Textual Media Conference: Contemporary Perspectives

01.19.2024

Call for Papers

Narratives often maintain textual affinities, a written scheme or a screenplay. There is a close relationship between the text and into what it is decoded by its users, whether creators, receivers or players. Sometimes the text itself is more visible, and sometimes it remains hidden. The point of this conference is to discuss the textual and literary elements of various media, from novels and comics through cinema and TV series, to video games, and assess the current state of texts and literature within the overall media culture. Postmodernist thinker Jean-Francois Lyotard declared the death of grand narratives, however since then the world has witnessed the birth of countless other narratives, which employ various media. Perhaps even the use and reception of grand narratives have changed? Marie-Laure Ryan noticed that fictional worlds are in fact coherent, extensive constructs with their distinct properties. How may users access them? How do we "read" video games, TV series, and film? Neil Cohn explicated that reading comics is a semantic process, Astrid Ensslin observed that some video games might consist of both ludic and literary elements, while Henry Jenkins described transmediality. The contemporary media landscape is a complex one, problematic to categorize, marked by transmedia storytelling techniques. It keeps changing, hence the need to analyze it from various perspectives and reevaluate it through scholarly discussions.

The pivotal issue is to discuss various roles of text as might be observed in the contemporary media. The following might be some questions to look further into: How text is present in each, specific case? How it is transparent or invisible? How it influences audiences? How contemporary, digital media are different from the media of the past? What has changed? Is it possible to distinguish past media from contemporary media? Are some subjects more fitted to be presented through the contemporary digital media, than through the supposed media of the past? What is the relationship between digital media and their texts? What are the examples of contemporary narratives? What are their specific storytelling techniques? How can they complete each other to form a coherent, transmedia constructs? What might be a next step for media representation of texts?

Furthermore you might choose to explore the suggested topics or use them as a reference point for your own ideas:

- transmediality, intermediality and their textual aspects
- graphic novels, comics and texts within them
- paratexts in digital media
- functions of text in video games / literary gaming
- reading a novel – a contemporary perspective
- texts as viewed by cognitive narratology
- contemporary narratives and their storytelling techniques

It is a pleasure to invite you, whether you are a student (BA, MA, PhD) or a faculty member, to Textual Media Conference, organized by Institute of English and American Studies at the University of Gdańsk. It will take place in Neophilology building, in room 021, on January 19th, 2024, at 10 a.m. Join us for the productive discussion on the present and constantly evolving issue. Please send your paper proposals to textualmediaconference2024@gmail.com. Deadline for proposals is January 12th, 2024. The proposal should have no more than 250 words and present a topic eligible for 15-20 minutes speech.

Sincerely,

Mikołaj Marks

Conference Supervisor