



# Introduction

- What is geopolitics
- Its relation to popular culture and identity
- Films and television in relation to these issues
- Learning outcome 2: Understanding of competing definitions and debates

# Geopolitics

- Propaganda = intentional use of the media to generate particular sentiments
- Where you stand on particular issues
- E.g. James Bond, BBC World Service etc.
- Popular culture as propaganda/entertainment



# Identity

- Politicised term
- Place-based identity is important
- Overlapping geographical definitions/culture produced and consumed in new places
- Popular culture – ideas about places and people
- The everyday experiences – in relation to politics and geography



# The mediatisation of the world

- Associates values and behaviours with various parts of the world
- Influences how people interact
- E.g. Star Trek, (3.20 mins)USS Enterprise ‘its five years mission...’
  - Starfleet, Klingons modelled on Soviet Union
- Deep Space 9 (4.06 mins)– darker town but Romulans, Klingons alliance with the Federation (threatened by the Maquis)
  - Paralleled conflicts
- Homeland
- Star Wars
- Captain America (2.24 mins)





# Summary

- Propaganda – depends on your viewpoint
- Films/television in relation to geopolitics tell us something about ourselves and others in relation to identity
- Place is important in relation to identity
- Politics is also embedded into place and highlighted in popular culture
- You could look at this for your dissertation perhaps

# References

- Dittmer, J. (2010) *Popular Culture, Geopolitics and Identity*, Plymouth, Rowman and Littlefield.
- Moisi, D. (2009) *The Geo Politics of Emotion*. London, Random House.