

## Narrative Pleasures in Young Adult Novels, Films and Video Games (Critical Approaches to Children's Literature)

Margaret Mackey



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In an era of rapid change, a new understanding is needed of how new and old literacies and literatures iunterrelate - how (and if) do we transfer literate understanding developed in one medium to our processing of another? This fascinating and original new study explores the ways in which we make sense of narrative through an in-depth exploration of the responses of 18-21-year-old

interpreters to narratives in book, film and video game format. Mackey takes their observations and locates them in a theoretical framework that explores the relationships between reading and other forms of media interpretation, in the context of entire stories rather than selected extracts. The result is a dynamic new way of looking at contemporary forms of narrative, and a valuable perspective on changing media formats.

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