

## RÉSUMÉS

RAÚL SÁNCHEZ CASADO

### **Lin blanc et peaux de léopard : le sacerdoce égyptien au cinéma**

**Résumé :** Compte tenu de l'importance que la religion et ses principaux acteurs, à savoir les prêtres, ont pu jouer dans l'Égypte ancienne, la vision cinématographique du pays du Nil est restée intimement liée à cette dernière. En raison de cette circonstance, le présent travail propose une approche sur la façon avec laquelle le cinéma a représenté le sacerdoce égyptien, selon deux points de vue : son iconographie et son rôle dans la trame. C'est pour cela qu'ont été sélectionnées une série de séquences de différents films, qui sont commentées à la lumière de la documentation égyptologique, principalement afin de déterminer leur degré de fidélité historique, tout en évaluant comment les clichés qui existent dans l'imaginaire collectif ont affecté la vision qu'offre le passé égyptien sur le grand écran.

**Mots clés :** Égypte ancienne, Sacerdoce égyptien, Cinéma, Reconstruction cinématographique, *Egyptian revival*, Rituel égyptien, Cinéma péplum, Imaginaire social, Iconographie égyptienne, Fidélité historique.

Borja ANTELA-BERNÁRDEZ

### **Agamenón siempre llama dos veces. Antigüedad, cine y *remake***

**Resumen :** El objetivo del siguiente estudio es el de analizar la reformulación de aspectos de la historia y de los relatos de la Antigüedad griega en el cine, a partir del análisis de ciertos ejemplos planteados en tanto que reversiones o *remakes*. Para ello, se ha dividido el análisis en cuatro grandes grupos, como serían las películas *remake* de inspiración en temática histórica, mitológica, trágica y, por último, referencias clásicas.

**Palabras clave :** Antigüedad griega, *Remake*, Cine, *Peplum*, Tradición clásica, Tragedia griega, Odiseo.

**Fernando LILLO REDONET**

**Ancient Rome on the Screen: Spectacle, Heroes, Sex, Violence and a Bit of History**

**Abstract:** The aim of this paper is to identify the defining characteristics of the so-called “Roman movies”, regarded as part of the history of a genre despite the differences deriving from the time and context of production. These features are spectacle, heroes and heroines, villains, eroticism, and violence. It is claimed here that, in many cases, “Roman movies” are a more accurate source for historical context than for the history of Rome itself.

**Keywords:** *Peplum*, Roman Movies, Classical Reception Studies, Films and history, Popular Cinema, Ancient Rome on Screen, Musclemans Epics, Ancient Heroes, Ancient History, Hollywood Epics.

**Clelia MARTÍNEZ MAZA**

**The Classical Spirit of College Fraternities**

**Abstract:** Both cinema and television have portrayed college fraternities as one of the most defining features of American university life. At the same time, these media have also contributed to the negative image of these student organizations. However, a look at their origins reveals a very different reality in which a handful of students sought, through this extracurricular activity, to overcome the rigid educational system by promoting a love for the Classics and the value of the Graeco-Roman world as an instrument for shaping their present and building a new future.

**Keywords:** College Fraternities, Campus Life, Undergraduate Curriculum, Greek and Latin Literature, American Revolution, Founding Fathers, Historiography.

**Mirella ROMERO RECIO**

**Eternal Pompeii: a Present Roman City**

**Abstract:** Pompeii is a Roman city which has left a lasting imprint despite the passing of time. This paper discusses some of the literary works, films and television series in which it has appeared, while focusing on those that have received less attention due to their novelty or because they are less known in the Anglo-Saxon world.

**Keywords:** Pompeii, Cinema, Television, Literature.

**Cristina ROSILLO-LÓPEZ**

**La novela histórico-policiaca de inspiración clásica: las mujeres detectives**

**Resumen:** Conjugando los avances historiográficos sobre el estudio del género y los detectives *hard boiled*, este artículo evalúa la progresiva aparición de mujeres detectives. Se analizan las novelas de mujeres detectives en la Roma antigua escritas por Marilyn Todd, con la detective

amateur Claudia Seferino, y la nueva serie de Lindsey Davis, protagonizada por la investigadora profesional Flavia Albia, hija de Marco Didio Flaco.

**Palabras clave:** Novela histórica, Novela detectivesca, Lindsey Davis, Marilyn Todd, Flavia Albia, Claudia Seferino, Marco Didio Falco, Historia de las mujeres, Detectives romanos, Historia de género.

#### Alfonso ÁLVAREZ-OSSORIO RIVAS

##### **Sword and Sorcery, and Something Else... The Ancient World and the Classics in Fantasy Novels**

**Abstract:** The study of the works of Tolkien, Howard, Martin, and Moorcock show how fantasy literature is firmly grounded in the analysis and interpretation of the ancient world and classical languages and culture. This can be observed in their characters and plots, as well as in the worlds in which they are set; a correlation that can be demonstrated by selecting some “core topics” of these sagas directly associated with the ancient history of humankind.

**Keywords:** Tolkien, Howard, Moorcock, Martin, Classics, Ancient History, Geography, Egypt, Atlantis, Empire.

#### Eduardo FERRER ALBELDA

##### **El jabato: un atípico héroe del Franquismo ambientado en la antigüedad**

**Resumen:** El Jabato es un personaje creado por Víctor Mora, uno de los guionistas más prolíficos y expresivos de los cuadernos de aventuras de los años 50 y 60 del siglo XX. Es un producto típico del Franquismo, cuyas bases ideológicas se asentaban en el nacionalismo y el catolicismo. Sin embargo, en El Jabato hay rasgos que lo diferencian de otros héroes, como el *Guerrero del Antifaz* o *Roberto Alcázar y Pedrín*, y que lo alejan de los estereotipos más difundidos durante la posguerra. La militancia comunista del guionista, el contexto de apertura internacional de la España de los años 50, la imitación de esquemas y personajes norteamericanos o el tratamiento de los personajes femeninos, entre otros factores, contribuyen a considerar a este personaje y otros creados por el autor (*El Capitán Trueno*) como héroes atípicos.

**Palabras clave:** Historiografía, Franquismo, Cuadernos de aventuras, Antigüedad, Iberia, Roma, Nacionalismo, Catolicismo, Héroe.

#### Rocío GORDILLO HERVÁS

##### **Historical Fiction and Ancient Rome. Colleen McCullough’s “Masters of Rome” Series**

**Abstract:** This paper has a twofold aim. First of all, the idea is to provide an exhaustive bibliographical overview of historical novels set in the period between the Roman civil wars and AD 476. Secondly, it focuses on the life and works of the writer Colleen McCullough, with an in-depth analysis of her series of historical novels entitled “Masters of Rome”, which narrates

the events between the conflict between Marius and Sulla and the civil war fought between Octavian and Mark Antony.

**Keywords:** Novel, Historical Fiction, Ancient Rome, Roman Civil War, Late Republic, Principate, Colleen McCullough, Masters of Rome, *Auctoritas*, *Dignitas*.

**K. F. B. FLETCHER**

#### **Classical Antiquity, Heavy Metal Music, and European Identity**

**Abstract:** This paper explores the nature of, and reasons for, the increasingly frequent use of Classical antiquity in heavy metal music. There are two phases of this use: an initial, sporadic one in which Greece and Rome offer just another source for non-quotidian material; and a more recent and widespread one, in which bands primarily from parts of the former Roman Empire use this material to treat nationalistic themes at length. This latter development, “Mediterranean metal,” follows the earlier development of Viking metal and reflects the recent rise of nationalism in the European Union.

**Keywords:** Heavy Metal Music, Mediterranean Metal, Viking Metal, Classical Antiquity, Album, Band, Song, European Identity, Genres and Subgenres of Metal, Nationalism.

**Juan RAMÓN CARBÓ GARCÍA**

#### **Living Antiquity. Role-Playing Games with a Setting in Ancient Times**

**Abstract:** The aim of this paper is to study the relevance of historical and/or fantasy elements on the design of role-playing games by analysing some set in antiquity. This will allow us to detect certain guidelines or preferences in the publishing world and players. In short, the importance of these games lies in their use of antiquity and the knowledge of this period in present-day society.

**Keywords:** Role-Playing Games, Antiquity, Mythology, Setting, Didactics, Fantasy, Egypt, Mesopotamia, Greece, Rome.

**Davide Antonio SECCI**

#### **Antiquity in Videogames: Genres and Approaches**

**Abstract:** This paper aims to provide a comprehensive overview of the reception of antiquity in videogames by focusing on the evolution of their different genres and approaches to and integration of elements from ancient history and mythology. An attempt will also be made to combine this with the academic perspective on the subject, while bearing in mind the relevance of game mechanics and systems, concessions to gameplay balance, and the tradition of each video game genre.

**Keywords:** Antiquity, Classics, History, Mythology, Videogame, Reception, Strategy, Role-Playing, Tactics, Gameplay.

**Alberto PÉREZ RUBIO, Tomás AGUILERA DURÁN**

**Storming the Ivory Tower? Dissemination, Military History and the Social Role of History**

**Abstract:** The trend towards hyper-specialization and isolation in history research has meant that professionals from outside the discipline have had to meet the public demand for historical knowledge. However, mass media products usually lack the critical and ethical reflection and rigor characterizing solid historiographical research. Military history is a paradigmatic example, insofar as its broad appeal among the general public has not generated the same degree of enthusiasm in academia. Hence, it is necessary to reconsider the role that dissemination should play as a bridge between academia and society. In this context, Desperta Ferro Ediciones is examined here as a case study illustrating the possibilities opened up by collaboration between academia and private enterprise.

**Keywords:** Ivory Tower, Dissemination, Popular History, Academia, Military History, Desperta Ferro Ediciones.

**Javier GÓMEZ VALERO**

**La Antigüedad en los *wargames***

**Resumen:** Este artículo analiza la ancestral relación entre la guerra y los juegos, el origen y posterior desarrollo de los juegos de estrategia, el panorama actual de los *wargames* recreativos y juegos temáticos ambientados en el Mundo Antiguo y sus potenciales usos académicos tanto en el ámbito educacional como en el de la investigación relacionadas con la Historia militar.

**Palabras clave:** Antigüedad, Historia militar, *Wargame*, Juegos de estrategia, Simulación, Modelo, Miniaturismo Histórico.

**Antonio GONZALES**

**Les usages modernes de l'antiquité ou la mélancolie démocratique : quelques réflexions**

**Résumé :** Le grand nombre de références à l'Antiquité dans la culture populaire ne correspond pas à l'indifférence des institutions publiques et de l'élite politique. Le fond de cet article aborde la lutte pour l'hégémonie culturelle entre les sociétés contemporaines, il évoque le discours hégémonique qui détermine la conception populaire du patrimoine culturel européen (soi-disant établi sur le binôme « civilisation gréco-romaine » et « culture chrétienne »).

**Mots Clés :** Antiquité, Civilisation, Culture européenne, Hégémonie culturelle, Transformations culturelles, Post-modernisme, Décadentisme.