

Gladiators And Caesars The Power Of Spectacle In A

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Spectacles of Empire - Christopher A. Frilingos 2013-03-25

The book of Revelation presents a daunting picture of the destruction of the world, complete with clashing gods, a multiheaded beast, armies of heaven, and the final judgment of mankind. The bizarre conclusion to the New Testament is routinely cited as an example of the early Christian renunciation of the might and values of Rome. But Christopher A. Frilingos contends that Revelation's relationship to its ancient environment was a rather more complex one. In *Spectacles of Empire* he argues that the public displays of the Roman Empire—the games of the arena, the execution of criminals, the civic veneration of the emperor—offer a plausible context for reading Revelation. Like the spectacles that attracted audiences from one end of the Mediterranean Sea to the other, Revelation shares a preoccupation with matters of spectatorship, domination, and masculinity. Scholars have long noted that in promising a complete reversal of fortune to an oppressed minority, Revelation has provided inspiration to Christians of all kinds, from liberation theologians protesting globalization to the medieval Apostolic Brethren facing death at the stake. But Frilingos approaches the Apocalypse from a different angle, arguing that Revelation was not merely a rejection of the Roman world in favor of a Christian one; rather, its visions of monsters and martyrs were the product of an empire whose subjects were trained to dominate the threatening "other." By comparing images in Revelation to those in other Roman-era literature, such as Greek romances and martyr accounts, Frilingos reveals a society preoccupied with seeing and being seen. At the same time, he shows how Revelation calls attention to both the risk and the allure of taking in a show in a society which emphasized the careful scrutiny of one's friends, enemies, and self. Ancient spectators, Frilingos notes, whether seated in an arena or standing at a distance as Babylon burned, frequently discovered that they themselves had become part of the performance.

Sports around the World: History, Culture, and Practice [4 volumes] - John Nauright 2012-04-06

This multivolume set is much more than a collection of essays on sports and sporting cultures from around the world: it also details how and why sports are played wherever they exist, and examines key charismatic athletes from around the world who have transcended their sports. • Nearly 900 entries cover most aspects of sport from around the world • Contributions from more than 200 distinguished scholars, such as Mark Dyreson, Henning Eichberg, Malcolm MacLean, S.W. Pope, and Rob Ruck • Entries on players, stadiums, arenas, famous games and matches, major scandals, and disasters • Lists of Olympic medalists for all events since 1896 as well as lists of winners of major events such as the FIFA World Cup and MLB World Series • Further reading selections provide direction for in-depth analysis of each event, sport, personality, or issue discussed

Encyclopedia of the Roman Empire - Matthew Bunson 2014-05-14

Not much has happened in the Roman Empire since 1994 that required the first edition to be updated, but Bunson, a prolific reference and history author, has revised it, incorporated new findings and thinking, and changed the dating style to C.E. (Common Era) and B.C.E. (Before Common Era). For the 500 years from Julius Caesar and the Gallic Wars in 59-51 B.C.E. to the fall of the empire in the west in 476 C.E, he discusses personalities, terms, sites, and events. There is very little cross-referencing.

Gladiators and Caesars - Eckart Köhne 2000-01-01

Describes the events and games held in the amphitheaters, circuses, and theaters in ancient Rome.

Egypt, Greece, and Rome - Charles Freeman 2014-03

Covering more than four thousand years of ancient history, from the early Egyptians to the dawn of Byzantium, an illustrated introduction to the Mediterranean's three major civilizations examines their links and traces their influence up to the present day. UP.

Characters and Characterization in Luke-Acts - Frank Dicken 2016-10-20

Like all skilful authors, the composer of the biblical books of Luke and Acts understood that a good story requires more than a gripping plot - a persuasive narrative also needs well-portrayed, plot-enhancing characters. This book brings together a set of new essays examining characters and characterization in those books from a variety of methodological perspectives. The essays illustrate how narratological, sociolinguistic, reader-response, feminist, redaction, reception historical, and comparative literature approaches can be fruitfully applied to the question of Luke's techniques of characterization. Theoretical and methodological discussions are complemented with case studies of specific Lukan characters. Together, the essays reflect the understanding that while many of the literary techniques involved in characterization attest a certain universality, each writer also brings his or her own unique perspective and talent to the portrayal and use of characters, with the result that analysis of a writer's characters and style of characterization can enhance appreciation of that writer's work.

The Arena of Satire - David H. J. Larmour 2016-01-04

In this first comprehensive reading of Juvenal's satires in more than fifty years, David H. J. Larmour deftly revises and sharpens our understanding of the second-century Roman writer who stands as the archetype for all later practitioners of the satirist's art. The enduring attraction of Juvenal's satires is twofold: they not only introduce the character of the "angry satirist" but also offer vivid descriptions of everyday life in Rome at the height of the Empire. In Larmour's interpretation, these two elements are inextricably linked. The *Arena of Satire* presents the satirist as flaneur traversing the streets of Rome in search of its authentic core—those distinctly Roman virtues that have disappeared amid the corruption of the age. What the vengeful, punishing satirist does to his victims, as Larmour shows, echoes what the Roman state did to outcasts and criminals in the arena of the Colosseum. The fact that the arena was the most prominent building in the city and is mentioned frequently by Juvenal makes it an ideal lens through which to examine the spectacular and punishing characteristics of Roman satire. And the fact that Juvenal undertakes his search for the uncorrupted, authentic Rome within the very buildings and landmarks that make up the actual, corrupt Rome of his day gives his sixteen satires their uniquely paradoxical and contradictory nature. Larmour's exploration of "the arena of satire" guides us through Juvenal's search for the true Rome, winding from one poem to the next. He combines close readings of passages from individual satires with discussions of Juvenal's representation of Roman space and topography, the nature of the "arena" experience, and the network of connections among the satirist, the gladiator, and the editor—or producer—of Colosseum entertainments. The *Arena of Satire* also offers a new definition of "Juvenalian satire" as a particular form arising from the intersection of the body and the urban landscape—a form whose defining features survive in the works of several later satirists, from Jonathan Swift and Evelyn Waugh to contemporary writers such as Russian novelist Victor Pelevin and Irish dramatist Martin McDonagh.

Spartacus - Martin M. Winkler 2008-04-15

This is the first book systematically to analyze Kirk Douglas' and Stanley Kubrick's depiction of the slave

revolt led by Spartacus from different historical, political, and cinematic perspectives. Examines the film's use of ancient sources, the ancient historical contexts, the political significance of the film, the history of its censorship and restoration, and its place in film history. Includes the most important passages from ancient authors' reports of the slave revolt in translation.

Are You Not Entertained? - Lindsay Steenberg 2020-10-29

Anglo-American culture is marked by a gladiatorial impulse: a deep cultural fascination in watching men fight each other. The gladiator is an archetypal character embodying this impulse and his brand of violent and eroticised masculinity has become a cultural shorthand that signals a transhistorical version of heroic masculinity. Frequently the gladiator or celebrity fighter - from the amphitheatres of Rome to the octagon of the Ultimate Fighting Championships - is used as a way of insisting that a desire to fight, and to watch men fighting, is simply a part of our human nature. This book traces a cultural interest in stories about gladiators through twentieth and twenty-first-century film, television and videogames.

Gladiators - Roger Dunkle 2008

Preface -- Publisher's acknowledgements -- Cultural context and origins of gladiatorial combat -- Recruitment and training of gladiators -- Gladiator games in action -- A brief history of gladiator games -- A brief history of the arena hunt -- The Roman amphitheatre and the colosseum -- Gladiators in film -- Notes -- Bibliography -- Index

The Worlding Project - Christopher Leigh Connery 2007-10-30

Globalization discourse now presumes that the "world space" is entirely at the mercy of market norms and forms promulgated by reactionary U.S. policies. An academic but accessible set of studies, this wide range of essays by noted scholars challenges this paradigm with diverse and strong arguments. Taking on topics that range from the medieval Mediterranean to contemporary Jamaican music, from Hong Kong martial arts cinema to Taiwanese politics, writers such as David Palumbo-Liu, Meaghan Morris, James Clifford, and others use innovative cultural studies to challenge the globalization narrative with a new and trenchant tactic called "worlding." The book posits that world literature, cultural studies, and disciplinary practices must be "worlded" into expressions from disparate critical angles of vision, multiple frameworks, and field practices as yet emerging or unidentified. This opens up a major rethinking of historical "givens" from Rob Wilson's reinvention of "The White Surfer Dude" to Sharon Kinoshita's "Deprovincializing the Middle Ages." Building on the work of cultural critics like Edward Said, Gayatri Spivak, and Kenneth Burke, The Worlding Project is an important manifesto that aims to redefine the aesthetics and politics of postcolonial globalization with alternative forms and frames of global becoming.

A Cultural History of Sport in Antiquity - Paul Christesen 2022-08-31

A Cultural History of Sport in Antiquity covers the period 800 BCE to 600 CE. From the founding of the Olympics and Rome's celebratory games, sport permeated the cultural life of Greco-Roman antiquity almost as it does our own. Gymnasiums, public baths, monumental arenas, and circuses for chariot racing were constructed, and athletic contests proliferated. Sports-themed household objects were very popular, whilst the exploits of individual athletes, gladiators, and charioteers were immortalized in poetry, monuments, and the mosaic floors of the wealthy. This rich sporting culture attests to the importance of leisure among the middle and upper classes of the Greco-Roman world, but by 600 CE rising costs, barbarian invasions, and Christianity had swept it all away. The 6 volume set of the Cultural History of Sport presents the first comprehensive history from classical antiquity to today, covering all forms and aspects of sport and its ever-changing social, cultural, political, and economic context and impact. The themes covered in each volume are the purpose of sport; sporting time and sporting space; products, training and technology; rules and order; conflict and accommodation; inclusion, exclusion and segregation; minds, bodies and identities; representation. Paul Christesen is Professor at Dartmouth College, USA. Charles Stocking is Associate Professor at Western University, Canada. Volume 1 in the Cultural History of Sport set General Editors: Wray Vamplew, Mark Dyreson, and John McClelland

The Victor's Crown - David Potter 2012

Details the role of sports in the classical world from early Greece through the late Roman and early Byzantine empires.

Gladiators 4th-1st centuries BC - Francois Gilbert 2022-08-18

This new study lifts the veil on the high-profile but often misunderstood gladiators of ancient Rome, from their origins to the dawn of the Principate. Originating in funeral rites during the Punic Wars of the 3rd century BC, the Roman gladiator games have come to symbolize the spectacle and savagery of Republican and Imperial Rome. Increasingly elaborate rules and rituals governed the conduct of gladiator combat, with an array of specially armed and armoured gladiator types pitted against one another, either singly or in groups. While many gladiators met a grisly end, some survived to achieve celebrity and make huge fortunes. Despite the wealth of literary and archaeological evidence, many misconceptions about the gladiators and their violent world remain. Featuring eight plates of stunning specially commissioned artwork alongside photographs and drawings of key items of visual evidence, this fully illustrated account recreates the little-known and under-represented gladiators of the centuries leading up to the dawn of the Principate, correcting myths and casting new light on the roles, lives and legacy of these legendary arena fighters.

Gladiators - Roger Dunkle 2013-09-13

The games comprised gladiatorial fights, staged animal hunts (venationes) and the executions of convicted criminals and prisoners of war. Besides entertaining the crowd, the games delivered a powerful message of Roman power: as a reminder of the wars in which Rome had acquired its empire, the distant regions of its far-flung empire (from where they had obtained wild beasts for the venatio), and the inevitability of Roman justice for criminals and those foreigners who had dared to challenge the empire's authority. Though we might see these games as bloodthirsty, cruel and reprehensible condemning any alien culture out of hand for a sport that offends our sensibilities smacks of cultural chauvinism. Instead one should judge an ancient sport by the standards of its contemporary cultural context. This book offers a fascinating, and fair historical appraisal of gladiatorial combat, which will bring the games alive to the reader and help them see them through the eyes of the ancient Romans. It will answer questions about gladiatorial combat such as: What were its origins? Why did it disappear? Who were gladiators? How did they become gladiators? What was their training like? How did the Romans view gladiators? How were gladiator shows produced and advertised? What were the different styles of gladiatorial fighting? Did gladiator matches have referees? Did every match end in the death of at least one gladiator? Were gladiator games mere entertainment or did they play a larger role in Roman society? What was their political significance?

Destinations in Mind - Kimberly Cassibry 2021-05-18

In *Destinations in Mind*, Kimberly Cassibry asks how objects depicting different sites helped Romans understand their vast empire. At a time when many cities were written about but only a few were represented in art, four distinct sets of artifacts circulated new information. Engraved silver cups list all the stops from Spanish Cádiz to Rome, while resembling the milestones that helped travelers track their progress. Vivid glass cups represent famous charioteers and gladiators competing in circuses and amphitheaters, and offered virtual experiences of spectacles that were new to many regions. Bronze bowls commemorate forts along Hadrian's Wall with colorful enameling typical of Celtic craftsmanship. Glass bottles display labeled cityscapes of Baiae, a notorious resort, and Puteoli, a busy port, both in the Bay of Naples. These artifacts and their journeys reveal an empire divided not into center and periphery, but connected by roads that did not all lead to Rome. They bear witness to a shared visual culture that was divided not into high and low art, but united by extraordinary craftsmanship. New aspects of globalization are apparent in the multi-lingual placenames that the vessels bear, in the transformed places that they visualize, and in the enriched understanding of the empire's landmarks that they impart. With in-depth case studies, Cassibry argues that the best way to comprehend the Roman Empire is to look closely at objects depicting its fascinating places.

Gladiator: The Roman Fighter's [Unofficial] Manual - Philip Matyszak 2011-04-15

An entertaining yet factual insider's guide: how to become a gladiator, hone your fighting skills, and thrill the crowds in the Colosseum. So you think you'd like to be a gladiator? Find out how to get thousands to idolize you as the strongest, meanest fighter in the Roman empire. Win fame and fortune in one of Rome's most glamorous locations, in the presence of the emperor himself. Who wouldn't kill for a job like that? This handy guide tells you everything you need to know before you step out to fight for your life in front of a roaring crowd: Why you should become a gladiator How to join the most glamorous—yet lethal—profession

on earth Who will try to kill you, and with what Which arena of the empire is the right one for you When and how often you will fight What happens before, during, and after a duel Combining the latest research with modern reconstructions, *Gladiator* helps you experience firsthand the spectacular yet brutal life and death of the most iconic figure of ancient Rome.

The Gladiators - Fik Meijer 2007-03-06

An analysis of the private and public lives of ancient Rome's gladiators explores how they were both despised for their lowly status and hero-worshipped for their skills and courage, chronicling how tens of thousands of gladiators perished publicly over the course of six hundred years. Reprint. 10,000 first printing.

Militarism, Sport, Europe - J A Mangan 2004-08-02

This collection explores the relationship between sport and war.

Routledge Companion to Sports History - S. W. Pope 2009-12-17

Presents comprehensive guidance to the international field of sports history as it has developed as an academic area of study. This book guides readers through the development of the field across a range of thematic and geographical contexts. It is suitable for researchers and students in, and entering, the sports history field.

Aspects of Ancient Institutions and Geography - Lee L. Brice 2015-01-08

Aspects of Ancient Institutions and Geography honors Richard J.A. Talbert through a collection of original and useful examinations focused around the core theme of Talbert's work - how ancient individuals and groups organized their world, through their institutions and geography.

The Complete Idiot's Guide to the Roman Empire - Eric Nelson 2002

You're no idiot, of course. The battle scenes in *Gladiator* had you on the edge of your seat and wondering where you could find more information on the rise and fall of ancient Rome. But so far, your search has left you feeling like a blundering barbarian. Pick yourself up off the coliseum floor! Consult *The Complete Idiot's Guide® to the Roman Empire*—a fun-to-read introduction to the fascinating history, people, and culture of ancient Rome. In this *Complete Idiot's Guide®*, you get: --The history of the Roman Empire's rise and fall. --An idiot-proof introduction to the great epic literature of the Roman Republic. --A survey of the Romans in arts and popular culture. --Fascinating details of some of history's most nefarious emperors, including Nero, Caligula, and Commodus.

The Games People Play - Robert Ellis 2014-04-21

In *The Games People Play*, Robert Ellis constructs a theology around the global cultural phenomenon of modern sport, paying particular attention to its British and American manifestations. Using historical narrative and social analysis to enter the debate on sport as religion, Ellis shows that modern sport may be said to have taken on some of the functions previously vested in organized religion. Through biblical and theological reflection, he presents a practical theology of sport's appeal and value, with special attention to the theological concept of transcendence. Throughout, he draws on original empirical work with sports participants and spectators. *The Games People Play* addresses issues often considered problematic in theological discussions of sport such as gender, race, consumerism, and the role of the modern media, as well as problems associated with excessive competition and performance-enhancing substances. As Ellis explains, "Sporting journalists often use religious language in covering sports events. Salvation features in many a headline, and talk of moments of redemption is not uncommon. Perhaps, somewhere beyond the cliched hyperbole, there is some theological truth in all this after all."

Martial Arts of the World - Thomas A. Green 2010

This book is the most comprehensive and authoritative reference ever published on the wide range of martial arts disciplines practiced in cultures around the world. * Includes the scholarship of 67 expert, international contributors * Presents 30 images of martial arts in practice * Offers bibliographic lists at the end of each section pointing to further reading in print and online * Includes a comprehensive index in each volume

Paul in the Greco-Roman World: A Handbook - J. Paul Sampley 2016-10-06

This landmark handbook, written by distinguished Pauline scholars, and first published in 2003, remains the first and only work to offer lucid and insightful examinations of Paul and his world in such depth.

Together the two volumes that constitute the handbook in its much revised form provide a comprehensive reference resource for new testament scholars looking to understand the classical world in which Paul lived and work. Each chapter provides an overview of a particular social convention, literary or rhetorical topos, social practice, or cultural mores of the world in which Paul and his audiences were at home. In addition, the sections use carefully chosen examples to demonstrate how particularly features of Greco-Roman culture shed light on Paul's letters and on his readers' possible perception of them. For the new edition all the contributions have been fully revised to take into account the last ten years of methodological change and the helpful chapter bibliographies fully updated. Wholly new chapters cover such issues as Paul and Memory, Paul's Economics, honor and shame in Paul's writings and the Greek novel.

Arena Spectacles: Oxford Bibliographies Online Research Guide - Kathleen Coleman 2010-05

This ebook is a selective guide designed to help scholars and students of the ancient world find reliable sources of information by directing them to the best available scholarly materials in whatever form or format they appear from books, chapters, and journal articles to online archives, electronic data sets, and blogs. Written by a leading international authority on the subject, the ebook provides bibliographic information supported by direct recommendations about which sources to consult and editorial commentary to make it clear how the cited sources are interrelated. A reader will discover, for instance, the most reliable introductions and overviews to the topic, and the most important publications on various areas of scholarly interest within this topic. In classics, as in other disciplines, researchers at all levels are drowning in potentially useful scholarly information, and this guide has been created as a tool for cutting through that material to find the exact source you need. This ebook is just one of many articles from *Oxford Bibliographies Online: Classics*, a continuously updated and growing online resource designed to provide authoritative guidance through the scholarship and other materials relevant to the study of classics. *Oxford Bibliographies Online* covers most subject disciplines within the social science and humanities, for more information visit www.aboutobo.com.

The Oxford Handbook Sport and Spectacle in the Ancient World - Alison Futrell 2021-09-09

Sport and spectacle in the ancient world has become a vital area of broad new exploration over the last few decades. This Handbook brings together the latest research on Greek and Roman manifestations of these pastimes to explore current approaches and open exciting new avenues of inquiry. It discusses historical perspectives, contest forms, contest-related texts, civic and social aspects, and use and meaning of the individual body. Greek and Roman topics are interwoven to simulate contest-like tensions and complementarities, juxtaposing, for example, violence in Greek athletics and Roman gladiatorial events, Greek and Roman chariot events, architectural frameworks for contests and games in the two cultures, and contrasting views of religion, bodily regimens, and judicial classification related to both cultures. It examines the social contexts of games, namely the evolution of sport and spectacle across cultural and political boundaries, and how games are adapted to multiple contexts and multiple purposes, reinforcing social hierarchies, performing shared values, and playing out deep cultural tensions. The volume also considers other directing forces in the ancient Mediterranean, such as Bronze Age Egypt and the Near East, Etruria, and early Christianity. It addresses important themes common to both antiquity and modern society, such as issues of class, gender, and health, as well as the popular culture of the modern Olympics and gladiators in cinema. With innovative perspectives from authoritative scholars on a wide range of topics, this Handbook will appeal to both students and researchers interested in ancient history, literature, sports, and games.

A Companion to Roman Italy - Alison E. Cooley 2016-01-05

A Companion to Roman Italy investigates the impact of Rome in all its forms—political, cultural, social, and economic—upon Italy's various regions, as well as the extent to which unification occurred as Rome became the capital of Italy. The collection presents new archaeological data relating to the sites of Roman Italy. Contributions discuss new theories of how to understand cultural change in the Italian peninsula. Combines detailed case-studies of particular sites with wider-ranging thematic chapters. Leading contributors not only make accessible the most recent work on Roman Italy, but also offer fresh insight on long standing debates.

Souvenirs and the Experience of Empire in Ancient Rome - Maggie Popkin 2022-04-21

This book uses ancient souvenirs and memorabilia to reveal the experiences, interests, imaginations, and aspirations of ordinary ancient Romans.

A Companion to Sport and Spectacle in Greek and Roman Antiquity - Paul Christesen 2014-01-07

A Companion to Sport and Spectacle in Greek and Roman Antiquity presents a series of essays that apply a socio-historical perspective to myriad aspects of ancient sport and spectacle. Covers the Bronze Age to the Byzantine Empire Includes contributions from a range of international scholars with various Classical antiquity specialties Goes beyond the usual concentrations on Olympia and Rome to examine sport in cities and territories throughout the Mediterranean basin Features a variety of illustrations, maps, end-of-chapter references, internal cross-referencing, and a detailed index to increase accessibility and assist researchers

Return of the Epic Film - Andrew B.R. Elliott 2014-03-11

The Return of the Epic Film offers a fresh way of thinking about a body of films which has dominated our screens for a decade. With contributions from top scholars in the field, the collection adopts a range of interdisciplinary perspectives to explore the epic film in the twenty-first century.

The Art of Visual Exegesis - Vernon K. Robbins 2017-04-28

A critical study for those interested in the intersection of art and biblical interpretation With a special focus on biblical texts and images, this book nurtures new developments in biblical studies and art history during the last two or three decades. Analysis and interpretation of specific works of art introduce guidelines for students and teachers who are interested in the relation of verbal presentation to visual production. The essays provide models for research in the humanities that move beyond traditional disciplinary boundaries erected in previous centuries. In particular, the volume merges recent developments in rhetorical interpretation and cognitive studies with art historical visual exegesis. Readers will master the tools necessary for integrating multiple approaches both to biblical and artistic interpretation. Features Resources for understanding the relation of texts to artistic paintings and images Tools for integrating multiple approaches both to biblical and artistic interpretation Sixty images and fifteen illustrations

Gladiators - M.C. Bishop 2017-09-19

A concise history of ancient Roman gladiators—how they lived, fought, and died in the Colosseum—by the archeologist, author, and Roman military expert. Heroic despite their lowly status, the gladiators of ancient Rome fought vicious duels in large arenas filled with baying crowds. Few lasted more than a dozen fights, yet they were a valuable asset to their owners. *Gladiators* reveals the fascinating history of these men, how they fought, and how their weapons and techniques developed—debunking myths along the way. Historian M. C. Bishop examines the different forms of gladiator combat, including simulated naval battles held on large artificial lakes. He also discusses how gladiators were carefully paired against each other to balance their strengths and weaknesses. Although their lives were brutal and short, gladiators were the celebrities of their day, admired for their bravery. This short history reveals what we know about the gladiators and how we know it: ancient remains, contemporary literature, graffiti, modern attempts to reconstruct ancient fighting techniques, and the astonishing discovery at Pompeii where a complete gladiator barracks was found alongside multiple skeletons, telling their story.

The Oxford Handbook of Roman Epigraphy - Christer Bruun 2015

"Inscriptions are for anyone interested in the Roman world and Roman culture, whether they regard themselves as literary scholars, historians, archaeologists, anthropologists, religious scholars or work in a field that touches on the Roman world from c. 500 BCE to 500 CE and beyond. The goal of *The Oxford Handbook of Roman Epigraphy* is to show why inscriptions matter and to demonstrate to classicists and ancient historians, their graduate students, and advanced undergraduates, how to work with epigraphic sources"--

The Oxford Encyclopedia of Ancient Greece and Rome - Michael Gagarin 2009-12-31

The Oxford Encyclopedia of Ancient Greece and Rome is the clearest and most accessible guide to the world of classical antiquity ever produced. This multivolume reference work is a comprehensive overview of the major cultures of the classical Mediterranean world--Greek, Hellenistic, and Roman--from the Bronze Age to the fifth century CE. It also covers the legacy of the classical world and its interpretation and influence in subsequent centuries. The Encyclopedia brings the work of the best classical scholars, archaeologists, and historians together in an easy-to-use format. The articles, written by leading scholars in

the field, seek to convey the significance of the people, places, and historical events of classical antiquity, together with its intellectual and material culture. Broad overviews of literature, history, archaeology, art, philosophy, science, and religion are complimented by articles on authors and their works, literary genres and periods, historical figures and events, archaeologists and archaeological sites, artists and artistic themes and materials, philosophers and philosophical schools, scientists and scientific areas, gods, heroes, and myths. Areas covered include: · Greek and Latin Literature · Authors and Their Works · Historical Figures and Events · Religion and Mythology · Art, Artists, Artistic Themes, and Materials · Archaeology, Philosophers, and Philosophical Schools · Science and Technology · Politics, Economics, and Society · Material Culture and Everyday Life

Sport and Spectacle in the Ancient World - Donald G. Kyle 2014-12-31

The second edition of *Sport and Spectacle in the Ancient World* updates Donald G. Kyle's award-winning introduction to this topic, covering the Ancient Near East up to the late Roman Empire. • Challenges traditional scholarship on sport and spectacle in the Ancient World and debunks claims that there were no sports before the ancient Greeks • Explores the cultural exchange of Greek sport and Roman spectacle and how each culture responded to the other's entertainment • Features a new chapter on sport and spectacle during the Late Roman Empire, including Christian opposition to pagan games and the Roman response • Covers topics including violence, professionalism in sport, class, gender and eroticism, and the relationship of spectacle to political structures

The Oxford Handbook of Sports History - Robert Edelman 2017-04-06

Orwell was wrong. Sports are not "war without the shooting", nor are they "war by other means." To be sure sports have generated animosity throughout human history, but they also require rules to which the participants agree to abide before the contest. Among other things, those rules are supposed to limit violence, even death. More than anything else, sports have been a significant part of a historical "civilizing process." They are the opposite of war. As the historical profession has taken its cultural turn over the last few decades, scholars have turned their attention to subject once seen as marginal. As researchers have come to understand the centrality of the human body in human history, they have come to study this most corporeal of human activities. Taking early cues from physical educators and kinesiologists, historians have been exploring sports in all their forms in order to help us answer the most fundamental questions to which scholars have devoted their lives. We have now seen a veritable explosion excellent work on this subject, just as sports have assumed an even greater share of a globalizing world's cultural, political and economic space. Practiced by millions and watched by billions, sports provide an enormous share of content on the Internet. This volume combines the efforts of sports historians with essays by historians whose careers have been devoted to more traditional topics. We want to show how sports have evolved from ancient societies to the world we inhabit today. Our goal is to introduce those from outside this sub-field to this burgeoning body of scholarship. At the same time, we hope here to show those who may want to study sport with rigor and nuance how to embark on a rewarding journey and tackle profound matters that have affected and will affect all of humankind.

Artifacts from Ancient Rome - James B. Tschen-Emmons 2014-09-30

When Roman objects and artifacts are properly analyzed, they serve as valuable primary sources for learning about ancient history. This book provides the guidance and relevant historical context students need to see relics as evidence of long-past events and society. • Presents images of artifacts, relevant primary sources, and detailed explanations of each item's historical context together in a single resource, making the information conveniently accessible to both students and general readers • Provides students with the opportunity to work with, analyze, and interpret both artifacts and primary sources, making the book an excellent complement to curricula that are increasing their focus on the use of primary sources of all types • Allows readers to piece together an overall impression of Roman life and society through artifacts that range from a legionary weapon and a medical scalpel to a wax tablet for writing, a bread oven, and a sundial

The Lure of the Arena - Garrett G Fagan 2011-02-17

Were the Romans who watched brutal gladiatorial games all that different from us? This book argues they were not.

Gladiators - Ben Hubbard 2016-12-15

The Gladiator is an icon of Roman culture, of sports economy, and of brave and brutal combat. This title in the Conquerors and Combatants series reveals the importance of gladiators as cultural heroes, enslaved

athletes who were vital to the economy, and as political actors whose victories and sacrifices both entertained and subdued the Roman population. Illustrations, photos, and artifacts complement details about the gladiators' lives, fighting styles, revolts, and political impacts. In *Gladiators* readers discover who gladiators were, how they shaped their society, and why they remain glorified icons of combat and culture.