

# ARTS & HUMANITIES

บทความที่น่าสนใจประจำเดือนสิงหาคม 2556

Title [Novel writing in international relations: Openings for a creative practice](#)  
 Author Jenny Edkins  
 Source **Security Dialogue** Volume 44, Number 4, pp. 281-297, August 2013  
 Abstract Prompted by Elizabeth Dauphinee's *The Politics of Exile*, the article explores the political potential of novel ways of writing in international relations. It begins by examining attempts to distinguish between narrative writing and academic writing, fiction and non-fiction, and to give an account of what narrative might be and how it might work. It argues that although distinctions between narrative writing and academic writing cannot hold, there are nevertheless ways of judging the practical political effects that writing can produce. It briefly examines feminist, postcolonial and other international relations scholars who collect other people's stories or tell their own, and points to an instructive body of work in fiction and literary non-fiction beyond the discipline. It argues that writing that disrupts linear forms of temporality and instead inhabits 'trauma time' can open the possibility of an aesthetic political practice, and suggests that we foster such a creative practice in international relations.

Database SAGE journals

Title [The Mastery Machine: Digital Animation and Fantasies of Control](#)  
 Author Mihaela Mihailova  
 Source **Animation** Volume 8, Number 2, pp. 131-148, July 2013  
 Abstract For decades, the notion of the creator's absolute control over the drawn image has remained a staple of animation discourse, and the advent of computer animation has recently reinvigorated this discussion. The animated science fiction features *Metropia* (Tarik Saleh, 2009), *Metropolis* (Rintaro, 2001), and *Final Fantasy: The Spirits Within* (Hironobu Sakaguchi and Motonori Sakakibara, 2001) engage utopian daydreams and articulate anxieties about the high degree of artistic mastery facilitated by advanced technology. Using these three films as case studies, this text examines computer-animated futuristic urban spaces as architectures of control. It discusses digital bodies as products of animators' increased mastery over mimetic representations of the human form and explores the ways in which computer animation foregrounds its technological and artistic control over the image as a feat to marvel at. In doing so, this analysis highlights the evolution of the dream of the omnipotent creator into a fantasy of omnipotent machinery, while also foregrounding concerns about the possible danger of technology undermining animators' labor and making it obsolete in the context of contemporary production practices.

Database SAGE journals

Title [Victim Experiences and Perspectives on Police Responses to Verbal Violence in Domestic Settings](#)

Author Catherine Carolyn Stewart, Debra Langan, and Stacey Hannem

Source **Feminist Criminology**, Published online before print July 14, 2013, doi: 10.1177/1557085113490782

Abstract This interdisciplinary, qualitative study explores why individuals called the police in noncriminal, verbally aggressive situations and how they perceived police responses. In-depth interviews were conducted with 30 individuals, mostly women. While some reported positive perceptions of the police response, the participants' accounts underscored the seriousness of verbal violence and revealed that when women seek help from police they often perceive the resulting response as inadequate and/or unfair. This study highlights the importance of recognizing that verbal violence is often part of a "fabric of abuse" that may include criminal behavior and considers implications for police practice.

Database SAGE journals

Title [Egoism or the problem of evil: a dilemma for sceptical theism](#)

Author BENJAMIN T. RANCOURT

Source **Religious Studies** Volume 49, Issue 03, pp. 313-325, September 2013

Abstract Sceptical theists undermine the argument from evil by claiming that our ability to distinguish between justified and unjustified evil is weak enough that we must take seriously the possibility that all evil is justified. However, I argue that this claim leads to a dilemma: either our judgements regarding unjustified evil are reliable enough that the problem of evil remains a problem, or our judgements regarding unjustified evil are so unreliable that it would be misguided to use them in our decision-making. The first horn undermines theism, while the second undermines our moral decision-making. Thus, sceptical theism is problematic.

Database Cambridge Journals

Title [The sportification of judo: global convergence and evolution](#)

Author Shohei Sato

Source **Journal of Global History** Volume 8, Issue 2, pp. 299-317, July 2013

Abstract This article re-examines our understanding of modern sport. Today, various physical cultures across the world are practised under the name of sport. Almost all of these sports originated in the West and expanded to the rest of the world. However, the history of judo confounds the diffusionist model. Towards the end of the nineteenth century, a Japanese educationalist amalgamated different martial arts and established judo not as a sport but as 'a way of life'. Today it is practised globally as an Olympic sport. Focusing on the changes in its rules during this period, this article demonstrates that the globalization of judo was accompanied by a constant evolution of its character. The overall 'sportification' of judo took place not as a diffusion but as a convergence – a point that is pertinent to the understanding of the global sportification of physical cultures, and also the standardization of cultures in modern times.

Database Cambridge Journals

Title [In Defense of a Broad Conception of Experimental Philosophy](#)  
 Author David Rose and David Danks  
 Source **Metaphilosophy** Volume 44, Issue 4, pp. 512–532, July 2013  
 Abstract Experimental philosophy is often presented as a new movement that avoids many of the difficulties that face traditional philosophy. This article distinguishes two views of experimental philosophy: a narrow view in which philosophers conduct empirical investigations of intuitions, and a broad view which says that experimental philosophy is just the collocation in the same body of (i) philosophical naturalism and (ii) the actual practice of cognitive science. These two positions are rarely clearly distinguished in the literature about experimental philosophy, both pro and con. The article argues, first, that the broader view is the only plausible one; discussions of experimental philosophy should recognize that the narrow view is a caricature of experimental philosophy as it is currently done. It then shows both how objections to experimental philosophy are transformed and how positive recommendations can be provided by adopting a broad conception of experimental philosophy.  
 Database Wiley online library

Title [Learning about movies: the impact of movie release types on the nationwide box office](#)  
 Author Xinlei Chen, Yuxin Chen, and Charles B. Weinberg  
 Source **Journal of Cultural Economics** Volume 37, Issue 3, pp. 359-386, August 2013  
 Abstract Major Hollywood studios typically release new movies in North America in one of the two ways, wide release or platform release. In this paper, we investigate how release form affects the demand of a new movie after it is nationally released. In particular, we focus on movies for which the platform release is pre-planned to make the problem tractable. We estimate our model using a sample of Hollywood movies that eventually received nationwide release from 1999 to 2003. Our results show that platform release shifts consumers' perception of unobservable movie appeal through its first stage performance, which turns out to be a stronger effect than that of advertising. Meanwhile, we find that the demand for platform movies decays faster than for wide release ones after their national release. Using counterfactual analysis, we find that more than half of the platform movies which later went to national release would have earned higher profits if they had been given a wide release.  
 Database Springer Link

Title [“Dance to Your Roots”: Genre Fusions in the Music of Indonesia’s Krakatau](#)  
 Author David Harnish and Jeremy Wallach  
 Source **Asian Music** Volume 44, Number 2, pp. 115-134, pp. 115-134, Summer/Fall 2013  
 Abstract This article, based on 15 years of interviews and interactions with the band, investigates the career and musical development of Krakatau, a unique jazz/ethnic fusion group from West Java, Indonesia. We highlight in particular statements about the band’s musical philosophy and approach by its leader Dwiki Dharmawan and bassist/cofounder Pra Budidharma. An analysis of two of Krakatau’s instrumental songs reveals a band rooted in electric jazz composition and improvisation with a

commitment to traditional Sundanese instrumentation, timbres, and performance practice.  
 Database Springer Link

Title [The Emergence and Growth of Evolutionary Art – 1980-1993](#)  
 Author Nicholas Lambert, William Latham, and Frederic Fol Leymarie  
 Source **Leonardo** Volume 46, Number 4, pp. 367-375, 2013  
 Abstract One of the most interesting—if frustrating—aspects of charting the history of computer art is trying to understand the intersections of specific technologies and artistic experimentation. It is rarely as clear-cut as a simple linear influence of one to the other, partly because artists are able to envision all kinds of possibilities that technology might enable them to realize in some kind of form, but as they do so, the technology is itself shaped, especially in terms of how it is perceived by others. Do artists find a way to give technologies an aesthetic outlet, or do some technologies possess—or facilitate—a characteristic aesthetic that finds its expression through specific artists? Certainly, in the history of computer art it would seem that particular aesthetics, technologies, and artists are closely intertwined in certain periods. This intertwining of art, technology, and ideas stolen from the natural world has never been so arguably merged as the period in the history of computer art from 1980 to 1993. We take as the defining start of this period the initial work of Mandelbrot on fractals that became known as the Mandelbrot set and led to his famous illustrated art-science book *The Fractal Geometry of Nature*. In 1993, this first highly creative period in evolutionary computer art came to an end with major publications by pioneers Karl Sims, Stephen Todd, and William Latham.  
 Database Project MUSE

Title [An American Catholic Culture of Death and Dying, 1900-1955](#)  
 Author Sarah K. Nytroe  
 Source **American Catholic Studies** Volume 124, Number 2, pp. 21-48, Summer 2013  
 Abstract In the first part of the twentieth century, Americans increasingly embraced a more modern understanding of death and practices of dying. This modern attitude included three main characteristics. It assigned greater weight to the authoritative role of the medical professional; increased the emotional distance between the dying individual and surviving family members; and minimized the spiritual meaning of death. The American Catholic Church fervently deviated from this modern – and negatively self-labeled, "pagan" – view of death. More specifically, the Catholic popular press produced prescriptive literature – largely authored by priests – educating and advising lay readership about the Catholic, and proper, view of death and way of dying. This literature employed negative imagery and positive reinforcement to remind readers of their obligation to adhere to a Catholic understanding and experience of death, even as they came face to face with the modern trappings and secularized views of death. The literature warned Catholics of the material and spiritual dangers of the "pagan" view of death, while simultaneously highlighting the religious benefits of preparing their souls throughout life and at the hour of death.  
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