

CALL FOR SUBMISSIONS ON GEEK CULTURE



The fourth annual [Geek/Art CONfluence](#) is a comic con taking place on March 26, 2023, through the School of Art at Syracuse University.

The CON is currently accepting proposals from both FACULTY/PROFESSIONALS and STUDENTS (grad and undergrad) for panel presentations, workshops, and activities 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.

We are particularly interested in topics that address:

- CREATIVITY WITHIN FANDOM
- DISABILITY-THEMED GEEK CULTURE
- DIVERSITY AND INCLUSIVITY WITHIN GEEK CULTURE

However, we are open to all geek-culture related content.

Presentations, workshops, and activities on Disability are especially encouraged in the spirit of our connection with “Crippling” the Comic Con (aka “CripCon”), which ran from 2013-2019; this year would be CripCon’s 10th anniversary. For more information about CripCon and its legacies, please visit: crippingthecon.com.

If you would like to submit a presentation, workshop, or activity proposal, please email the following information to Associate Professor Chris Wildrick at chris.wildrick@gmail.com, with “Geek/Art CONfluence” in the subject line:

- 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. Panels will all be held simultaneously in-person at the CON and over Zoom. We will use auto-captioning for Zoom.

Presentations will be limited to 15 minutes and grouped into hour-long panels.

Proposals for workshops and activities, such as demos or games, are welcomed. Workshops and other activities will usually be scheduled for one-hour time slots. We are also open to sharing geek-culture-related student work, exhibitions, or other visual content on our website. If you have other suggestions or preferences, please let us know.

We will start reviewing proposals on **February 1, 2023**. Proposals will still be accepted after that point but the available time slots may be filled.

Please feel free to share this Call for Submissions with colleagues, friends, 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 Zoom 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.

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

Questions about the CON, in general? Email Chris Wildrick at chris.wildrick@gmail.com.

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

Please follow our social media!

Facebook: [@GeekArtCONfluence](https://www.facebook.com/GeekArtCONfluence)

Instagram: [@GeekArtCon](https://www.instagram.com/GeekArtCon)

Twitter: [@GeekArtCon](https://twitter.com/GeekArtCon)

