culture and everyday life in the United States and beyond. The contributors engage with Disney's curricula and pedagogies in a variety of ways, through critical analysis of Disney films, theme parks, and planned communities, how Disney has been taught and resisted both in and beyond schools, ways in which fans and consumers develop and negotiate their identities with their engagement with Disney, and how race, class, gender, sexuality, and consumerism are constructed through Disney content. Incisive, comprehensive, and highly interdisciplinary, *Disney, Culture, and Curriculum* extends the discussion of popular culture as curriculum and pedagogy into new avenues by focusing on the affective and ontological aspects of identity development as well as the commodification of social and cultural identities, experiences, and subjectivities.

"*The Disney Middle Ages: A Fairy-Tale and Fantasy Past* examines the intersection between the products of the Walt Disney Company and popular culture's fascination with the Middle Ages. The Disney Middle Ages have come, for many, to figure as the Middle Ages, forming the earliest visions of the medieval past for much of the contemporary western (and increasingly

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eastern) imaginary. The Disney Middle Ages explores Disney's accounts of the Middle Ages and their political and cultural ramifications, analyzing how these re-creations of a fairy-tale history function in modern society"--

Over the past century, Disney has grown from a small American animation studio into a multipronged global media giant. Today, the company's annual revenue exceeds the GDP of over 100 countries, and its portfolio has grown to include Pixar, Marvel, Lucasfilm, ABC, and ESPN. With a company so diversified, is it still possible to identify a coherent Disney vision or message? Disney Culture proposes that there is still a unifying Disney ethos, one that can be traced back to the corporate philosophy that Walt Disney himself developed back in the 1920s. Yet, as cultural historian John Wills demonstrates, Disney's values have also adapted to changing social climates. At the same time, the world of Disney has profoundly shaped how Americans view the world. Wills offers a nuanced take on the corporate ideologies running through animated and live-action Disney movies from Frozen to Fantasia, from Mary Poppins to Star Wars: The Force Awakens. But Disney Culture encompasses much more than just movies as it explores the intersections between Disney's business practices and its cultural mythmaking. Welcome to "the Disney Way."

Douglas Brode's spirited defence of Disney entertainment argues that Disney paved the way for today's multicultural values through its positive portrayal of women, ethnic minorities, gays, and non-Christian spirituality and it was this portrayal of difference that promoted diversity decades before the 1990s.

Social Order and Authority in Disney and Pixar Films initiates an essential conversation

about how power dynamics are questioned, reinforced, and disrupted in the Disneyverse. Using various theoretical lenses, authors critique underlying ideologies and help readers understand how Disney's output both reflects and impacts our contemporary moment.

In *Children's Books on the Big Screen*, Meghann Meeusen goes beyond the traditional adaptation approach of comparing and contrasting the similarities of film and book versions of a text. By tracing a pattern across films for young viewers, Meeusen proposes that a consistent trend can be found in movies adapted from children's and young adult books: that representations of binaries such as male/female, self/other, and adult/child become more strongly contrasted and more diametrically opposed in the film versions. The book describes this as binary polarization, suggesting that starker opposition between concepts leads to shifts in the messages that texts send, particularly when it comes to representations of gender, race, and childhood. After introducing why critics need a new way of thinking about children's adapted texts, *Children's Books on the Big Screen* uses middle-grade fantasy adaptations to explore the reason for binary polarization and looks at the results of polarized binaries in adolescent films and movies adapted from picture books. Meeusen also digs into instances when multiple films are adapted from a single source such as *The Wonderful Wizard of Oz* and ends with pragmatic classroom application, suggesting teachers might utilize this theory to help students think critically about movies created by the

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Walt Disney corporation. Drawing from numerous popular contemporary examples, *Children's Books on the Big Screen* posits a theory that can begin to explain what happens—and what is at stake—when children's and young adult books are made into movies.

Recognizing the dominance of neoliberal forces in education, this volume offers a range of critical essays which analyze the language used to underpin these dynamics. Combining essays from over 20 internationally renowned contributors, this text offers a critical examination of key terms which have become increasingly central to educational discourse. Each essay considers the etymological foundation of each term, the context in which they have evolved, and likewise their changed meaning. In doing so, these essays illustrate the transformative potential of language to express or challenge political, social, and economic ideologies. The text's musings on the language of education and its implications for the current and future role of education in society make clear its relevance to today's cultural and political landscape. This exploratory monograph will be of interest to doctoral students, researchers, and scholars with an interest in the philosophy of education, educational policy and politics, as well as the sociology of education and the impacts of neoliberalism.

The definitive portrait of one of the most important cultural figures in American history: Walt Disney. Walt Disney was a true visionary whose desire for escape, iron determination and obsessive perfectionism transformed animation from a novelty to an

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art form, first with Mickey Mouse and then with his feature films—most notably Snow White, Fantasia, and Bambi. In his superb biography, Neal Gabler shows us how, over the course of two decades, Disney revolutionized the entertainment industry. In a way that was unprecedented and later widely imitated, he built a synergistic empire that combined film, television, theme parks, music, book publishing, and merchandise. Walt Disney is a revelation of both the work and the man—of both the remarkable accomplishment and the hidden life. Winner of the Los Angeles Times Book Prize for Biography USA Today Biography of the Year

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