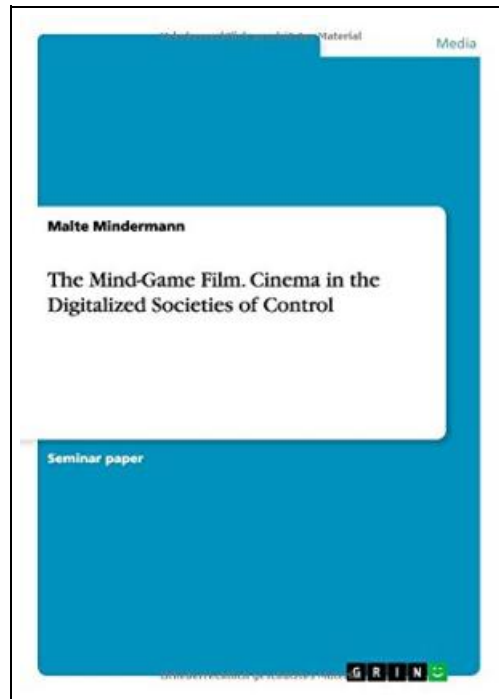


## The Mind-Game Film. Cinema in the Digitalized Societies of Control



Filesize: 3.89 MB

### **Reviews**

*It is really an remarkable ebook that we actually have ever read through. I actually have study and i also am confident that i am going to gonna study once more yet again in the foreseeable future. It is extremely difficult to leave it before concluding, once you begin to read the book.*

*(Ewell Rempel)*

## THE MIND-GAME FILM. CINEMA IN THE DIGITALIZED SOCIETIES OF CONTROL



To save **The Mind-Game Film. Cinema in the Digitalized Societies of Control** eBook, please refer to the button below and download the document or have access to other information which might be have conjunction with THE MIND-GAME FILM. CINEMA IN THE DIGITALIZED SOCIETIES OF CONTROL ebook.

GRIN Verlag Gmbh Jan 2015, 2015. Taschenbuch. Book Condition: Neu. 212x148x5 mm. This item is printed on demand - Print on Demand Neuware - Seminar paper from the year 2014 in the subject Communications - Movies and Television, grade: 1.0, University of Hannover (Englisches Seminar (English Department)), course: Digital Movies, Chaos Cinema, Post-Cinematic Affect: Thinking 21st-Century Motion Pictures, language: English, abstract: This thesis brings into relation Thomas Elsaesser's category of the 'mind-game film' and Gilles Deleuze's observations of a new depiction and awareness of time in film. The mind-game film is then read as symptomatic of a social change from a society of 'discipline' towards a 'society of control' (Michel Foucault). In the course of this analysis, the catalyst role of technical progress and pervasive interconnectedness becomes evident. Traditional tenets of cinema and storytelling are overcome and played with. Time, which used to flow naturally, and therefore unnoticed, has evolved into a crucial, freely modulatable dimension of its own and serves as an additional structural and narrational level on top of the spatial dimensions. This development is propelled by the rise of the digital image and its manifold possibilities of interfering with the flow of time. Likewise, the principle of 'focalization' is extended beyond the idea of merely directing our attention, towards the total filtration of the film reality through the (subjective) vision of a (or several) character(s) (Buckland 8). Thriving on these central elements, mind-game films aim to deceive the spectator by determining when, or if, he/she receives certain information which is crucial to the understanding of the story. Just as no focal character can possibly be sure of his/her own perception's reliability or, for that matter, his/her own mental sanity, we cannot trust our perception. What we see is the image of an image, filtered through a succession...



[Read The Mind-Game Film. Cinema in the Digitalized Societies of Control Online](#)



[Download PDF The Mind-Game Film. Cinema in the Digitalized Societies of Control](#)

## Relevant Books



### [PDF] Psychologisches Testverfahren

Click the web link listed below to read "Psychologisches Testverfahren" PDF file.

[Read](#) [Document](#)

»



### [PDF] Programming in D

Click the web link listed below to read "Programming in D" PDF file.

[Read](#) [Document](#)

»



### [PDF] Have You Locked the Castle Gate?

Click the web link listed below to read "Have You Locked the Castle Gate?" PDF file.

[Read](#) [Document](#)

»



### [PDF] The Java Tutorial (3rd Edition)

Click the web link listed below to read "The Java Tutorial (3rd Edition)" PDF file.

[Read](#) [Document](#)

»



### [PDF] Adobe Indesign CS/Cs2 Breakthroughs

Click the web link listed below to read "Adobe Indesign CS/Cs2 Breakthroughs" PDF file.

[Read](#) [Document](#)

»



### [PDF] What is in My Net? (Pink B) NF

Click the web link listed below to read "What is in My Net? (Pink B) NF" PDF file.

[Read](#) [Document](#)

»