
Dreams, symbols, and memory: A psycho-semiotic study of Christopher Nolan's Inception

Item Type Journal Article

Author Tharyza Tara Kirana

Author Dwi Indarti

Abstract This research aims to explore the symbolism and hidden meanings in Christopher Nolan's film Inception. The study focuses on how various visual and narrative symbols reflect psychological and philosophical themes. Using a qualitative-descriptive method, data were collected by watching the film multiple times and analyzing key scenes with reference to theoretical frameworks of symbolism by Belluci (2021). The population is the film itself, while the sample consists of selected symbolic scenes categorized into natural, conventional, and singular symbols. The instruments used include observation sheets and note-taking. Results show that symbols such as the spinning top, elevator, waves, snow, and rain convey inner conflicts, repressed desires, and unconscious struggles of the main character, Dom Cobb. The study concludes that Inception is not only a science fiction film but also a complex narrative layered with symbolic and psychological depth, encouraging viewers to reflect on reality, memory, and identity

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Dream state, Dreams, Literary devices, Spinning top, Symbolism, Unconsciousness

Notes:

In the context of film, symbols can appear through objects, settings, colours, or character actions that carry layered meanings, often rooted in cultural conventions or psychological associations (Belluci, 2021).

The Unconscious as Cinematographic Form: A Psychoanalytic Reading of Inception

Item Type Journal Article

Author Deniz Çelik

Author Tugba Elmaci

Abstract Freud's "unconscious," a lauded seminal psychological contribution, has transitioned into an efficacious narrative device in cinema, evolving into a paradigmatic relationship. This article scrutinizes Inception (2010), a quintessential psychoanalytical film written and directed by Christopher Nolan. It explicates the director's linkage to psychoanalysis and reveals how he demystifies the unconscious through its utilization both as a cinematic form and thematic device, manifested in discernible dream layers. It is ascertained that these layers perform a bifunctional role as cinematic and narrative elements. Intriguingly, this multifaceted structure extends to character development as well, exploiting the complexities of the characters' pathologies. Since the filmic structure leverages the pathologies exhibited by the characters, they constitute secondary data for the analysis. The pathologies are aligned with the mental disorder classifications the Diagnostic and Statistical Manual of Mental Disorders, Fifth Edition, Text Revision (DSM-5-TRTM) (American Psychiatric Association, 2013). Pertinent character data are analysed in the Statistical Package for the Social Sciences (SPSS). The findings, subsequently subjected to psychoanalytic film analysis, enrich a deeper understanding and fuller appreciation of the representation of the unconscious in the cinematic domain.

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Sinister storytellers, magic flutes and spinning tops: the links between play and 'popular' culture

Item Type Journal Article

Author Sandra Smidt

Abstract Much has been written about literacy and popular culture but less about the role, if any, of popular culture in children's play. In view of the fact that play is recognized by many as a primary mode of learning, particularly in the early years, and also as an essential process in the representation of ideas and feelings, this is something that needs to be explored. Seeing play as an integrating mechanism allows people to explore just what influences and experiences children draw on in their representations and re-representations. Some of these will, inevitably, fall into the realm of popular culture. In this exploratory, philosophically-based piece, the author explores some of the ideas and thoughts about popular culture. The author draws on the observations she has made, over a long period of time, of two of her grandchildren, Hannah and Ben, in a range of situations and contexts and on the work of artists, thinkers and writers in analysing these. This piece suggests that culture is inextricably involved in the play where educators find children drawing on everything that seems relevant from their own lives and experience, confirming notions of play as an integrating mechanism. The implication of this is that educators must know more about culture per se and about popular culture in particular and know how to set up learning situations where children are invited to create cultures of their own. This hard-to-get-at knowledge will help educators recognize what it is that children are referring to in their play. Finally, the piece urges that educators need not only to build on what children already know and can do, but to offer something that presents a cognitive challenge so that children are engaged and excited.

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Cognitive Development, Cultural Influences, Family Influence, Gender Differences, Interests, Motivation, Popular Culture, Prior Learning, Young Children

The antiquity of the dreidle

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Author Solomon Golomb
Date 2011
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Accessed 2026-04-20, 3:04:10 p.m.
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Dreidel (Game), Etymology, Names, Toys

Spinning tops revisited

Item Type Journal Article
Author D. Featonby
Abstract A journey through the wonderful world of spinning tops, emphasising their practical use in both amusement, skill and as part of the physics curriculum.
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DOI 10.1088/1361-6552/aaefb7
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Publisher IOP Publishing
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Pages 15022-
Publication Physics education
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Aesthetics, Educational Games, Energy, Motion, Physics, Science Activities, Science Instruction, Scientific Concepts

Sixty seconds on . . . Squid Game

Item Type Journal Article

Author Pat Lok

Date 2021

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Games, News, Social networks

New Children, Different Toys

Item Type Book Section

Author Maaïke Lauwaert

Abstract In recent years, many scholarly books have appeared on the subject of computer games. While these recent publications all provide valuable insights into the inner workings and cultural context of computer games, they do not focus on the long-term historical perspective of play as a cultural practice, the role of technological innovations within this history and the changing dynamics between players, toys and companies. Notable exceptions are *Digital Play: The Interaction of Technology, Culture, and Marketing* by Stephen Kline, Nick Dyer-Witheford and Greig De Peuter (2003) and Henry Jenkins's article, *Complete Freedom of Movement: Video Games as Gendered Play* (2000).

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Publisher Amsterdam University Press
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A Turning World: a Multidisciplinary Approach to the Spinning Top and other Toys and Games

Item Type Book

Author Claudia Lambrugo

Abstract Il presente volume prende le mosse dalla riflessione scientifica svolta da un gruppo di ricerca dell'Università degli Studi di Milano che, riunitosi quasi 'per gioco' nel 2009, è andato negli anni non solo ingrandendosi, ma anche consolidandosi nel panorama internazionale degli interessi scientifici sul valore storico, sociale e culturale delle attività e dei manufatti ludici. Più specificatamente, il volume miscelaneo qui proposto si lega al progetto LALLACT - Lexicon of Ancient Ludonims. Ludic Activities and Cultural Tradition, il cui obiettivo, ambizioso, è la creazione di un prototipo di Lexicon digitale del gioco, a partire da due voci 'pilota', rispettivamente il gioco della trottola e della mosca cieca. I saggi raccolti costituiscono l'esito, prezioso e a tratti inatteso, di una proficua discussione multidisciplinare sui temi indicati. This volume presents the results of a research project carried out by a team at the University of Milan. Since meeting almost 'for fun' in 2009, this team has grown over the years, and has now a place in international research on the value of playful activities and artifacts. More precisely, this publication is associated with the LALLACT project (Lexicon of Ancient Ludonims, Ludic Activities, and Cultural Tradition), which is dedicated to creating a digital Lexicon of games, starting with the spinning top and blind man's buff. The collected essays represent the outcome of a fruitful

interdisciplinary discussion on these two games. More specifically, the miscellaneous volume proposed here is linked to the LALLACT project - Lexicon of Ancient Ludonims project. Ludic Activities and Cultural Tradition, whose ambitious goal is the creation of a prototype of a digital Lexicon of the game, starting from two 'pilot' voices, respectively the game of the spinning top and blind man's buff. The collected essays constitute the outcome, precious and at times unexpected, of a fruitful multidisciplinary discussion on the topics indicated.

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Blind man's buff, History, Ludic activities, Ludus, Spinning top, Whipping top