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Call for Papers: Future Screen

Issue edited by: Gianni Corino (Plymouth University), Andrew Prior (Plymouth University), Tatiana Mazali (Politecnico di Torino)

We live in media, as fish live in water. [... But] at this moment, we can and must design the media, design the molecules of our new water, and I believe the details of this design matter very deeply. They will be with us for a very long time, perhaps as long as [we have] left; perhaps if they are as good as they can be, [we] may even buy more time—or the open-ended future most suppose remains. (Nelson in Wardrip-Fruin & Montfort 2003, p.306)

Digitcult journal calls for research papers on the novel concept of **Future Screen**, a cross disciplinary topic that has the potential to reshape immersive media, film, narrative and game design, music and performing arts and more broadly the sector of Creative industries, Culture and Entertainment.

We would contributors to explore the innovative impact of emerging technologies from XR (Augmented, Virtual- and Mixed- Realities) and Dome Visualisation, to Video Mapping, Virtual Production, Mobile, Wearable and Embedded 'internet-of-things' media; from macro perspectives (analyse the broad, societal impacts of future screen technologies) to micro perspectives (delve into micro-level changes in individual behaviours and community interactions).

We ask papers to reflect on Future Screen as a catalyst definition aiming at a unified view for screen-based technologies and their emergent uses in the future, and how this could reframe audience, storytelling, industries and communities of practice and questioning some of the key aspect of **media studies**.

The special issue calls for contributions that shed new light on theoretical, analytical and empirical insights that help to understand **the impact of Future Screen(s) on Space, Audience and Content**: How are new screen technologies altering physical and virtual spaces? What are the implications for content creation and consumption? How do these changes affect the dynamics between creators, audiences, and industries?

In particular, but not exclusively, we ask papers addressed to any of the following key themes:

1. Audience Experiences: Individual and Collective

- Examine the evolving relationship between new screen technologies and their audiences.
- Investigate the dichotomy between individual and collective experiences with future screens.
- How do immersive technologies enhance or disrupt traditional viewing experiences?
- What new forms of audience engagement are emerging?

2. Urban Collective Experiences vs. Individual Experiences

- How do future screens transform urban spaces (physical and virtual) and collective experiences (physical and virtual)?
- What are the contrasts and convergences with individual, personalized screen interactions?

3. Hybridity in Future Screens

- Explore the hybrid nature of new screen formats that blend reality and fiction.
- How do these hybrid formats influence storytelling and audience perception?

4. Storytelling and Narrative Innovations

- Examine the evolving nature of storytelling in the age of future screens.
- How do new formats such as interactive games and immersive experiences challenge traditional narrative structures?
- What new narrative spaces are being created?

5. Tensions and Transformations in Research and Artistic Domains

- Explore the dynamic interplay between research and artistic practices in the context of future screens.
- What tensions arise, and how do they drive innovation and transformation?

6. Industrial Impact and Sustainability

- Investigate the industrial implications of adopting new screen technologies.
- What are the implications for content distribution and monetization?
- What are the sustainability challenges and opportunities associated with these advancements?

We welcome contributions from scholars, researchers, and practitioners across various disciplines including media studies, cultural studies, communication, urban studies, and the arts. Submissions may include theoretical explorations, empirical research, case studies, and artistic reflections.

Submission Guidelines:

- **Abstract** Submission Deadline: **December 31, 2024**
- **Full Paper** Submission Deadline: **March 31, 2025**
- Expected Publication Date: June 2025

All submissions will undergo a double-blind peer review process.

Please send your abstracts (300-500 words) to editors email: g.corino@plymouth.ac.uk; andrew.prior@plymouth.ac.uk; tatiana.mazali@polito.it

Authors will be notified of the acceptance of their abstracts by January 15, 2025. The full articles (5,000-7,000 words) have to be submitted by March 31 2025 through online submission system:

<https://digitcult.lim.di.unimi.it/index.php/dc/about/submissions>

For more information on submission guidelines:

<https://digitcult.lim.di.unimi.it/index.php/dc/information/authors>