



Screen Bodies

The Journal of Embodiment, Media Arts, and Technology

Call for Papers – General Issue

Editor: Andrew J. Ball, Harvard University

Screen Bodies invites submissions to be considered for our forthcoming general issue. We feature work on all forms of visual media, emphasizing research that engages with concepts of the body, the screen, and / or technology broadly construed. Articles are typically between 6k–9k words. Please see our website for details about the inclusion of artwork/images (www.berghahnjournals.com/submissions).

Screen Bodies is a multidisciplinary peer-reviewed journal that is devoted to the interface of art, science, and technology. The journal's aim is to examine how bodies engage with and are engaged by screens, as well as how bodies are represented on screens. It features critical, theoretical, and empirical methods used in the diverse fields comprising the humanities, social sciences, computer science, communications, and the arts.

Screen Bodies is a publication where scholars, creators, and scientists come together to map new media ecologies with an eye toward the aesthetic, ethical, and political dimensions of emerging technologies as well as to matters of design, programming, engineering, and performance.

Areas of focus include but are not limited to: media arts, cinema, fashion, digital art, NFTs, e-culture, avatars, artificial intelligence, virtual reality, augmented reality, human-machine interface, biotechnology, bioethics, science and technology studies, cyborg studies, computational art, machine learning, robotics, gaming, philosophy of technology, and digital humanities.

Manuscripts submissions and book reviews should be submitted to
Andrew J. Ball at screenbodies@berghahnjournals.com
by or before **October 1, 2021**.

For more information, including the style guide, visit www.berghahnjournals.com/screen-bodies