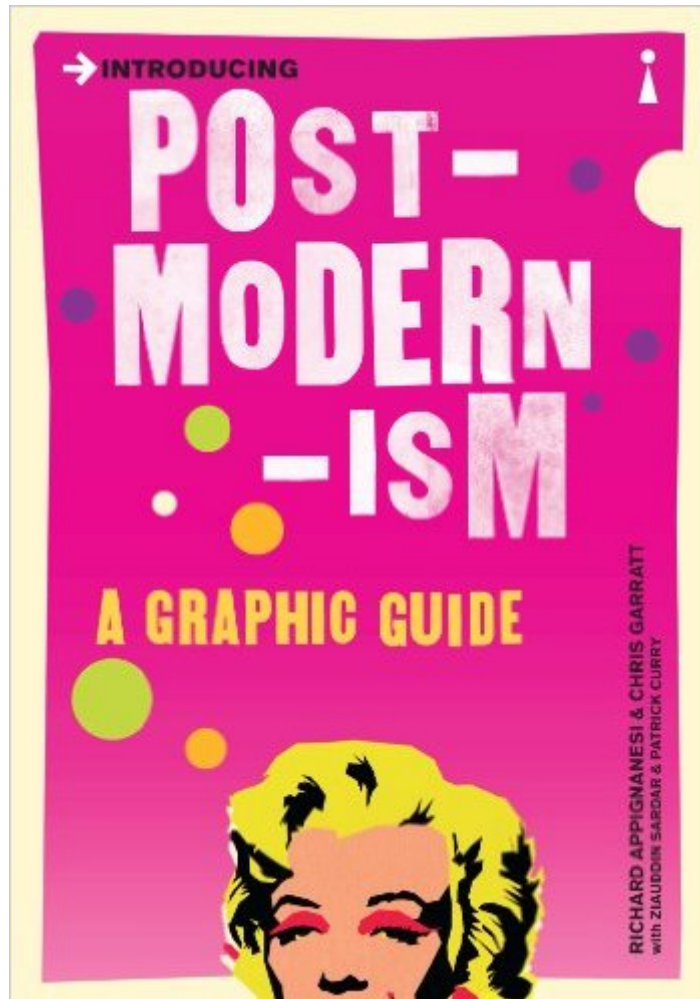# Introducing Postmodernism: A Graphic Guide (Introducing...)

Synopsis

What connects Marliyn Monroe, Disneyworld, "The Satanic Verses" and cyber space? Answer: Postmodernism. But what exactly is postmodernism? This graphic guide explains clearly the maddeningly enigmatic concept that has been used to define the world's cultural condition over the last three decades. "Introducing Postmodernism" tracks the idea back to its roots by taking a tour of some of the most extreme and exhilarating events, people and thought of the last 100 years: in art - constructivism, conceptual art, Marcel Duchamp, Jackson Pollock and Andy Warhol; in politics and history - McCarthy's witch-hunts, feminism, Francis Fukuyama and the Holocaust; in philosophy - the work of Derrida, Baudrillard, Foucault and Heidegger. The book also explores postmodernism's take on today, and the anxious grip of globalisation, unpredictable terrorism and unforeseen war that greeted the dawn of the 21st century. Regularly controversial, rarely straightforward and seldom easy, postmodernism is nonetheless a thrilling intellectual adventure. "Introducing Postmodernism" is the ideal guide.

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Customer Reviews

I love the Introducing series. They are excellent study guides for topics that may be unfamiliar. They

are generally not to detailed but provide a good jumping off point for further research.Introducing Postmodernism was a bit vague, but i guess so is postmodernism itself. To completely understand the book, you first must have an idea what postmodernism is, and if you have such an idea, you don't really need a postmodern study guide.It gives alot of examples of postmodernity in society without actually stating what postmoderninsm is, but who CAN acctually state what postmodernism is?It discusses everyone from Stephen Hawking to Madonna, everything from "Cyberia" and genetic cloning to Disneyland and karaoke.It might give you some ideas if you have to write a paper, than again it just might frustrate you and cause you to spin off into cyberspace.

Many readers are put off by the very idea of serious works being reduced to a comic book format. I'm not. My experience with the Classic Comic Books of old was a good one and helped stimulate me into a more conventional direction later on. It should be admitted, however, that some serious topics are more suited to that format than others. In this case, the authors' section on postmodern art is well suited as it traces the evolution of visual styles over the preceding decades. There is much to learn here. But this asset, I'm afraid, is simply outweighed by the other two sections. These deal with topics that likely defy the most skillful of conversion attempts. Put briefly, rendering the postmodern theory of these two sections into skimpy simplifying text along with none-to-helpful graphics is almost like rendering quantum theory into a serious discussion between Ren & Stimpy. The material is simply too refractory. The authors' effort represents an honorable failure; and a task made no easier by the fact that the rhetoric of many of PoMo's leading exponents has itself been exposed as empty and inflated. (Sokal & Bricmont's, *Fashionable Nonsense*) Still, whatever its ultimate worth, I think PoMo is worth pursuing since it does capture the Zeitgeist of two key contemporary trends: consumerism and globalization. More text, however, is required by any effective introduction. So, at your own risk.

I really enjoyed the unique approach that this book took towards explaining post modernism in a straight forward non-academic manner. The book reads like Mad Magazine does Post Modernism. It is illustrated throughout and you know what...It's zany, fun, and delightful.. You would have to be a real sourpuss or maybe on of those three or four people who don't like Mad magazine, the Marx Brothers, or the Three Stooges not to enjoy it.

Introducing Postmodernism is a basic introduction to Postmodern thought. As it is a basic introduction, it does not go very far into depth on any one aspect of Postmodern thought. Still, it

clearly represents the main aspects of Postmodernism namely, legitimization, reproducibility and hyper reality. Before reading this book I had no idea what Postmodernism was, now at least I have some idea. The book includes a useful list of books for further reading at the end. Also, you can read about some of the main thinkers in other totem books for example Introducing Derrida.

This book touches all the bases and gives anyone interested a working handle on the high points. Considering the subject matter and the viewpoints it juggles, it's outstanding. In fact, anyone interested in taking this time through the material and thinking through the basic presentation of first principles (for lack a better term) can really come away with a sophisticated introduction. However, as is the case with people buying study guides, if you expect to be taught something as opposed to learning it (getting something for little effort) it will disappoint. It is after all, just a clever introduction to the high points. On that note, it is not a critical introduction. The relevant ideas are presented as if they are not contended (they are). I recommend it highly, however, anyone who wants a better, more thorough and rigorous introduction would do better with Christopher Butler's, Post modernism: A very short introduction, which is outstanding. If all you have time for is one introduction, and if you need that introduction to be clearly and well presented and thorough, Butler won't disappoint.

The most wonderful aspect of this book is that it works on two levels. The comic-styled illustrations make even the hardest of concepts a joy to follow. And yet, it provides enough hard-hitting facts about the development of modernism into postmodernism that even those with college degrees will enjoy it. This is a great start for those trying to understand the concepts of postmodernism and its effect on the world around us.The artwork and text make this such a joy to read that I didn't want to put the book down until I had finished it. And like the very nature of postmodernism, it left me with enough thought-provoking ideas to want to question how I look at art or the world. It didn't try to pass itself off as the only authority on the matter, yet it did provide a great overview with research into the past that went beyond the standard notions of textbook history.

Introducing Postmodernism: A Graphic Guide (Introducing...) Introducing Literary Criticism: A Graphic Guide (Introducing Graphic Guides) Introducing Lacan: A Graphic Guide (Introducing...) Introducing Logic: A Graphic Guide (Introducing...) Introducing Islam: A Graphic Guide (Introducing...) Introducing Slavoj Zizek: A Graphic Guide (Introducing...) Introducing Buddha: A Graphic Guide (Introducing...) Graphic Classics Volume 4: H. P. Lovecraft - 2nd Edition (Graphic Classics (Graphic Novels)) Detecting Texts: The Metaphysical Detective Story from Poe to

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