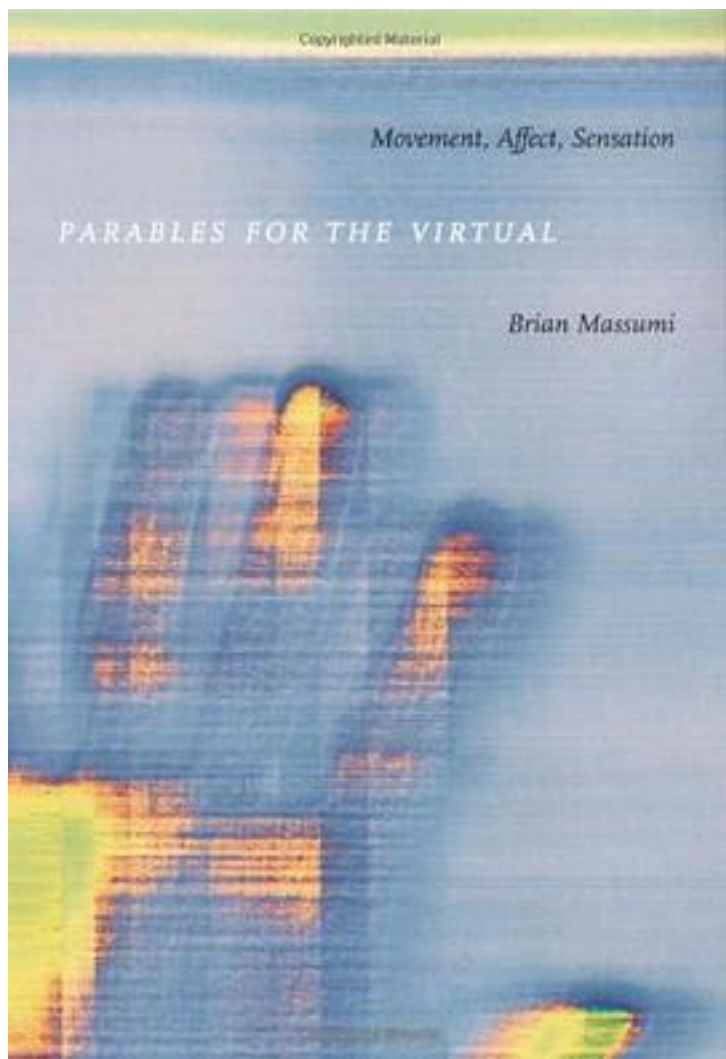


Parables for the Virtual



[Parables for the Virtual_下载链接1_](#)

著者:Brian Massumi

出版者:Duke University Press Books

出版时间:2002-4-9

装帧:Paperback

isbn:9780822328971

Although the body has been the focus of much contemporary cultural theory, the models that are typically applied neglect the most salient characteristics of embodied existence-movement, affect, and sensation-in favor of concepts derived from linguistic theory. In "Parables for the Virtual" Brian Massumi views the body and media such as television, film, and the Internet, as cultural formations that operate on multiple registers of sensation beyond the reach of the reading techniques founded on the standard rhetorical and semiotic models. Renewing and assessing William James' radical empiricism and Henri Bergson's philosophy of perception through the filter of the post-war French philosophy of Deleuze, Guattari, and Foucault, Massumi links a cultural logic of variation to questions of movement, affect, and sensation. If such concepts are as fundamental as signs and significations, he argues, then a new set of theoretical issues appear, and with them potential new paths for the wedding of scientific and cultural theory. Replacing the traditional opposition of literal and figural with new distinctions between stasis and motion and between actual and virtual, "Parables for the Virtual" tackles related theoretical issues by applying them to cultural mediums as diverse as architecture, body art, the digital art of Stelarc, and Ronald Reagan's acting career. The result is an intriguing combination of cultural theory, science, and philosophy that asserts itself in a crystalline and multi-faceted argument. "Parables for the Virtual" will interest students and scholars of continental and Anglo-American philosophy, cultural studies, cognitive science, electronic art, digital culture, and chaos theory, as well as those concerned with the 'science wars' and the relation between the humanities and the sciences in general.

作者介绍:

目录:

[Parables for the Virtual_下载链接1](#)

标签

affect

body

法国哲学

德勒兹

电影理论

哲学

duration

理论

评论

牛逼

第二遍才稍懂，那个中文版鬼才能懂。

我很喜欢affect这个discourse，但在论文里阐述它真的令人头大啊，我的大脑真的分析不了这么多“情动”

作为研究affect theory的必读书目，对他这种毁人大脑的写法只有无语，弄懂了的部分真心佩服，不懂的部分也不打算去费事了。

[Parables for the Virtual 下载链接1](#)

书评

初读此书时正在写博士论文，因为要从affect切入，但是国内此类研究与翻译很少，这本书算是affective turn的一本力著，囫圇吞枣的读过一遍。最近赶一篇文章，决定二刷。（吐槽一下，南大新传学院某会议有一个分论题：媒介与情感政治，首先，德勒兹对于媒介论是非常排斥甚至贬义...

[posted here as course assignment

<http://affectivepolitics.wordpress.com/2011/04/13/affects-emotion-and-political-power-in-massumi-parables-for-the-virtual/>] By depicting the consequences of Bergson's revolutionary concept of time, Massumi brings us into...

重读《虚拟的寓言》，更加清晰，集伯格森与德勒兹思想于一体，还有阿伦特《过去和未来之间》。世界处于相互联系和作用之中，在场与不在场，过去和现在之共时同时的将来，无知觉的身体，感-动。感觉是潜在在感知身体内在场的模式。斯宾诺莎：泛神论，宇宙宗教主义情怀，上帝即自...

[Parables for the Virtual_下载链接1_](#)