

Adventure Time And Philosophy

The Man in the High Castle is an Amazon TV show, based on the Philip K. Dick novel, about an "alternate present" (beginning in the 1960s) in which Germany and Japan won World War II, with the former Western US occupied by Japan, the former Eastern US occupied by Nazi Germany, and a small "neutral zone" between them. A theme of the story is that in this alternative world there is eager speculation, fueled by the illicit newsreel, *The Grasshopper Lies Heavy*, about how the world would have been different if America had won the war. In *The Man in the High Castle and Philosophy*, twenty-two professional thinkers look at philosophical issues raised by this ongoing enterprise in "alternative history." One question is whether it really made a profound difference that the Allies won the war, and exactly what differences in everyday life we may expect to arise from an apparent historical turning point. Could it be that some dramatic historical events have only superficial consequences, while some unnoticed occurrences lead to catastrophic results? Another topic is the quest for truth in a world of government misinformation, and how dissenting organizations can make headway.

In *Discworld*, unlike our own frustrating *Roundworld*, everything makes sense. The world is held up by elephants standing on the back of a swimming turtle who knows where he's going, the sun goes round the world every day, so it doesn't have to be very hot, and things always happen because someone intends them to happen. Millions of fans are addicted to Pratchett's *Discworld*, and the interest has only intensified since Pratchett's recent death and the release of his final *Discworld* novel, *The Shepherd's Crown*, in September 2015. The philosophical riches of *Discworld* are inexhaustible, yet the brave explorers of *Discworld and Philosophy* cover a lot of ground. From discussion of Moist von Lipwig's con artistry showing the essential con of the financial system, to the examination of everyone's favorite *Discworld* character, the murderous luggage, to the lawless Mac Nac Feegles and what they tell us about civil government, to the character Death as he appears in several *Discworld* novels, *Discworld and Philosophy* gives us an in-depth treatment of Pratchett's magical universe. Other chapters look at the power of *Discworld's* witches, the moral viewpoint of the golems, how William de Worde's newspaper illuminates the issue of censorship, how fate and luck interact to shape our lives, and why the more simple and straightforward *Discworld* characters are so much better at seeing the truth than those with enormous intellects but little common sense.

Adventure Time and Philosophy is a monster-beating, wild ride of philosophical mayhem. One of the deepest and most thoughtful television shows ever to assault human brain waves, *Adventure Time* shows us what the world could be like, challenging everything we know about life, meaning, heroism, and even burritos, and it's time to give the show some serious thought. This book screws open our cranial lids, mucks about in the mess that is our heads, and attempts to come to some answers about the nature of reality. *Adventure Time and Philosophy* is a chance to put down your broadsword, put your exhausted monster-slaying feet up, and try to figure out why you spend your time rescuing people in distress and fighting for justice. Who better than Finn and Jake to have as companions when taking on Plato, Nietzsche, and Baudrillard or encountering the Slime Princess, the Ice King, and Marceline the Vampire Queen? Filled with chapters written by a colorful cast of characters, *Adventure Time and Philosophy* enlightens us about the profound and life-affirming spiritual subtext and dark comedic elements of an awesomely fantastic show. Heidegger's lecture course at the University of Marburg in the summer of 1925, an early version of *Being and Time* (1927), offers a unique glimpse into the motivations that prompted the writing of this great philosopher's master work and the presuppositions that gave shape to it. The book embarks upon a provisional description of what Heidegger calls "Dasein," the field in which both being and time become manifest. Heidegger analyzes Dasein in its everydayness in a deepening sequence of terms: being-in-the-world, worldhood, and care as the being of Dasein. The course ends by sketching the themes of death and conscience and their relevance to an ontology that makes the phenomenon of time central. Theodore Kisiel's outstanding translation permits English-speaking readers to appreciate the central importance of this text in the development of Heidegger's thought.

Goldman and His Critics

A Novel About the History of Philosophy

Iron Man vs. Captain America and Philosophy

Santa's Snowy Adventure

An Adventure into Zen Philosophy

Adventure Time and Philosophy is a monster-beating, wild ride of philosophical mayhem. One of the deepest and most thoughtful television shows ever to assault human brain waves, Adventure Time shows us what the world could be like, challenging everything we know about life, meaning, heroism, and even burritos, and it's time to give the show some serious thought. This book screws open our cranial lids, mucks about in the mess that is our heads, and attempts to come to some answers about the nature of reality. Adventure Time and Philosophy is a chance to put down your broadsword, put your exhausted monster slaying feet up, and try to figure out why you spend your time rescuing people in distress and fighting for justice. Who better than Finn and Jake to have as companions when taking on Plato, Nietzsche, and Baudrillard or encountering the Slime Princess, the Ice King,

The Adventure of French Philosophy is essential reading for anyone interested in what Badiou calls the "French moment" in contemporary thought. Badiou explores the exceptionally rich and varied world of French philosophy in a number of groundbreaking essays, published here for the first time in English or in a revised translation. Included are the often-quoted review of Louis Althusser's canonical works *For Marx* and *Reading Capital* and the scathing critique of "potato fascism" in Gilles Deleuze and Félix Guattari's *A Thousand Plateaus*. There are also talks on Michel Foucault and Jean-Luc Nancy, and reviews of the work of Jean-François Lyotard and Barbara Cassin, notable points of interest on an expansive tour of modern French thought. Guided by a small set of fundamental questions concerning the nature of being, the event, the subject, and truth, Badiou pushes to an extreme the polemical force of his thinking. Against the formless continuum of life, he posits the need for radical discontinuity; against the false modesty of finitude, he pleads for the mathematical infinity of everyday situations; against the various returns to Kant, he argues for the persistence of the Hegelian dialectic; and against the lure of ultraleftism, his texts from the 1970s vindicate the role of Maoism as a driving force behind the communist Idea.

This "stimulating contribution to literary theory" reveals the deeply philosophical concerns and developments behind popular time travel sci-fi (London Review of Books). In *Time Travel*, literary theorist David Wittenberg argues that time travel fiction is not mere escapism, but a narrative "laboratory" where theoretical questions about storytelling—and, by extension, about the philosophy of temporality, history, and subjectivity—are presented in story form. Drawing on physics, philosophy, narrative theory, psychoanalysis, and film theory, Wittenberg links innovations in time travel fiction to specific shifts in the popularization of science, from nineteenth-century evolutionary biology to twentieth-century quantum physics and more recent "multiverse" cosmologies. Wittenberg shows how popular awareness of new science led to surprising innovations in the literary "time machine," which evolved from a vehicle used for sociopolitical commentary into a psychological device capable of exploring the temporal structure and significance of subjects, viewpoints, and historical events. *Time Travel* draws on classic works of science fiction by H. G. Wells, Edward Bellamy, Robert Heinlein, Samuel Delany, and Harlan Ellison, television shows such as "The Twilight Zone" and "Star Trek," and other popular entertainments. These are read alongside theoretical work ranging from Einstein, Schrödinger, Stephen Hawking to Gérard Genette, David Lewis, and Gilles Deleuze. Wittenberg argues that even the most mainstream audiences of popular time travel fiction and cinema are vigorously engaged with many of the same questions about temporality, identity, and history that concern literary theorists, media and film scholars, and philosophers.

A first-century Stoic, Epictetus argued that we will always be happy if we learn to desire that things should be exactly as they are. His *Enchiridion* distills his teachings to illuminate a way to a tranquil life.

Deadpool and Philosophy

Philosophy, Risk and Adventure Sports

The Dark Tower and Philosophy

Adventures in Philosophy with My Kids

One day Sophie comes home from school to find two questions in her mail: "Who are you?" and "Where does the world come from?" Before she knows it she is enrolled in a correspondence course with a mysterious philosopher. Thus begins Jostein Gaarder's unique novel, which is not only a mystery, but also a complete and entertaining history of philosophy.

"Since 2000, Religion and Popular Culture in America has been one [of the] standard books used in teaching this area of study. Modestly updated in 2005, it continues to be taught in colleges, universities and theological schools across the continent. The basic four-part structure of Religion and Popular Culture in America remains sound and is a feature that appeals to many who have taught the volume. Section One, Religion in Popular Culture, examines the way traditional religious symbols, narratives, and forms of religious practice appear in popular culture. Section Two, Popular Culture in Religion, considers how religion takes on and is reshaped by styles and values of popular culture. Section Three, Popular Culture as Religion, explores the ways that aspects of popular culture and their reception might be considered to be forms of religion. Section Four, Religion and Popular Culture in Dialogue, introduces religiously based critiques of popular culture and ways that popular culture articulates common critiques of religion. The third edition maintains the structure and basic length of the current edition and retains Forbes' introductory framework and update versions of key essay. But they replace many of the more dated subjects with new material drawing on more contemporary examples. A concluding essay by Mahan organizes key insights from the essays and relates them to the theories of popular culture illuminated in the introduction"--Provided by publisher.

The interdisciplinary French-American thinker René Girard (1923-2015) has been one of the towering figures of the humanities in the last half-century. The title of René Girard's first book offered his own thesis in summary

*form: romantic lie and novelistic truth [mensonge romantique et vérité romanesque]. And yet, for a thinker whose career began by an engagement with literature, it came as a shock to some that, in *La Conversion de l'art*, Girard asserted that the novel may be an "outmoded" form for revealing humans to themselves. However, Girard never specified what, if anything, might take the place of the novel. This collection of essays is one attempt at answering this question, by offering a series of analyses of films that aims to test mimetic theory in an area in which relatively little has so far been offered. Does it make any sense to talk of vérité filmique? In addition, *Mimetic Theory and Film* is a response to the widespread objection that there is no viable "Girardian aesthetics." One of the main questions that this collection considers is: can we develop a genre-specific mimetic analysis (of film), and are we able to develop anything approaching a "Girardian aesthetic"? Each of the contributors addresses these questions through the analysis of a film.*

*Batman or Superman? Which of these heroic figures is morally superior? Which is more dramatically effective? Which is more democratic? Which shows us the better way to fight crime? Who is a morally better person? Whose actions lead to the better outcomes? *Superman vs. Batman and Philosophy* tries to decide "for" and "against" these two superheroes by comparing their contrasting approaches to a wide range of issues. Twenty-six philosophers evaluate *Superman vs. Batman* in order to decide which of them "wins" by various different criteria. Some of the writers say that *Superman* wins, others say *Batman*, and others give the result as a tie. Since both *Batman*, the megalomaniacal industrialist, and *Superman*, the darling of the media, sometimes operate outside the law, which of them makes the better vigilante—and how do they compare with *Robin Hood*, the anonymous donor, the *Ninja*, and the *KKK*? Which of them comes out better in terms of evolutionary biology? Which of the heroes works more effectively to resist oppression? Does *Superman* or *Batman* function better as a force for embodied intelligence? Who does more to really uphold the law? Which one is better for the environment? Which of these two supernormal guys makes a better model and inspiring myth to define our culture and our society? Is *Batman* or *Superman* the more admirable person? Who conforms more closely to Nietzsche's Übermensch? Which one makes the more rational choices? Who makes the better god? Who is more self-sacrificing in pursuit of other people's welfare? Who goes beyond the call of duty? Which one does better at defining himself by resolving his internal conflicts? Whose explicit code of morality is superior? Which superhero gives us more satisfying dramatic conflict? (And why does a battle between the two make such a compelling drama?) Which of our two candidates comes closer to Christ? Which has the sounder psychological health? Whose overall consequences are better for the world? Which one more perfectly exemplifies C.S. Lewis's concept of chivalry? What's the deeper reason *Batman* is so successful in videogames whereas *Superman* isn't? What are the advantages and disadvantages of having the two extraordinary heroes work together? Is either superhero logically or metaphysically possible? How can each of them be diagnosed as psychotic? How do they compare in masking their real identity? Whose motives are more worthy? Which one is more self-aware? *Superman vs. Batman and Philosophy* comes out at the same time as the movie *Batman v Superman*. The book cannot discuss what goes on in the movie, yet it also can't avoid doing so, since by sheer probability, many of the controversial issues between the two superheroes will be the same in both. The book will therefore naturally fit in with the numerous raging controversies that the movie unleashes.*

Bergson and the Time of Life

A Philosophy of Walking

Interplay Between Philosophy of Mathematics and Mathematical Logic, 1900-1940

From Time Travel to Superintelligence

Philosophy of the Act and the Pragmatics of Fiction

This is a ground-breaking work that offers a new explanation of the power and popularity of literary fictional texts. It does this by explaining the multiple dimensions of any fictional text and why it is that fictional literature cannot be reduced to a subset of these dimensions. This book offers an expansion of the field of pragmatics, "the philosophy of the act," in which the three categories of fictional actors—author, character and reader—can be given their due. It achieves this by bringing together schools of thought that are too often kept apart: Anglo-American pragmatics and European philosophy. Drawing on a range of thinkers, from Charles Morris and John Searle to Friedrich Nietzsche, M. M. Bakhtin and Georg Lukács, the book applies a unique framework to a range of modern fictional texts. Key concepts here are ethical intention and the agon of authorship.

The ivory tower takes on the Dark Tower as philosophers probe King's story of the battle of Good versus Evil.

In this award winning book, Santa's sleigh gets frozen to the ice it takes lots of teamwork and some creative thinking by Jeffery the Surfer Reindeer to be sure Christmas is not missed. The author has written in a wonderfully magical way about this very special time of year, and cleverly hidden in the story, messages for children about the virtues working together, keeping promises, and of course being good all year so Santa will come."

What time is it? Adventure Time™! Explore the magical world of Ooo with Jake the Dog and Finn the Human, along with the Ice King, Princess Bubblegum, Marceline the Vampire Queen, and all your favorite Adventure Time characters, in this New York Times bestselling companion book to Cartoon Network's hit animated series. Written and compiled by the Lord of Evil himself, *The Adventure Time Encyclopaedia* matches the playful, subversive tone of the television series, detailing everything anyone will ever need to know about the postapocalyptic land of Ooo and its inhabitants—secret lore and spells, fun places you should visit and places where you will probably die, whom to marry and whom not to marry, how to make friends and destroy your enemies—plus hand-written marginalia by Finn, Jake, and Marceline. An indispensable guide to the show fans love to watch, this side-splittingly funny love letter to Adventure Time is sure to appeal to readers of all ages. Heck yeah! From the Back Cover: Written by the Lord of Evil Himself, Hunson Abadeer (a.k.a. Marceline the Vampire Queen's dad), to instruct and confound the demonic citizenry of the Nightsphere, *The Adventure Time Encyclopaedia* is perhaps the most dangerous book in history. Although seemingly a guidebook to the Land of Ooo and its postapocalyptic inhabitants, it is in fact an amusing nightmare of literary pitfalls, bombastic brain-boggles, and ancient texts designed to drive the reader mad. Complete with secret lore and wizard spells, fun places you should visit and places where you will probably die, advice on whom to marry and whom not to marry, and how to make friends and destroy your enemies, this volume includes hand-written marginalia by Finn, Jake, and Marceline. Arguably the greatest encyclopaedia ever written since the beginning of the cosmos, it is also an indispensable companion to humans and demons who know what time it is: Adventure Time! Praise for *The Adventure Time Encyclopaedia*: "Even if you're an adult Adventure Time fan, the book will make you feel like you're 10 again." —USA Today's Daily Candy blog "The brand-new Adventure Time Encyclopaedia will tell viewers everything they need to know about the post-apocalyptic magical land and its inhabitants." —Entertainment Weekly's Family Room blog "The . . . Encyclopaedia will appeal to Adventure Time fans who want to delve deeper into the show's mysterious back story and bizarre details." —The Los Angeles Times' Hero

Complex blog

The Man in the High Castle and Philosophy

A Smile in the Mind's Eye

My Common Sense Is Tingling

Subversive Reports from Another Reality

Adventures in Philosophy

Its treatment is roughly chronological, starting with the ancient Greek philosophers Heraclitus and Parmenides and proceeding through the history of Western philosophy and science up to the present.

The “virtuoso” author’s memoir of his spiritual journey with famed Taoist philosopher Jolan Chang (The New York Times). Beginning with their first meeting over lunch at Lawrence Durrell’s Provençal home, Durrell and Jolan Chang—renowned Taoist philosopher and expert on Eastern sexuality—developed an enduring relationship based on mutual spiritual exploration. Durrell’s autobiographical rumination on their friendship and on Taoism recounts the author’s existential ponderings, starting with his introduction to the mystical and enigmatic “smile in the mind’s eye.” From parsimony, cooking, and yoga to poetry, Petrarch, and Nietzsche, A Smile in the Mind’s Eye is a charming tale of a writer’s spiritual and philosophical awakening.

One of Christian Science Monitor’s 10 best books of May “This amazing new book . . . takes us on a journey through classic and contemporary philosophy powered by questions like ‘What do we have the right to do? When is it okay to do this or that?’ They explore punishment and authority and sex and gender and race and the nature of truth and knowledge and the existence of God and the meaning of life and Scott just does an incredible job.” —Ryan Holiday, The Daily Stoic Some of the best philosophers in the world gather in surprising places—preschools and playgrounds. They debate questions about metaphysics and morality, even though they’ve never heard the words and perhaps can’t even tie their shoes. They’re kids. And as Scott Hershovitz shows in this delightful debut, they’re astoundingly good philosophers. Hershovitz has two young sons, Rex and Hank. From the time they could talk, he noticed that they raised philosophical questions and were determined to answer them. They re-created ancient arguments. And they advanced entirely new ones. That’s not unusual, Hershovitz says. Every kid is a philosopher. Following an agenda set by Rex and Hank, Hershovitz takes us on a fun romp through classic and contemporary philosophy, powered by questions like, Does Hank have the right to drink soda? When is it okay to swear? and, Does the number six exist? Hershovitz and his boys take on more weighty issues too. They explore punishment, authority, sex, gender, race, the nature of truth and knowledge, and the existence of God. Along the way, they get help from professional philosophers, famous and obscure. And they show that all of us have a lot to learn from listening to kids—and thinking with them. Hershovitz calls on us to support kids in their philosophical adventures. But more than that, he challenges us to join them so that we can become better, more discerning thinkers and recapture some of the wonder kids have at the world.

This lucid collection of essays the continental-analytic divide, bringing the virtual to centre stage and arguing its importance for re-thinking such central philosophical questions as time and life.

The Popular Philosophy of Narrative

Sophie’s World

Iron Man Vs. Captain America and Philosophy

The Adventure of Reason

A Brief History of the Philosophy of Time

Philosophy Adventure is a program designed to help students 6th-12th grade cultivate and defend a biblical worldview by teaching them how to write skillfully, think critically, and speak articulately as they explore the history of philosophy. The Student Workbook includes philosopher notebook pages, mapping assignments, quizzes, tests, and more.

Adventure Time and Philosophy is a monster-beating, wild ride of philosophical mayhem. The authors have come together to understand and explore one of the deepest and most thoughtful television shows ever to assault human brain waves. Where Adventure Time shows us what the world could be like, this book screws open our cranial lids, mucks about in the mess that is our heads, and attempts to come to some answers about the nature of reality. Adventure Time challenges everything we know about life, meaning, heroism, and even burritos. And it’s time to give the show some serious thought. Adventure Time and Philosophy is a chance to put down your broadsword, put your exhausted monster-slaying feet up, and try to figure out why you spend your time rescuing people in distress and fighting for justice. What is justice anyway? If you don’t happen to have your pocket edition of the Enchiridion on hand, and Billy the Hero *wicked guitar solo* hasn’t been returning your calls, pick up Adventure Time and Philosophy and learn what it means to be a real hero! The authors of the chapters will prove that Adventure Time is much more than a cartoon, it’s a way of life. . . . It’s also the future!—a post-apocalyptic future 10,000 years after the Great Mushroom War, actually. Who better to have as companions than Finn and Jake when taking on Plato, Nietzsche, and Baudrillard or encountering the Slime Princess, the Ice King, and Marceline the Vampire Queen. In a review of the show in Entertainment Weekly, Darren Franich characterized Adventure Time as a “hybrid sci-fi/fantasy/horror/musical/fairy tale, with echoes of Calvin and Hobbes, Hayao Miyazaki, Final Fantasy, Richard Linklater, Where the Wild Things

Are, and the music video you made with your high school garage band.” This book is filled with chapters written by a colorful cast of characters who enlighten us about the profound and life-affirming spiritual subtext and dark comedic elements of an awesomely fantastic show.

With the development of new technologies and the Internet, the notion of the virtual has grown increasingly important. In this lucid collection of essays, Pearson bridges the continental-analytic divide in philosophy, bringing the virtual to centre stage and arguing its importance for re-thinking such central philosophical questions as time and life. Drawing on philosophers from Bergson, Kant and Nietzsche to Proust, Russell, Dennett and Badiou, Pearson examines the limits of continuity, explores relativity, and offers a concept of creative evolution.

The connection between popular culture and religion is an enduring part of American life. With seventy-five percent new content, the third edition of this multifaceted and popular collection has been revised and updated throughout to provide greater religious diversity in its topics and address critical developments in the study of religion and popular culture. Ideal for classroom use, this expanded volume gives increased attention to the implications of digital culture and the increasingly interactive quality of popular culture provides a framework to help students understand and appreciate the work in diverse fields, methods, and perspectives contains an updated introduction, discussion questions, and other instructional tools

Inhabitants, Lore, Spells, and Ancient Crypt Warnings of the Land of Ooo Circa 19.56 B.G.E. - 501 A.G.E.

Doctor Who and Philosophy

Prolegomena

Pokemon and Philosophy

Science Fiction and Philosophy

Adventure Time and Philosophy

With interest and participation in extreme and adventure sports growing year on year, the time is ripe for a thoughtful and analytical assessment of this phenomenon from a rigorous philosophical perspective. This collection of essays is the first single-source treatment of adventure sports from an exclusively philosophical standpoint. The text offers students a uniquely focused reader of this burgeoning area of interest and provides scholars with a source book for further studies in this area. Featuring contributions from well-respected writers in the field who each also have personal familiarity of participation in adventure and extreme sports, this is set to become a classic analysis of the intersections between philosophy and extreme experiences, encompassing essential related concepts of elation, danger, death, wilderness and authenticity.

Who is the most truly heroic--Captain America or Iron Man? The writers in this book try to answer that question from many diverse viewpoints.

With his insightful and wide-ranging theory of recognition, Axel Honneth has decisively reshaped the Frankfurt School tradition of critical social theory.

Combining insights from philosophy, sociology, psychology, history, political economy, and cultural critique, Honneth's work proposes nothing less than an account of the moral infrastructure of human sociality and its relation to the perils and promise of contemporary social life. This book provides an accessible overview of Honneth's main contributions across a variety of fields, assessing the strengths and weaknesses of his thought. Christopher Zurn clearly explains Honneth's multi-faceted theory of recognition and its relation to diverse topics: individual identity, morality, activist movements, progress, social pathologies, capitalism, justice, freedom, and critique. In so doing, he places Honneth's theory in a broad intellectual context, encompassing classic social theorists such as Kant, Hegel, Marx, Freud, Dewey, Adorno and Habermas, as well as contemporary trends in social theory and political philosophy. Treating the full range of Honneth's corpus, including his major new work on social freedom and democratic ethical life, this book is the most up-to-date guide available. Axel Honneth will be invaluable to students and scholars working across the humanities and social sciences, as well as anyone seeking a clear guide to the work of one of the most influential theorists writing today.

Mimetic Theory and Film

Axel Honneth

Ishmael

Nasty, Brutish, and Short

Philosophy and the Adventure of the Virtual

Iron Man or Captain America? Which one is superior—as a hero, as a role model, or as a personification of American virtue? Philosophers who take different sides come together in Iron Man versus Captain America to debate these issues and arrive at a deeper understanding of the strengths and weaknesses of these iconic characters. The discussion ranges over politics, religion, ethics, psychology, and metaphysics. In the end, that Captain America's thoughtful patriotism, is superior to Iron Man's individualist-cosmopolitanism. Matthew William Brake also votes for Cap, maintaining that it's his ability to believe in the impossible that makes him a hero, and in the end, he is vindicated. Cole Bowman investigates the nature of friendship within the Avengers team, focusing predominantly on the political and social implications of each side. In the movies, the Avengers are forced to choose between Stark and Rogers. According to Derrida's Politics of Friendship, Cap is the better friend, but that doesn't make him the winner! Aron Ericson's chapter traces the evolution of Iron Man and Captain America in the movies, culminating with Civil War, where the original attitudes of Tony (trusts only himself) and Steve (trusts "the system") are inverted. Corey Horn's chapter focuses on one of the many debates of Iron Man and Captain America—the side of Security (Iron Man) versus Liberty (Cap). But Maxwell Henderson contends that if we dig deeper into the true heart of the Marvel Civil War, it isn't about the loss of privacy but more about utilitarianism—what's best for everybody. Henderson explains why Iron Man was wrong about what was best for everybody and discloses what the philosopher Derek Parfit has to say about evaluating society from this perspective. Daniel Malloy explains that while both Captain America and Iron Man have faced setbacks, only Iron Man has failed at being a hero—and that makes him the better hero. In another chapter, Malloy shows that where Iron Man trusts technology and systems, Captain America trusts people. Jacob Thomas May explores loss from the two heroes' points of view and explains how the losses suffered by Stark clearly make him the better hero and the better person. Louis Melancon unpacks how Captain America and Iron Man each embodies key facets of America attempts to wage war

prophylactic of technology; neither satisfactorily resolves conflict and the cycle of violence continues. Clara Nisley tests Captain America and Iron Man's moral obligations to the Avengers and the establishing Captain America's associative obligations that do not extend to the arbitration and protection of humans that Iron Man advocates. Fernando Pagnoni Berns considers that while Iron to his time (and the thinking that comes with it), Captain America embraces-historical values, and thinks that there are such things as intrinsic human dignity and rights—an ethical imperative. Cl the true difference between Captain America and Iron Man stems from the different ways they extend their minds. Cap extends his mind socially while Stark extends his through technology. Heid true American spirit isn't standing up to bullies, but comes out of the self-interested traditions of liberal capitalism, which is why billionaire, former-arms-industry-giant Tony Stark is ultimately a American symbol than Steve Rogers. By contrast, Jeffrey Ewing shows that the core of Captain America: Civil War centers on the challenge superpowers impose on state sovereignty (and the mo implies). Nicol Smith finds that Cap and Shell-Head's clash during the Civil War does not necessarily boil down to the issue of freedom vs. regulation but rather stems from the likelihood that both political and ideological wannabe supreme rules or "Leviathans." Craig Van Pelt reconstructs a debate between Captain America and Iron Man about whether robots can ever have objective moral bias may influence the design and programming. James Holt looks into the nature of God within Captain America's world and how much this draws on the "previous life" of Captain Steve Rogers. on the God of Moses in the burning bush, as contrasted with David Hume's understanding of religion. Gerald Browning examines our two heroes in a comparison with the Greek gods Hephaestus Christopher Ketcham supposes that, with the yellow bastard wreaking havoc on Earth, God asks Thomas Aquinas to use his logical process from Summa Theologica to figure which one of the two better at fixing an economic meltdown, and which one would be better at preventing a war. Rob Luzecky and Charlene Elsby argue that gods cannot be heroes, and therefore that the god-like me Man, with a god's intelligence; Thor, with a god's strength, and the Hulk, with a god's wrath) are not true heroes in the same sense as Captain America. Cap is like Albert Camus's Sisyphus, heroic rallies against abstract entities like the gods and the government.

Pokémon is one of the most amazing pop culture phenomena of our epoch, with deep metaphysical roots and profound philosophical implications. Pokémon and Philosophy celebrates this cultural readers unpack the hidden secrets of Pokémon. In this collection of essays, modern-day philosophers examine and dissect the video game extravaganza. They explore its creators' original intent to well as examine the expansion of the Pokemon empire and its various wide-reaching effects on Western popular culture. Using a collection of diverse backgrounds, cutting-edge arguments and co Philosophy encourages its readers to stay curious and to explore the world of Pokemon a little further in our attempt to philosophically 'catch 'em all'! This is the latest edition (#6) in our series, Philosophy. Nicolas Michaud has edited Batman, Superman, and Philosophy: Badass or Boyscout (2016), Discworld and Philosophy: Reality Is Not What It Seems (2016), and Frankenstein and Philo Truth (2013). He co-edited, with Jennifer Watkins, Iron Man vs. Captain America and Philosophy: Give Me Liberty or Keep Me Safe (2018).--Nicolas Michaud

Philosophers look at the deeper issues raised by the adventures of Doctor Who, the main character in the long-running science fiction TV series of the same name. Original.

In the year 2110, fourteen-year-old Val returns home to find that the time machine her father created has returned home without him. Having lost her mother to illness two years earlier, Val dec back in time to find her father and bring him home. She does a test landing in a remote area of the U.S. in the year 2010 and meets three brothers: sixteen-year-old football star James, thirteen-amazing seven-year-old named Wumpy. They decide to join her and help find her father. Val believes her father would have gone back to the first century to see Jesus Christ, who Val's dad consid person in history. Val knows her father wanted to see for himself if the stories about Jesus in the Bible are true. She and the three brothers go back in time to first century Jerusalem and begin dad at some of the major events of Jesus' life. During their quest they meet Jesus and see amazing things. They also have to outwit local authorities and an assortment of villains who threaten t century or - even worse - end their short lives two thousand years before they were born. The adventure is non-stop, but in the end this is a story about friendship and faith and the truth of 1 . all fear."

Religion and Popular Culture in America, Third Edition

Philosophy Adventure--Pre-Socratics

The Adventure of French Philosophy

Time Travel

The Adventure Time Encyclopaedia (Encyclopedia)

A journey through a land where Milo learns the importance of words and numbers provides a cure for his boredom.

Deadpool is the super-anti-hero who knows he's in a comic book. His unique situation and blood-stained history give rise to many philosophical puzzles. A group of philosophical Deadpool fans delve into these puzzles in Deadpool and Philosophy. For instance, if you know that someone is writing the script of your life, can you really be a hero? Is Deadpool really Wade Wilson, or did Wilson have his identity stolen by the monster who is now Deadpool? Are his actions predetermined by the writers, or does he trick the writers into scripting his choices? And what happens when Deadpool breaks into the real world to kill the writers? What kind of existence do literary characters have? How can we call him a moral agent for good when he still commits murder left and right and then left again and then right? Since Deadpool gets paid for his good deeds, can they be truly heroic? And which of the many Deadpool personalities are the real Deadpool? And of course, why does Deadpool love to annoy Wolverine so much? Deadpool challenges us to think outside the box.

Deadpool and Philosophy shows us the profound implications of this most contradictory and perplexing comic book character.

Featuring numerous updates and enhancements, Science Fiction and Philosophy, 2nd Edition, presents a collection of readings that utilize concepts developed from science fiction to explore a variety of classic and contemporary philosophical issues. Uses science fiction to address a series of classic and contemporary philosophical issues, including many raised by recent scientific developments Explores questions relating to transhumanism, brain enhancement, time travel, the nature of the self, and the ethics of artificial intelligence

Features numerous updates to the popular and highly acclaimed first edition, including new chapters addressing the cutting-edge topic of the technological singularity Draws on a broad range of science fiction's more familiar novels, films, and TV series, including I, Robot, The Hunger Games, The Matrix, Star Trek, Blade Runner, and Brave New World Provides a gateway into classic philosophical puzzles and topics informed by the latest technology

Explores the role and influence of walking in the lives of such thinkers as Kant, Rousseau, Nietzsche, Robert Louis Stevenson, Gandhi, and Jack Kerouac.

Student Workbook

Bigger on the Inside

Enchiridion

Adventure Time and Philosophy

Batman, Superman, and Philosophy

Adventure Time and Philosophy is a monster-beating, wild ride of philosophical mayhem. One of the deepest and most thoughtful television shows ever to assault human brain waves, Adventure Time shows us what the world could be like, challenging everything we know about life, meaning, heroism, and even burritos, and it's time to give the show some serious thought. This book screws open our cranial lids, mucks about in the mess that is our heads, and attempts to come to some answers about the nature of reality. Adventure Time and Philosophy is a chance to put down your broadsword, put your exhausted monster-slaying feet up, and try to figure out why you spend your time rescuing people in distress and fighting for justice. Who better than Finn and Jake to have as companions when taking on Plato, Nietzsche, and Baudrillard or encountering the Slime Princess, the Ice King.

An award-winning, compelling novel of spiritual adventure about a gorilla named Ishmael, who possesses immense wisdom, and the man who becomes his pupil, offers answers to the world's most pressing moral dilemmas. Reprint.

Will Durant once lamented that, "philosophy is no longer loved today because she has lost the spirit of adventure." "Adventures in Philosophy" is Durant's attempt to recapture that spirit. In actual debates, symposiums, and personal discussions, topics such as the meaning of life, politics, religion, history, and the nature of humanity are all explored by Durant and some of the leading minds of the 20th century. Also included are fictional dialogues, written by Durant, which bring together many of history's greatest minds in a discussion of philosophy's most challenging questions. In these symposiums, the scope and breadth of Durant's erudition is at once apparent, yet done so in wonderful, often epigrammatic, prose that (as Max Schuster once commented) "begs to read aloud."

Paolo Mancosu presents a series of innovative studies in the history and the philosophy of logic and mathematics in the first half of the twentieth century. The Adventure of Reason is divided into five main sections: history of logic (from Russell to Tarski); foundational issues (Hilbert's program, constructivity, Wittgenstein, Gödel); mathematics and phenomenology (Weyl, Becker, Mahnke); nominalism (Quine, Tarski); semantics (Tarski, Carnap, Neurath). Mancosu exploits extensive untapped archival sources to make available a wealth of new material that deepens in significant ways our understanding of these fascinating areas of modern intellectual history. At the same time, the book is a contribution to recent philosophical debates, in particular on the prospects for a successful nominalist reconstruction of mathematics, the nature of finitist intuition, the viability of alternative definitions of logical consequence, and the extent to which phenomenology can hope to account for the exact sciences.

The Phantom Tollbooth

The Greatest Adventure of All Time

Discworld and Philosophy

History of the Concept of Time