



Screen Bodies

The Journal of Embodiment, Media Arts, and Technology

Call for Papers – General Issue

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Editor: Andrew J. Ball, Harvard University

Screen Bodies invites submissions to be considered for a forthcoming general issue. We welcome work that focuses on matters of embodiment in media arts from any of the disciplinary or methodological perspectives described below. Research 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, intermediality, human-machine interface, interactivity and virtuality, intelligent and transactive spaces, smart environments, machine learning, generative art, biotechnology, virtual bodies, motion capture, artificial intelligence, UX, IoT, social robots, gaming, and digital humanities.

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

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