

CALL FOR SUBMISSIONS ON GEEK CULTURE

The third annual [Geek/Art CONfluence](#) is a comic con taking place in-person and online on **March 27, 2022, through the School of Art at Syracuse University**. The CON is currently accepting proposals from both FACULTY/PROFESSIONALS and STUDENTS (grad and undergrad) on GEEK CULTURE-RELATED topics.

GEEK CULTURE includes comics/manga; sci-fi and fantasy books, magazines, and movies; cartoons and animation; gaming; fan culture such as cosplay and zines; and related topics.

In addition to our general geek culture call, we are calling for presentations, workshops, and activities on DISABILITY-THEMED GEEK CULTURE.

Presentations, workshops, and activities on Disability are encouraged in the spirit of our ongoing connection with “Crippling” the Comic Con (aka “CripCon”), which took place annually at Syracuse University between 2013 and 2017, and then happened again in 2019. For more information about the “CripCon” and its legacies, please visit: crippingthecon.com. Questions about “CripCon” can be directed to cripcon@gmail.com.

If you would like to submit a presentation, workshop, or activity proposal, please email the following information to Associate Professor Chris Wildrick at cwildric@syr.edu:

- A description of 300 words or less summarizing your topic and approach (presentation, workshop, or type of activity).
- Any links that may be helpful (to provide contextual information).
- A bio of no more than 100 words.
- Please indicate any accommodation requests that you may have. The majority of Zoom panels will include auto-captioning through Otter.ai. A selection of Zoom panels will include live captioning (instead of auto-captioning) and American Sign Language (ASL) interpretation.

Academic-style presentations will be limited to 15 minutes or less. These presentations will be grouped into sets of hour-long panels.

Proposals for geeky workshops and other geek-infused activities—such as demos or games—are welcomed. Workshops and other activities will be scheduled for one-hour time slots, in most cases. We are open to sharing geek-culture-related student work, geek-culture exhibitions, or other visual content on our website. Please provide brief textual descriptions to accompany any visual content shared, and please caption any videos. If you have other suggestions or preferences, please let us know in your email to Prof. Wildrick.

We will start reviewing proposals by **February 1, 2022**. Proposals will still be accepted after that point; however, the available time slots may be filled.

Please feel free to share this Call for Submissions with colleagues and students. We are happy to review submissions from people both in and out of academia.

This year's CON will take place in person on the Syracuse University campus, and also online through multiple Zoom streams and our website (see www.geekartconfluence.com for last year's content). Academic panels will be hosted in-person but can also be attended online by both presenters and the audience. We aim to have invited artist speakers, vendors, a cosplay contest, chat rooms, demos, and games, with a mix of in-person and online content for most categories. This CON is based in Syracuse but open to the world, as last year's CON, with its international participants, so wonderfully showed.

The CON and the Zoom streams will be free and open to all.

If pandemic-related conditions change and an in-person event is no longer possible, we will switch to an all-online event. Advance notice will be provided.

Questions about the CON, in general? Email Chris Wildrick at cwildric@syr.edu.

Questions about the CON's Disability themes? Email Diane Wiener at dwiener@syr.edu or Rachael Zubal-Ruggieri at razubal@syr.edu.

Please also visit our social media! We are @GeekArtCon on both [Instagram](#) and [Twitter](#), and @GeekArtCONfluence on [Facebook](#).