



Journal of
Literary Education

The Art of “Including Art” in Animation: DreamWorks’ Intertextual Games for All

**El arte de “incluir el arte” en el cine de animación:
El juego intertextual para todos de DreamWorks**

**L’art d’“incloure l’art” al cinema d’animació: El joc
intertextual per a tots de DreamWorks**

Rebeca Cristina López González. Universidad de Vigo, Spain,
rebecalopez@uvigo.es

 <http://orcid.org/0000-0002-9358-7562>

How to cite this paper:

López González, Rebeca Cristina. (2018). The Art of “Including Art” in Animation:
DreamWorks’ Intertextual Games for All. *Journal of Literary Education*, (1), 107-129.
<https://doi.org/10.7203/JLE.1.12209>

Received: 22/03/2018

Accepted: 24/06/2018

Published: 07/12/2018