Contents

	List of Figures	vii
	Acknowledgments	ix
	Introduction: Subjectivity across Media MAIKE SARAH REINERTH AND JAN-NOËL THON	1
	RT I bal Representations of Subjectivity	
1	The Expression of Subjectivity in Fiction: The Case of Internal Focalization TILMANN KÖPPE	29
2	Child Minds through Gaps and Metaphors: On Two Strategies for Consciousness Representation in Literary Narrative MARCO CARACCIOLO AND CÉCILE GUÉDON	45
3	Cybernetic and Kinetic: Representing Subjectivity in Digital Fiction DAVID CICCORICCO	59
	RT II rbal-Pictorial Representations of Subjectivity	
4	The Body at Work: Subjectivity in Graphic Memoir SILKE HORSTKOTTE AND NANCY PEDRI	77
5	Visible Hand? Subjectivity and Its Stylistic Markers in Graphic Narratives LUKAS ETTER	92
6	The Drawn-Out Gaze of the Cartoon: A Psychosemiotic Look at Subjectivity in Comic Book Storytelling	111

vi Contents

PA	RT	Ш

Audiovisual Representations of Subjectivity

7	Experiencing Extended Point-of-View Shots: A Film-Phenomenological Perspective on Extreme Character Subjectivity JULIAN HANICH	127
8	Color and Subjectivity in Film BARBARA FLUECKIGER	145
9	Immersed in History Films: Subjectivity, Memory, and Fictional Privilege CASPER TYBJERG	162
	RT IV eractive Representations of Subjectivity	
10	Film Aesthetics and Interactive Representations of Subjectivity in Video Games BENJAMIN BEIL	183
11	Walk a Mile in My Shoes: Subjectivity and Embodiment in Video Games FELIX SCHRÖTER	196
12	"As Only a Game Can": Re-Creating Subjective Lived Experiences through Interactivity in Non-Fictional Video Games EVELYN CHEW AND ALEX MITCHELL	214
	List of Contributors Index	233 239