About the Talk: The early modern period saw a very dramatic change in warfare, mainly due to technology. However, the advent of machineries and technology cannot be simply summarized by a generational shock. In fact, the employment of these artifices became an integral part of fictional representation of warfare, and not always, as we might expect, as antithetical to chivalry. The idea, features and significance of technology became a material that fiction could use and adapt to convey a variety of meanings. From the musical onomatopoetic translation, to the epic reinterpretation of Ariosto and Tasso, to the fascination that artifice produced during the Baroque, machines became more and more part of fiction. Therefore, the very idea of chivalry somehow had to be adapted and modified to be reinserted into a new trend quickly moving toward scientific and technological innovation. This talk, by analyzing a few specific passages, will provide a rounded understanding of the complex and ever-changing relationship between an idea of warfare that was still trying to find in chivalry and honor a refuge from the reality of war, and another that embraced these advancements. In general this idea of artificial machinery developed into a new culture.

About the Speaker: Lucia Gemmani is a PhD candidate and Visiting Lecturer in Italian in the Department of French & Italian at IUB. Her main research interest is literature and culture of the Italian Renaissance and Baroque. She is currently revising her dissertation, The Materiality of Battle, in which she addresses the historical, material, and sensorial experience of warfare to discuss the aspects of the representation of battle in literature and performing arts that come directly from reality and cannot be simply explained in terms of literary or artistic conventions. She just published the article Violenza ludica ed erotica per esorcizzare la guerra: i giochi nell'Adone di Marino in “Annali d'Italianistica.”