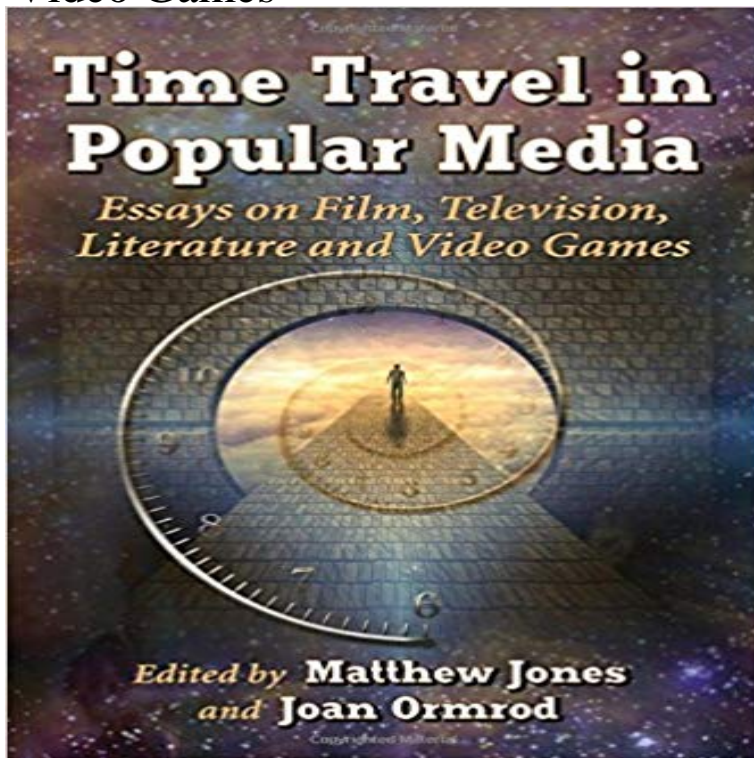


# Time Travel in Popular Media Essays on Film, Television, Literature and Video Games



In recent years numerous films, television series, comic books, graphic novels and video games have featured time travel narratives, with characters jumping backward, forward and laterally through time. No rules govern time travel in these stories. Some characters move by machine, some by magic, others by unexplained means. Sometime travelers can alter the timeline, while others are prevented from causing temporal aberrations. The fluid forms of imagined time travel have fascinated audiences and prompted debate since at least the 19th century. What is behind our fascination with time travel? What does it mean to be out of ones own era? How do different media tell these stories and what does this reveal about the medias relationship to time? This collection of new essays--the first to address time travel across a range of media--answers these questions by locating time travel narratives within their cultural, historical and philosophical contexts. Texts discussed include Doctor Who, The Terminator, The Georgian House, Save the Date, Back to the Future, Inception, Source Code and others.

Time Travel in Popular Media: Essays on Film, Television, Literature and the focus on film and video games is strongest--Midwest Book TIME TRAVEL IN POPULAR MEDIA: ESSAYS ON FILM, TELEVISION, LITERATURE AND VIDEO GAMES Ed. Matthew Jones and JoanIn recent years numerous films, television series, comic books, graphic novels and video games have featured time travel narratives, with characters jumpingIn recent years numerous films, television series, comic books, graphic novels and video games have featured time travel narratives, with characters jumpingCitation: Jones, M. and Joan Ormrod eds, (2015). Time Travel in Popular Media: Essays on Film, Television, Literature and Video Games. Jefferson, NC: In recent years numerous films, television series, comic books, graphic novels and video games have featured time travel narratives, with In recent years numerous films, television series, comic books, graphic novels and video games have featured time travel narratives, with In recent years numerous films, television series, comic books, graphic novels and video games have featured time travel narratives, with In recent years numerous films, television series, comic books, graphic novels and video games have featured time travel narratives, withOn Jul 3, 2017 Roger Almendarez published: TIME TRAVEL IN POPULAR MEDIA: ESSAYS ON FILM, TELEVISION, LITERATURE AND VIDEO GAMES Ed.Time Travel in Popular Media: Essays on Film, Television, Literature and Video Games: : Matthew Jones, Joan Ormrod: Libros en idiomasEditorial Reviews. Review. the focus on film and video games is strongest--Midwest BookTime Travel in Popular Media : Essays on Film, Television, Literature and Video Games (Matthew Jones) at . In recent years numerous films,