

STARGATE SG 1: The Power Behind The Throne

Through the underworld: Millennia ago, at the height of his power, the System Lord Ra decreed that any Goa'uld wishing to serve him must endure a great trial. Victory meant power and prestige, defeat brought banishment and death.

This timely volume takes stock of the discipline of comparative literature and its theory and practice from a Canadian perspective. It engages with the most pressing critical issues at the intersection of comparative literature and other areas of inquiry in the context of scholarship, pedagogy and academic publishing: bilingualism and multilingualism, Indigeneity, multiple canons (literary and other), the relationship between print culture and other media, the development of information studies, concerted efforts in digitization, and the future of the production and dissemination of knowledge. The authors offer an analysis of the current state of Canadian comparative literature, with a dual focus on the issues of multilingualism in Canada's sociopolitical and cultural context and Canada's geographical location within the Americas. It also discusses ways in which contemporary technology is influencing the way that Canadian literature is taught, produced, and disseminated, and how this affects its readings.

This is a detailed examination of 58 science fiction television series produced between 1990 and 2004, from the popular The X-Files to the many worlds of Star Trek (The Next Generation onward), as well as Andromeda, Babylon 5, Firefly, Quantum Leap, Stargate Atlantis and SG-1, among others. A chapter on each series includes essential production information; a history of the series; critical commentary; and amusing, often provocative interviews with overall more than 150 of the creators, actors, writers and directors. The book also offers updates on each series' regular cast members, along with several photographs and a bibliography. Fully indexed.

Fantasy and science fiction began in print, and from the first films to the latest blockbusters, print stories have provided the inspirations, the ideas, and in some cases the detailed blueprints. Adaption Studies has long been an area of intense debate in literature and film studies, but no single work has ever approached fantasy and science fiction texts as unique and important areas of inquiry by themselves. The Fantastic Made Visible with 16 fresh essays is the first book to do exactly that. From the earliest adaptations of Jules Verne, Robert A. Heinlein, and Shakespeare to recent films based on The Hobbit, Planet of the Apes, and The Hunger Games, this book offers a wide range of critical approaches and films from around the world. Follow that journey from the earliest adaptations of Jules Verne, Robert A. Heinlein, and Shakespeare to today's films based on The Hobbit, Planet of the Apes, and The Hunger Games in what is the most complete collection of its kind currently available. Written in clear, jargon-free English, this book has a wide range of critical approaches and films from around the world.

Vala Mal Doran

Siren Song

An Unofficial Road Map of Supernatural

STARGATE SG-1 Two Roads

ACO – Ascension Center Organization

From Quantum Quirks to the Multiverse

The study of television and music has expanded greatly in recent years, yet to date no book has focused on the genre of comedy television as it relates to music. Music in Comedy Television: Notes on Laughs fills that gap, breaking new critical ground. With contributions from an array of established and emerging scholars representing a range of disciplines, the twelve essays included cover a wide variety of topics and television shows, spanning nearly fifty years across network, cable, and online structures and capturing the latest research in this growing area of study. From Sesame Street to Saturday Night Live, from Monty Python to Flight of the Conchords, this book offers the perfect introduction for students and scholars in music and media studies seeking to understand the role of music in comedy onscreen and how it relates to the wider culture.

In this first installment in a six book series set after the end of Stargate Atlantis's final season, Atlantis returns to the Pegasus Galaxy where the Wraith are now under the new and powerful Queen of Death who desperately needs Dr. Rodney McKay--the only one who can lead them to Earth. Original.

Analyzes the impact of September 11 on popular culture, citing specific albums, films, television show, and works of art influenced by the terrorist attacks.

A cultural study of an array of popular North American science fiction film and television texts, Excavating the Future explores the popular archaeological imagination and the political uses to which it is being employed by the U.S. state and its adversaries.

Hollyweird Science

Science Fiction Television Series, 1990–2004

Contemporary Scholarship, Pedagogy, and Publishing in Review

Approaching the Possible
Stargate: Vala Mal Doran

The Power Behind the ThroneFandemonium Books

It is the eve of outer space development, but few people are aware of this. In the absence of awareness, people cannot prepare for the opportunities that will arise; and so the vast wealth likely to flow to Earth from outer space will cause ever-greater inequality and instability in our already unequal and unstable world. This book is a call to educators to factor equality and diversity into the process of outer space development by creating a widespread movement to teach outer space development studies to all students, especially those who study social and behavioral sciences. In calling for this, the author is also putting out a call to visionary thinkers to increase public awareness that outer space is already in the process of being developed. Her objective is to provide a pedagogical approach aimed at mending the knowledge gap. If we fail in this objective, we are more likely than ever before to witness ever-widening gaps of social and financial inequality. The first question that will arise as we embark on this process, of course, will be: Why outer space development? People often ask where the money will come from to develop outer space. Platinum-group metals such as iridium and osmium, and various other valuable untapped natural resources, have been discovered in abundant quantities and are likely to be mined by companies. The discovery of natural resources has sparked development projects in the past. These historical patterns of human behavior are occurring again today, as companies speed up the process of private spaceship development. A myriad of space laws and policies are already in place to support space commercialization. Recently, the 2010 NASA Authorization Act and various other laws and policies initiated by the US government have placed on the agenda plans to build advanced space transportation systems: to privatize spacecraft development; to create commercial space habitats, space stations, and space settlements; to initiate commercial space mining; to investigate spacecraft trajectory optimization for landing on near-Earth asteroids; to engage in commercial spaceport construction and interstellar-interplanetary-international telecommunications; and to launch space exploration missions to near-Earth asteroids, the Moon, Mars, and Mars's moons. US initiatives have in the past been mirrored by the international community, and we can expect to see similar patterns arising on a global scale – indeed, as this book will demonstrate, they already are. The global community is experiencing economic recession, natural disasters, lack of opportunity, employment anxiety, failing K-12 programs, widening inequality gaps, uprisings, revolutions, revolts, unmet educational goals, and a general failure to uplift, inspire, and provide meaningful opportunities for significant portions of our population. People need something that will allow them to focus anew their talents, energies, abilities, and gifts, and use this bleak climate as an opportunity for positive change. Outer space development is emerging as an answer to this state of crisis. The question is: To whom will the benefits accrue? Many strategic decisions have already been taken regarding space development of which the global general public is unaware. Once legal rights to space resources are granted, only those with the capital to take advantage of new laws and policies will be in a position to profit from the new space industries. Only those who are in a position to “know” about outer space development will be in position to take advantage of the opportunities. It is important to remember that the global general public has for several decades being paying the start-up costs for space exploration research, science, and technology. It's not too late to factor in equality before an infrastructure of inequality is forever with us as we venture to establish the final frontier.

Please note that the content of this book primarily consists of articles available from Wikipedia or other free sources online.
Pages: 85. Chapters: Star Trek: Deep Space Nine, Farscape, Stargate SG-1, Donnie Darko, Sliders, Stargate Atlantis, Jumper, Stargate Infinity, Strange Days at Blake Holsey High, Mighty Max, Commonwealth Saga, Stargate: The Ark of Truth, Cardiff Rift, Proteus in the Underworld, Godzilla vs. Megagirus, Event Horizon, Tannhauser Gate, Contact, Guardian of Forever, Interstellar travel in fiction. Excerpt: Stargate SG-1 (often abbreviated as SG-1) is a Canadian-American military science fiction television series and part of Metro-Goldwyn-Mayer's Stargate franchise. The show, created by Brad Wright and Jonathan Glassner, is based on the 1994 feature film Stargate by Dean Devlin and Roland Emmerich. The television series was filmed in and around the city of Vancouver, Canada. In the United States, Showtime broadcast the first five seasons, from 1997 to 2002, and then the series moved to the Sci Fi Channel for its last five seasons, from 2002 to 2007. The final episode premiered on Sky1 in the United Kingdom on March 13, 2007, three months before its United States premiere. With 10 seasons and 214 episodes, Stargate SG-1 surpassed The X-Files in 2007 as the longest-running North American science fiction series on television. The story of Stargate SG-1 begins about a year after the events of the feature film, when the United States government learns that a network of ancient alien devices called Stargates connects a vast multitude of planets within our Milky Way galaxy, facilitating near-instantaneous interstellar travel. Later episodes reveal that this network is capable of spanning not just planets within the Milky Way, but with sufficient power, can provide intergalactic travel as well. Stargate SG-1 chronicles the adventures of the elite special force Air Force squad, SG-1, the flagship team of over two dozen teams from Earth who explore...

Through the underworld.. Millennia ago, at the height of his power, the System Lord Ra decreed that any Goa'uld wishing to serve him must endure a great trial. Victory meant power and prestige, defeat brought banishment and death.

From the Twilight Zone to the Final Frontier

The Power Behind the Throne

Essays on the Teen Detective Series

Comparative Literature in Canada

The Barque of Heaven

The Essential Cult TV Reader

During the course of its three seasons, Veronica Mars captured the attention of fans and academics alike. The 12 scholarly essays in this collection examine the show’s most compelling elements. Topics covered include vintage television, the search for the mother, fatherhood, the show’s connection to classical Greek paradigms, the anti-hero’s journey, rape narrative and meaning, and television fandom. Collectively, these essays reveal how a teen television show—equal parts noir, romance, social realism and father-daughter drama—became a worthy subject for scholarly study.

As a natural heir to the hit television series Buffy the Vampire Slayer, Supernatural has risen to prominence with a strong cult following, and this series of essays from contributors around the globe investigates the genre-bending series cultural footprint both in the United States and abroad. The writings explore topics such as folklore, religion, gender and sexuality, comedy, music, and much more, and a brief guide to all the episodes is also included. Supernatural follows brothers Dean and Sam Winchester as they encounter and battle evil beings such as vampires, shapeshifters, ghouls, and ghosts from a multitude of genres including folklore, urban legends, and religious history.

The beginning of the twenty-first century has already seen its fair share of modern myths with heroes such as Spider-Man, Superman, and Harry Potter. The authors in this volume deconstruct, discuss, engage, and interrogate the mythologies of the new millennium in science fiction fantasy texts. Using literary and rhetorical criticism - paired with philosophy, cultural studies, media arts, psychology, and communication studies - they illustrate the function, value, and role of new mythologies, and show that the universal appeal of these texts is their mythic power, drawing upon archetypes of the past which resonate with individuals and throughout culture. In this way they demonstrate how mythology is timeless and eternal.

Exploring early hits such as The Twilight Zone and Star Trek, as well as more recent successes such as Battlestar Galactica and Lost, The Essential Science Fiction Television Reader illuminates the history, narrative approaches, and themes of the genre. The book discusses science fiction television from its early years when shows attempted to recreate the allure of science fiction cinema, to its current status as a sophisticated genre with a popularity all its own. J. P. Telotte has assembled a wideranging volume rich in theoretical scholarship yet fully accessible to science fiction fans. The book supplies readers with valuable historical context, analyses of essential science fiction series, and an understanding of the key issues in science fiction television.

Histories, Casts and Credits For 58 Shows

The World of Stargate SG-1

TV Goes to Hell

Investigating Charmed

STARGATE SG-1 Infiltration

The Emancipation of the Soul

Lighthearted, quirky, and upbeat, this book explores the portrayal of science and technology on both the big and little screen -- and how Hollywood is actually doing a better job of getting it right than ever before. Grounded in the real-word, and often cutting-edge, science and technology that inspires fictional science, the authors survey Hollywood depictions of topics such as quantum mechanics, parallel universes, and alien worlds. Including material from interviews with over two dozen writers, producers, and directors of acclaimed science-themed productions -- as well as scientists, science fiction authors, and science advisors -- Hollyweird Science examines screen science fiction from the sometimes-conflicting vantage points of storytellers, researchers, and viewers. Including a foreword by Eureka co-creator and executive producer Jaime Paglia, and an afterword by astronomer and science fiction author Michael Brotherton, Ph.D., this book is accessible to all readers from the layperson to the armchair expert to the professional scientist, and will delight all of them equally.

When SG-1 sets off to free the Mujina from Apophis, Colonel O'Neill's team must confront the Raven King, an insane leader on a nightmarish planet.

Unable to refuse a call to arms, commando Jack O'Neil, renegade Egyptologist Daniel Jackson, and the people of Abydos begin a desperate quest for freedom one million light years away from the planet Earth. Original.

The Essential Cult TV Reader is a collection of insightful essays that examine television shows that amass engaged, active fan bases by employing an imaginative approach to programming. Once defined by limited viewership, cult TV has developed its own identity, with some shows gaining large, mainstream audiences. By exploring the defining characteristics of cult TV, The Essential Cult TV Reader traces the development of this once obscure form and explains how cult TV achieved its current status as legitimate television. The essays explore a wide range of cult programs, from early shows such as Star Trek, The Avengers, Dark Shadows, and The Twilight Zone to popular contemporary shows such as Lost, Dexter, and 24, addressing the cultural context that allowed the development of the phenomenon. The contributors investigate the obligations of cult series to their fans, the relationship of camp and cult, the effects of DVD releases and the Internet, and the globalization of cult TV. The Essential Cult TV Reader answers many of the questions surrounding the form while revealing emerging debates on its future.

September 11 in Popular Culture

Stargate SG1 Compendium

Stargate SG1-15

Archaeology and Geopolitics in Contemporary North American Science Fiction Film and Television

String Theory, Gravity, and Faster Than Light Travel

Modern Mythology in the New Millennium

What is it about the TV show Stargate SG-1 that makes it so popular - so different from comparable series? A comprehensive introduction for new fans and a multi-season storyline and character development reference for longterm fans. Interesting facts and sidebars for each episode uncover not only the myths and science behind the stories but the writing, directing and special effects used to tell them. With exclusive interviews with cast members, writers, directors and special effects supervisors, this is THE story of the CGI wunderkind that is SG-1.

SG-1 are asked by the Tok'ra to rescue a creature known as Mujina. The last of its species, Mujina is devoid of face or form and draws its substance from the needs of those around it. And the Goa'uld Apophis, understanding the potential for havoc Mujina offers, has set his heart on possessing the creature.

Written for amateur physicists. This book takes you through the basics of string and M-theories so that you can embark on a "faster than light" voyage without violating physics. Andrew Bender proposes a method of travel by using gravity waves to completely isolate volumes of spacetime from the rest of the universe.

Captured by the Goa'uld Lugh, Carter faces a hard choice: help repair a cloaking device that would give Lugh a dangerous advantage or allow SG-1 to be handed over to the System Lords.

Atlantis New Beginning

Investigating Veronica Mars

Reading Stargate SG-1

Sg1-22

Memes of Destiny in American Mythological Television

Homecoming

In 1998 'Charmed', Constance M. Burge's story of three sisters who discover they are powerful witches, first aired on the WB network. With eight seasons and a run of best-selling DVDs, the series has established a continuing global presence as the very essence of cult TV. 'Investigating Charmed' is the first comprehensive guide to this groundbreaking series. It brings together for the first time expert contributors - all fans of the show - to explore the show's unique brand of witchcraft and fantasy. From notions of upturned sexuality and alternative forms of family life, to ideas of feminism and the portrayal of female heroes, this book penetrates the very heart of the 'power of three' and their crusade against the demonic population of the underworld. Looking also at the fans' relationship to the show, as well as the novels, fan fics and blogs it has spurred, the book on this fantastic magical show concludes with a complete Episode Guide which covers all eight seasons.

A critical study of the cult television series Stargate SG-1 and its spinoff, Stargate Atlantis, provides a close-up look at its characters, themes, plots, representations of alien cultures, interaction with fan fiction, and more, accompanied by a complete episode guide of both series, an interview with a staff writer, and a glossary of terms. Original.

Exploring how science fiction films and computer games attempt to come to grips with the changing conceptions of the world and people's identity within it, Ndalianis focuses on developments that have taken place in science fiction media over the last two decades.

Past imperfect Stranded in Ancient Egypt at the end of the STARGATE SG-1 episode Moebius, Jack O'Neill, Sam Carter, Teal'c and Daniel Jackson are enjoying the simple lives they've forged in the years since Ra was driven from Earth. But life never stays simple for long... Back in the twenty-first century, trouble strikes the SGC. With one of their own people snatched by renegade Tok'ra, Colonel Cameron Mitchell leads the new SG-1 on a chase through time to rescue their friend - and to protect their future. But for Carter, Daniel and Teal'c, the greatest challenge is encountering themselves - and coming to terms with the consequences of their own choices. Moebius Squared "So this..." Cam gestured to the machinery. "This can only move us backwards and forwards in our own timeline." "That's my best guess," Sam said. She pushed her bangs back out of her face. Her hair had grown out and was now caught in a ponytail at the back of her neck. "Just like Janus' puddlejumper." "I don't even want to think about that thing," Daniel said. "Or anything else to do with Janus." He winced. "Sorry," Sam said. "Sore spot." "Damn right." Daniel had only been out of the infirmary for two weeks since his latest brush with one of Janus' inventions. This one had gotten him kidnapped and electrocuted. They all spun around as the gate began to activate. "Firing positions," Cam said, crouching down beside the control panel. If someone were making a grab for Ba'al's facility... The wormhole opened and stabilized, a glittering puddle of blue. Cam's radio crackled. "SG-1, this is Stargate Command. You are to return to Earth immediately." What the...? Cam chinned his radio on. "Stargate Command, we still have a lot to do here. Colonel Carter..." "Return immediately," the voice of Sergeant Harriman said firmly. "Stargate Command has been attacked."

Wormholes in Fiction

The Magic Power of TV

P. O. W.

A Matter of Honor

The Fantastic Made Visible

A Guide

Killing time:Stargate Command is in crisis -- too many teams wounded, too many dead. Tensions are running high and, with the pressure to deliver tangible results never greater, General Hammond is forced to call in the Pentagon strike team to plug the holes.

In this thorough and engaging book, Gabriel McKee explores the inherent theological nature of science fiction, using illustrations from television shows, literature, and films. Science fiction, he believes, helps us understand not only who we are but who we will become. McKee organizes his chapters around theological themes, using illustrations from authors such as Isaac Asimov and H. G. Wells, television shows such as Star Trek and The Twilight Zone, and films such as The Matrix and Star Wars. With its extensive bibliography and index, this is a book that all serious science fiction fans--not just those with a theological interest--will appreciate.

On a quest to bring colleagues home, O'Neill must face his past.

Aris Boch is back--and this time he's after Daniel Jackson.

The Essential Science Fiction Television Reader

Do No Harm

Star Trek

Music in Comedy Television

Essays on the Adaptation of Science Fiction and Fantasy from Page to Screen

Sith, Slayers, Stargates & Cyborgs

Explore the early days of Stargates hottest star! We start our story during the years when Vala was acting as a free agent in the intergalactic underworld. While the ever-growing Lucian Alliance attempts to recruit her, Vala puts together an Oceans Eleven-style team of freelancers (though her team numbers around 5 people) to help her track down a mysterious sentient plant believed to be a source of great power. Reprints issues 1-4 along with a complete cover gallery.

SG-1 are asked by the Tok'ra to rescue a creature known as Mujina. The last of its species, Mujina is devoid of face or form and draws its substance from the needs of those around it. The creature is an archetype—a hero for all, a villain for all, depending upon whose influence it falls under. And the Goa'uld Apophis, understanding the potential for havoc Mujina offers, has set his heart on possessing the creature.

This book analyzes the mythological content of five television franchises within the genre of science fiction, fantasy and horror: The X-Files & Millennium, Babylon 5 & Crusade, Buffy the Vampire Slayer & Angel, Stargate and Star Trek. The central themes are errand into the wilderness, emancipation from larger powers, individual responsibility, prophecy, apocalyptic scenarios, fundamentalism, artificial intelligence, as well as hybridity, gender roles, psychotic narration, and others. The theoretical basis for this work are both a conventional cultural studies perspective as well as memetics, an evolutionary perspective of culture and literature that is utilized in this volume as an approach to studying genre at the example of the five case studies.

Daniel Jackson’s successful decoding of the ancient Stargate hieroglyphics opened the inter-dimensional doorway to thousands of alien worlds. SG-1 leads the USAF effort to establish alliances with other races and find new technologies to be used against the ever present threat of the Goa'uld. Posing as the mythological gods, these parasitic creatures subjugate the races of the universe under their self-serving banners, destroying those who would stand against them. Jack has been captured by the Goa'uld and his very memories may be used against the SGC in an all out alien invasion. The SG-1 team must find a way to infiltrate a planet of enemies mobilizing for war to rescue their fallen leader.

A Method for Elucidating Seeds

STARGATE SG-1: Moebius Squared

Slipstring Drive

Science Fiction Experiences

Notes on Laughs

Outer Space Development, International Relations and Space Law