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“Bad” Emotions, “Bad” Media, and “Bad” Audiences

This session examines the emotions, aesthetics, ethics, and ludic pleasures of what is conventionally considered “bad” media entertainment. During the first decade of the 21st century, the media and our bodies have become sensuous sites invested with “bad” pleasures, with extreme emotions, and with ambivalent anxieties. Examples are war and horror computer games; online amateur sexual activities; TV series with “bad” protagonists; the phenomenon of torture porn films.

“Bad” emotions designate what violates our consensus of the morally “good” and aesthetically “pleasing” – ethically, culturally, politically, and humanly. “Bad” is provocative, ugly, violent, amoral, disgusting, or a waste (of time). *“Bad” media* can be films, TV series, computer games, and/or online Internet activities. *“Bad” audiences* break conventional morals.