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## Animation and Philosophy

Stuttgart International Festival of Animated Film (ITFS) and FMX 2018

Venue: Literaturhaus Stuttgart, Wednesday, April 25, 2018

An **academic symposium** at the Stuttgart International Festival of Animated Film and the FMX 2018 in collaboration with the Society of Animation Studies, the School of Art, Design and Media at Nanyang Technological University Singapore, the Institute of Media Studies at Eberhard Karls University Tübingen, the AG Animation and the Literaturhaus Stuttgart.

The symposium is aiming to be highly interdisciplinary and international in nature, bringing together scholars, students, academics and artists from diverse fields of research and professional practice.

### Call for proposals:

This **one-day symposium** welcomes papers, which negotiate the topic of philosophy in animation, comics and illustration. We intend to embrace academic and practice-based presentations from diverse angles. The examples below just provide some examples of possible topics, but are by no means intended to be limiting in terms of thematic scope.

The symposium invites **abstracts** for 20-minute presentations and welcomes proposals on all aspects of philosophy in animation/film, games, comics (graphic novels) and illustration. Proposals, which relate to the symposium topic will be preferred.

To encourage a high number of quality submissions we also welcome proposals that negotiate the conference topic in a wider sense.

As a first this year, selected conference papers additionally have the chance to be considered in substantially expanded form (after the conference) for the forthcoming book "**Animation and Philosophy**" in the book series *Palgrave Animation* published by Palgrave Macmillan.

Topics can include, but are **not limited** to:

- Interdisciplinary papers that negotiate animation, games, comics or illustration from the angle of philosophic theory.
- The philosophy of creation/production in animation, games, comics and illustration.
- World building (virtual worlds) in animation, games, comics and illustration.
- The role of the creator.
- The role of the audience, reader or player.
- VFX and philosophy: The suspension of disbelief, the reality of the unreal.
- VR and augmented reality: New modes of perception.
- Philosophy investigated from the perspective of animation studies.
- Incarnations of the psychological, metaphysical and supernatural in animation.
- Investigations on unique forms of artistic expression in animation: Metamorphosis, exaggeration, condensation of form and meaning.
- Using animation as a means of investigation to form a philosophical argument.
- Cultural heritage and diversity in animation, games, comics and illustration.



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- Transcultural modes of creation and their implication for the production process.
  - Comics, animations or games about (famous) philosophers and/or philosophic theories.
  - Teaching philosophy through animation, games, comics or illustration.

Please e-mail **abstracts of 350 words maximum** (excluding title) to the attention of the conference review committee at:

[sasconference ifs@hannesrall.com](mailto:sasconference_ifs@hannesrall.com)

**Abstracts** should include your name, affiliation, e-mail address, and the title of your proposed paper. Please take care that you also submit send a *second anonymized version of the abstract* for peer review. Please do also provide a short CV, with a maximum of 300 words as a **separate document**.

The **deadline for submissions is Monday, March 12, 2018**. Authors of accepted papers will be notified in the week from **April 2** or earlier.

#### Eligibility and Conference Fee

The call is open to all interested scholars, researchers and practitioners.

Accepted speakers as well as visitors of the symposium will need to get an accreditation for professionals at the Stuttgart International Festival of Animated Film or the FMX 2018.

(Either one is sufficient).

This will allow full access to the symposium as a speaker.

The cost is 30 Euro for the early bird accreditation (in case you intend to come to the festival anyways) or 47 Euro for the regular accreditation (academic) –in case you can only confirm the attendance after notification of paper acceptance. You can get the accreditation for the ITFS from mid-January here: <https://www.ifs.de/tickets>.

Prices for FMX accreditation (alternative option):

- o Conference Pass FMX (4 Days) Early Bird rate € 360,-
- o Conference Pass FMX (4 Days) regular price € 400,-
- o Day Ticket FMX (1 Day) Early Bird rate € 180,-
- o Day Ticket FMX (1 Day) regular price € 200,-