



Call for papers

12–14 June 2024

Brno, Czech Republic

Comics in Contemporary Society: Challenges and Opportunities

Theoretical framework

Comics as a work of art and a medium of communication have evolved remarkably in the last decades. From its early days when it was perceived as a decadent form of popular entertainment or a genre reserved for children and teenagers, it has gradually expanded its radius of influence. Along with this, the aspirations and ambitions of comics creators have changed, targeting different groups of readers throughout different periods. Thus, it can be concluded that in the present day, comics have gained an important position, becoming an important means and medium of communication that speaks significantly to contemporary events and thus influences our society. Given the dramatic developments in our interconnected, globalized world, comics, like all other artistic expressions, also face new challenges, many of which are turning into new opportunities.

The main aim of the conference is to explore the fascinating and often surprising web of connections that exist between comics and society, while also revealing the diverse opportunities that are open to those who engage with this art form. One of the aims is to focus on the new possibilities that are opening up not only for professionals but also for the general public. In this respect, the perspective is that of creators who embrace comics as a means of artistic expression and engagement, specialists who explore it as a subject of professional study, or readers who simply enjoy it as a source of proven entertainment.

Conceptual framework and Modalities of participation

1) Comics in Society:

The conference aims to explore how comics reflect what is happening in society, how they respond to changes in the form of different attitudes, including critical ones, and how they thereby actively participate in shaping the particular form of a given society. Therefore, another objective is the need to explore how comics deal with cultural, social and political issues and how they function as a proverbial mirror that reflects a given social reality and allows readers to reflect on what is happening in society.

2) Comics for Society:

This approach focuses on the use of comics as a tool to educate, inform and raise awareness about certain phenomena and facts in society. From this perspective, the aim is to address the use of comics in education, in the divulgation of science, or in outreach activities to promote cultural values and social awareness. In this context, the role of comics in institutional communication and the creation of cultural identities will be examined.

3) Institutions and their institutionalization:

One important approach is to look at the processes through which cultural and educational institutions have influenced the legitimation and promotion of comics. In this context, it is important to analyse how the institutionalization of the medium has influenced its production and consumption and how it has affected the relationship of comics to other media, as well as to other fields of artistic production.

Submission Guidelines

All proposals submitted for consideration must adhere to the following requirements:

- Title of the presentation/workshop
- Thematic area
- A 250-word abstract in English or in another conference language if the presentation is not in English
- A 60-word biographical note
- Up to 6 bibliographical references specific to the proposal

The submitted proposals will undergo blind review by members of the Scientific Committee. Presenters can anticipate receiving a response regarding the acceptance or rejection of their proposal by **21 February 2024**.

Please ensure that all proposals are formatted in .docx (Word) and submitted through the online registration form available [here](#).