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# Technology In The Hunger Games

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Truth and Consequences  
The Hunger Games Companion  
Exploring Technology for Writing and Writing Instruction  
Race, Gender, and Sexuality in Post-Apocalyptic TV and Film  
The Case for Pluto  
Religion and the Arts in The Hunger Games  
Time Traveler  
Technology Play and Brain Development  
Recharge Your Library Programs with Pop Culture and Technology:  
Technology and the Doctor-Patient Relationship  
Technology and Identity in Young Adult Fiction  
Learning and Knowledge Analytics in Open Education  
Hunger Games  
"A Creature the Capitol Never Intended to Exist"  
The Politics of Panem  
The Hunger Games  
The Ballad of Songbirds and Snakes (A Hunger Games Novel)  
The World of the Hunger Games  
Uncommon Core  
Photographs from the Hunger Games  
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Twenty-First-Century Popular Fiction  
The Wiley Handbook of Learning Technology  
A Brief Guide To The Hunger Games  
Of Bread, Blood and The Hunger Games  
Fan Phenomena: The Hunger Games  
Science Fiction and Speculative Fiction  
Encyclopedia of Information Science and Technology, Fourth Edition  
Approaching the Hunger Games Trilogy  
The Hunger Games: An Instructional Guide for Literature  
The Hunger Games  
War as Performance  
Space and Place in The Hunger Games  
The Hunger Games  
Girls on Fire  
Handbook of Research on Integrating Digital Technology With Literacy Pedagogies  
Power Up  
Emotional Ethics of The Hunger Games

Stay Alive

*Technology In The Hunger Games*

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## JULISSA SLADE

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*Truth and Consequences* Scholastic Inc.

Stay AliveZero Books

*The Hunger Games Companion* Corwin Press

Humans have used technology to expand our limited vision for millennia, from the invention of the stone mirror 8,000 years ago to the latest developments in facial recognition and augmented reality. We imagine that technologies will allow us to see more, to see differently and even to see everything. But each of these new ways of seeing carries its own blind spots. In this illuminating book, Jill Walker Rettberg examines the long history of machine vision. Providing an overview of the historical and contemporary uses of machine vision, she unpacks how technologies such as smart surveillance cameras and TikTok filters are changing the way we see the world and one another. By analysing fictional and real-world examples, including art, video games and science fiction, the book shows how machine vision can have very different cultural impacts, fostering both sympathy and community as well as anxiety and fear. Combining ethnographic and critical media studies approaches alongside personal reflections, *Machine Vision* is an engaging and eye-opening read. It is suitable for students and scholars of digital media studies, science and technology studies, visual studies, digital art and science fiction, as well as for general readers interested in the impact of new technologies on society.

### **Exploring Technology for Writing and Writing Instruction** Stay Alive

The ultimate companion guide to the blockbuster Hunger Games trilogy For all those who adore Katniss and Peeta, and can't get enough, this companion guide to the wildly popular Hunger Games series is a must-read and a terrific gift. Go deeper into the post-apocalyptic world created by Suzanne Collins than you ever thought possible—an alternative future where boys and girls are chosen from twelve districts to compete in "The Hunger Games," a televised fight-to-the-death. When sixteen-year-old Katniss learns that her little sister has been chosen, Kat steps up to fight in her place—and the games begin. This unauthorized guide takes the reader behind the stage. The *Hunger Games Companion* includes fascinating background facts about the action in all three books, a revealing biography of the author, and amazing insights into the series' main themes and features—from the nature of evil, to weaponry and rebellions, to surviving the end of the world. It's everything fans have been hungering for since the very first book! This book is not authorized by Suzanne Collins, Scholastic Press or anyone involved in the Hunger Games movie.

*Race, Gender, and Sexuality in Post-Apocalyptic TV and Film* McFarland

An international bestseller and the inspiration for a blockbuster film series, Suzanne Collins's dystopian, young adult trilogy *The Hunger Games* has also attracted attention from literary scholars. While much of the criticism has focused on traditional literary readings, this innovative collection explores the phenomena of place and space in the novels—how places define people, how they wield power to create social hierarchies, and how they can be conceptualized, carved out, imagined and

used. The essays consider wide-ranging topics: the problem of the trilogy's Epilogue; the purpose of the love triangle between Katniss, Gale and Peeta; Katniss's role as "mother"; and the trilogy as a textual "safe space" to explore dangerous topics. Presenting the trilogy as a place and space for multiple discourses—political, social and literary—this work assertively places *The Hunger Games* in conversation with the world in which it was written, read, and adapted.

*The Case for Pluto* IGI Global

The *Wiley Handbook of Learning Technology* is an authoritative and up-to-date survey of the fast-growing field of learning technology, from its foundational theories and practices to its challenges, trends, and future developments. Offers an examination of learning technology that is equal parts theoretical and practical, covering both the technology of learning and the use of technology in learning Individual chapters tackle timely and controversial subjects, such as gaming and simulation, security, lifelong learning, distance education, learning across educational settings, and the research agenda Designed to serve as a point of entry for learning technology novices, a comprehensive reference for scholars and researchers, and a practical guide for education and training practitioners Includes 29 original and comprehensively referenced essays written by leading experts in instructional and educational technology from around the world

*Religion and the Arts in The Hunger Games* Wiley

The definitive, richly illustrated, full-color guide to all the districts of Panem, all the participants in the Hunger Games, and the life and home of Katniss Everdeen. Welcome to Panem, the world of the Hunger Games. This is the definitive, richly illustrated, full-color guide to all the districts of Panem, all the participants in *The Hunger Games*, and the life and home of Katniss Everdeen. A must-have for fans of both *The Hunger Games* novels and the new *Hunger Games* film.

*Time Traveler* Routledge

Learn how to integrate pop culture and technology into school library programs and classrooms, and make today's digital content, mobile devices, and students' changing interests work to the educator's advantage. Today's school libraries need to evolve and meet the needs of 21st-century students—the instruction, programming, and library services must be relevant to today's learners. Additionally, the interactions between educators and the students are what make the critical difference in the students' learning, and turn the library and classroom into places where they will find, assimilate, experience, and understand information. This book provides practical strategies for using pop culture and technology trends to connect with easily distracted middle and high school students and hold their attention. Author Linda D. Behen addresses why school libraries are in transition and why there is a need for dramatic change. She discusses the evolution of all libraries in response to digital content; ubiquitous mobile devices such as smart phones, iPads, and other tablet computers; patrons' changing interests; and the ways in which schools and school libraries have found to effectively adapt to technology changes and student needs. This book is essential for middle and high school librarians and educators, library school students and instructors, and young adult public librarians.

*Technology Play and Brain Development* Scholastic

Although nearly every other television form or genre has undergone a massive critical and popular reassessment or resurgence in the past twenty years, the game show's reputation has remained both remarkably stagnant and remarkably low. Scholarship on game shows concerns itself primarily with the history and aesthetics of the form, and few works assess the influence the format has had on American society or how the aesthetics and rhythms of contemporary life model themselves on the aesthetics and rhythms of game shows. In *Truth and Consequences: Game Shows in Fiction and Film*, author Mike Miley seeks to broaden the conversation about game shows by studying how they are represented in fiction and film. Writers and filmmakers find the game show to be the ideal metaphor for life in a media-saturated era, from selfhood to love to family to state power. The book is divided into "rounds," each chapter looking at different themes that books and movies explore via the game show. By studying over two dozen works of fiction and film—bestsellers, blockbusters, disasters, modern legends, forgotten gems, award winners, self-published curios, and everything in between—*Truth and Consequences* argues that game shows offer a deeper understanding of modern-day America, a land of high-stakes spectacle where a game-show host can become president of the United States.

*Recharge Your Library Programs with Pop Culture and Technology*: Intellect Books

This book offers analyses of the roles of race, gender, and sexuality in the post-apocalyptic visions of early twenty-first century film and television shows. Contributors examine the production, reproduction, and re-imagination of some of our most deeply held human ideals through sociological, anthropological, historical, and feminist approaches.

*Technology and the Doctor-Patient Relationship* Robinson

This groundbreaking collection provides students with a timely and accessible overview of current trends within contemporary popular fiction.

*Technology and Identity in Young Adult Fiction* McFarland

*Stay Alive* reveals the hidden revolution at the heart of *The Hunger Games* and what it means for our age of defiant youth-led revolt.

*Learning and Knowledge Analytics in Open Education* John Wiley & Sons

As digital technologies continue to develop and evolve, an understanding of what it means to be technologically literate must also be redefined. Students regularly make use of digital technologies to construct written text both in and out of the classroom, and for modern writing instruction to be successful, educators must adapt to meet this new dichotomy. *Exploring Technology for Writing and Writing Instruction* examines the use of writing technologies in early childhood, elementary, secondary, and post-secondary classrooms, as well as in professional development contexts. This book provides researchers, scholars, students, educators, and professionals around the world with access to the latest knowledge on writing technology and methods for its use in the classroom.

*Hunger Games* IGI Global

This is the dramatic and inspirational first-person story of theoretical physicist, Dr. Ronald Mallett, who recently discovered the basic equations for a working time machine that he believes can be used as a transport vehicle to the past. Combining elements of *Rocket Boys* and *Elegant Universe*, *Time Traveler* follows Mallett's discovery of Einstein's work on space-time, his study of Godel's work on a solution of Einstein's equation that might allow for time travel, and his own research in

theoretical physics spanning thirty years that culminated in his recent discovery of the effects of circulating laser light and its application to time travel. The foundation for Mallett's historic time-travel work is Einstein's theory of general relativity, a sound platform for any physicist. Through his years of reading and studying Einstein, Mallett became a buff well before he had any notion of the importance of the grand old relativist's theories to his own career. One interesting subtext to the story is Mallett's identification with, and keen interest in, Einstein. Mallett provides easy-to-understand explanations of the famous physicist's seminal work.

*"A Creature the Capitol Never Intended to Exist"* McFarland

In recent years, our world has experienced a profound shift and progression in available computing and knowledge sharing innovations. These emerging advancements have developed at a rapid pace, disseminating into and affecting numerous aspects of contemporary society. This has created a pivotal need for an innovative compendium encompassing the latest trends, concepts, and issues surrounding this relevant discipline area. During the past 15 years, the *Encyclopedia of Information Science and Technology* has become recognized as one of the landmark sources of the latest knowledge and discoveries in this discipline. The *Encyclopedia of Information Science and Technology*, Fourth Edition is a 10-volume set which includes 705 original and previously unpublished research articles covering a full range of perspectives, applications, and techniques contributed by thousands of experts and researchers from around the globe. This authoritative encyclopedia is an all-encompassing, well-established reference source that is ideally designed to disseminate the most forward-thinking and diverse research findings. With critical perspectives on the impact of information science management and new technologies in modern settings, including but not limited to computer science, education, healthcare, government, engineering, business, and natural and physical sciences, it is a pivotal and relevant source of knowledge that will benefit every professional within the field of information science and technology and is an invaluable addition to every academic and corporate library.

*The Politics of Panem* Springer

*Technology Play and Brain Development* brings together current research on play development, learning technology, and brain development. The authors first navigate the play technology and brain development interface, highlighting the interactive qualities that make up each component. Next, they survey the changes in play materials and the variations in time periods for play that have occurred over the past 15-20 years, and then explain how these changes have had the potential to affect this play/brain developmental interaction. The authors also cover various types of technology-augmented play materials used by children at age levels from infancy to adolescence, and describe the particular qualities that may enhance or change brain development. In so doing, they present information on previous and current studies of the play and technology interface, in addition to providing behavioral data collected from parents and children of varied ages related to their play with different types of play materials. Significantly, they discuss how such play may affect social, emotional, moral, and cognitive development, and review futurist predictions about the potential qualities of human behavior needed by generations to come. The authors conclude with advice to toy and game designers, parents, educators, and the wider community on ways to enhance the quality of technology-augmented play experiences so that play will continue to promote the

development of human characteristics needed in the future.

*The Hunger Games* Edinburgh University Press

Since Suzanne Collins's final installment of the Hunger Games trilogy was published in 2010, scholars have largely discussed the trilogy as feminist literature. This scholarship discusses the protagonist, Katniss Everdeen, as a heroine and examines the gender perceptions attached to her, often praising the series for its presentation of Katniss, who is willing to sacrifice herself in order to save others. However, this paper takes an ecocritical approach that focuses on the relationships between the nature and culture throughout the trilogy, specifically how both forces are interdependent within individual entities. In particular, this paper discusses the cybernetic structures—both physical and psychological—that result from these relationships. By examining these interconnections between nature and culture, particularly as they relate to Katniss, the conversation about her character can move beyond the common discussion of the gender roles associated with her. This paper largely examines Katniss as a cyborg as well as how she adapts to technology in order to survive both Hunger Games and the rebellion. This paper will also discuss the "muttations," animals created by the Capitol as weapons, which are also cyborgs. One of these muttations, the mockingjay bird, parallels Katniss's adaptation for survival. It is because of this that Katniss later becomes the Mockingjay—the figurehead of the rebellion against the Capitol. Both Katniss and the mockingjay bird have seamlessly integrated technology into their existence. When these two cyborgs combine, symbolically, to create the Mockingjay, it creates a meta-cyborg—an individual that is constructed of multiple cyborg entities. This project concludes with a discussion of how this Mockingjay figure expands the understanding of the trilogy beyond the normal boundaries of young adult literature. It will show how a cyborg reading enriches our understanding of Katniss beyond a strong heroine who subverts gender roles.

**The Ballad of Songbirds and Snakes (A Hunger Games Novel)** Scholastic Inc.

The greatly anticipated final book in the New York Times bestselling Hunger Games trilogy by Suzanne Collins. The greatly anticipated final book in the New York Times bestselling Hunger Games trilogy by Suzanne Collins. The Capitol is angry. The Capitol wants revenge. Who do they think should pay for the unrest? Katniss Everdeen. The final book in The Hunger Games trilogy by Suzanne Collins will have hearts racing, pages turning, and everyone talking about one of the biggest and most

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**The World of the Hunger Games** Casemate

Why did Kurt Vonnegut shun being labeled a writer of science fiction (SF)? How did Margaret Atwood and Ursula K. Le Guin find themselves in a public argument about the nature of SF? This volume explores the broad category of SF as a genre, as one that challenges readers, viewers, teachers, and scholars, and then as one that is often itself challenged (as the authors in the collection do). SF, this volume acknowledges, is an enduring argument. The collected chapters include work from teachers, scholars, artists, and a wide range of SF fans, offering a powerful and unique blend of voices to scholarship about SF as well as examinations of the place for SF in the classroom. Among the chapters, discussions focus on SF within debates for and against SF, the history of SF, the tensions related to SF and other genres, the relationship between SF and science, SF novels, SF short fiction, SF film and visual forms (including TV), SF young adult fiction, SF comic books and graphic novels, and the place of SF in contemporary public discourse. The unifying thread running through the volume, as with the series, is the role of critical literacy and pedagogy, and how SF informs both as essential elements of liberatory and democratic education.

Uncommon Core Springer Science & Business Media

Technology and Identity in Young Adult Fiction is not a historical study or a survey of narrative plots, but takes a more conceptual approach that engages with the central ideas of posthumanism: the fragmented nature of posthuman identity, the concept of agency as distributed and collective and the role of embodiment in understandings of selfhood.

**Photographs from the Hunger Games** Teacher Created Materials

The 2012 film *The Hunger Games* and its three sequels, appearing quickly over the following three years, represent one of the most successful examples of the contemporary popularity of youth-oriented speculative film and television series. This book considers "The Hunger Games" as an intertextual field centred on this blockbuster film franchise but also encompassing the successful novels that preceded them and the merchandised imagery and the critical and fan discourse that surrounds them. It explores the place of *The Hunger Games* in the history of youth-oriented cinema; in the history of speculative fiction centred on adolescents; in a network of continually evolving and tightly connected popular genres; and in the popular history of changing ideas about girlhood from which a successful action hero like Katniss Everdeen could emerge.