

ABSTRACTS

Melinda Blos-Jáni

■ ***A Genealogy of Home Movies: From Amateur Photography to Filmmaking – From Celluloid Movies to Video***

Keywords: *home movie/video, media practices, media genealogy, intermediality, participatory culture*

The article deals with the changes of the private usage of moving images. The author argues that, compared to the video practices of younger generations preferred by new media research, home movies offer a field of research where one may even study questions of media history, since the habitus of home movies has a documented, theorised history, while at the same time the change can also be sensed in the practice of contemporary movie making families: they grew up on “old media”, in contrast with the younger generation socialised on new media. This is followed by the presentation of the concepts of media genealogy: an interpretative model for grasping the processes of media history. The genealogy of the increasingly familiar (home) movie can also be relevant in theorizing the dissemination and the chameleonic aspect of media. Based on this methodology, the author analyzes the genealogy of an amateur film made in 1931 in Kolozsvár, and appoints it as an early example of the local participatory film culture. The case study also shows the importance of anthropological data in researching media history.

Árpád Péter

■ ***Alone in Front of the Computer – Millions in the Machine: Our Daily Video Games***

Keywords: *personal computer, video games, teenagers, online gaming, virtual worlds, “virtual Hungary”*

The author briefly reviews the last decade’s most important computer games, the organizations of digital gaming, as well as the usage tendencies of this brand new media technology. He concludes that modern videogames are practically omnipresent in contemporary society, and not limited to the adolescents or teenagers, as common opinion holds it. He focuses on online digital games, and describes the infinity and interactivity of their virtual worlds as viable alternatives to the limited reactive capacities of older media. The

author considers that the possibilities for practically unlimited interactions are the most addictive characteristics of virtual games. The essay also examines the Hungarian video game industry and concludes that this “virtual Hungary” is still light years away from more developed and better implemented computer game industry of the Western world.

Szilárd Toth

■ ***Romanian Parliamentary Elections During the Interwar Period***

Keywords: *Hungarian minority, Hungarian Party, parliamentary elections, electioneering, electoral fraud, democracy*

The Romanian parliamentary elections during the interwar period were highly animated, especially due to the countless methods and possibilities of vitiation of the results. Each political party had at its disposal such instruments and methods, but they were most effectively used by the governing party at the time, responsible for organizing the elections. These methods included censorship, curfew, the use of the army, the police and the gendarmerie in order to prevent access to the ballot boxes for the opposition’s electors or to intimidate them, arresting the representatives of the opposition, the use of large quantities of alcohol to influence the voters, etc. In such an electoral context, it is very interesting to follow the behaviour of the Hungarian electorate, which was, from a demographic perspective, the most important minority in Romania, also bearing an important economic role. By analyzing the detailed aspects of the Central Electoral Commission in depth, we may conclude that in the counties inhabited by the Hungarian minority we are dealing with the most peaceful elections of the interwar period. The number of complaints and appeals is very low, and there are numerous cases in which in certain counties we have no appeals over the elections result, cases that were highly “unusual” for Romania. As a conclusion, we may say that the Hungarian electorate behaved in an exemplary manner during the interwar elections, but the circumstances in which these elections were held did not allow them to have a great chance of success. The National Hungarian Party participated in all interwar elections between 1922 and 1937, and it achieved fluctuating results.

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Támogatók



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(Hidasi Judit)

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