Mockingjays, Muttations, and Tracker Jackers, Oh My!: Posthuman Nature in *The Hunger Games*

In 2008 Suzanne Collins's first novel, *The Hunger Games*, hit the shelves preceding a long line of dystopian novels which became more popular than ever. While the governmental structure of Panem and its dystopian setting are interesting, in today's society there is a need to look at literature from an environmental and ecocentric perspective. It's also important to understanding the part that technology plays into our ecosystem today. In *The Hunger Games*, technological nature plays a crucial role in the way that the Capitol rules and continues to oppress those in Panem by strategically controlling nature and natural elements in order to breed, isolate, and manipulate nature.

While there are many definitions of posthumanism and the posthuman, I will be focusing on the posthuman aspects of nature within *The Hunger Games*, as well as the anthropocentrism and lack of ecocentrism that the Capitol subscribes to in the novel. Furthermore, I will be utilizing Merriam-Webster's definition of nature, which is that nature encompasses, "the physical world and everything in it (such as plants, animals, mountains, oceans, stars, etc.) that is not made by people" ("Nature" Merriam-Webster). In terms of posthumanism, it should be noted that posthumanism encompasses more than being connected to machinery; it also includes hybridity between identity, medical hybridity (which is bigger than human/machine hybrids), animal hybridity, human to animal hybridity, bio-hybridity, anthropocentrism, and monstrosity. For the purposes of my presentation, I will be considering hybridity, animal/human hybridity, as well as the creation of monstrosities (such as the animals, insects, water, and conditions) present within the Games.