




# 3<sup>rd</sup> Interdisciplinary Conference on Literature and Image

Revisiting Fantasy and Adventure in Literature and  
the Visual Arts


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**22-23** February  
2024

 **Mode:** Online

 **Time:** From 9:00 to 19:00 (CET)

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 **Organiser:** Faculty of Education. Research line 1 of the Research Group in  
Literature, Culture and Modern Languages



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## Introduction and rationale

Following two previous editions -focused on the gothic and dystopian genres, respectively- our **3rd Interdisciplinary Conference on Literature and Image**, to be held exclusively online on 22-23 February 2024, will assess the transformations undergone by fantasy and adventure literature -from the year 1935 onwards. Our aim is to bring together a **variety of voices and analytical perspectives** to explore such changes within the fields of fiction, cinema, television, graphic novels, and other forms of popular culture.

Although sometimes unfairly regarded as the mere product of escapist imagination or dismissed as a second-rate form of entertainment, fantasy and adventure literature has consistently revealed deeper meanings within its pages: its alternative or faraway settings, amazing creatures, appealing characters, mysterious artifacts and baleful spells - among many other elements- often hint at realities beyond themselves while also offering valuable life lessons.

Modern incarnations of the fantasy and adventure genre (including their corresponding adaptations) partake of the didactic quality found in classical fairytales and folktales or describe rites of passage deeply rooted in our tradition(s) and experience(s) of reality. In doing so, this form of literature marks the transition from one life stage into another, from one conception of the self into a new one, from one type of society to the next -all this through an enriching process of crisis, struggle, awareness, perseverance and reconstruction. Fantasy and adventure stories often utter a more or less veiled warning against the danger of appearances and ideological manipulation while also opening pathways onto the cultivation of virtue (temperance, humility, diligence, gratitude...) plus the preservation of togetherness, hope and common strength in the wake of chaos and dehumanizing oppression.

The 3rd Interdisciplinary Conference on Literature and Image will use the abovementioned factors as a basis to highlight, study, and appreciate the **enduring tropes, themes and features in fantasy and adventure fiction** in connection to the reappraisal of human nature and its potential. Substantial emphasis should fall on how these works of fiction weave messages against boundless ambition, injustice, corruption or the destruction of the ethical and moral values which underpin life in society. We therefore invite participants to examine literary works (and their corresponding adaptations) signalling a vote of confidence in the future of individuals and /or humanity as a whole.

This academic event will enable us to gauge and justify the current relevance and extent of fantasy and adventure fiction; therefore, we will consider whether or not modern incarnations of this genre show a great deal of continuity with tradition -and this will grant us the opportunity of reflecting on the multiform character and capacity for fascination pervading these stories. Likewise, we will be particularly interested in addressing how fantasy and adventure works prompt us to raise the alert regarding situations of crisis, reappraise essentially human values, or promote sociability, justice, civility, ethics and / or humanism.

## Proposal format and submission instructions

### (Deadline: January 10<sup>th</sup>, 2024)

The Organizing Committee invites **proposals for 20-minute papers** on topics aligned with any of the ten thematic threads in this conference (these are listed later in this same CFP).

Submissions, in English or Spanish, should be typed in Times New Roman or Arial 12pt font, single-spaced lines and default Microsoft Word margins. A maximum of two participants per paper is allowed. Each proposal should include: Title, participant's name, institutional affiliation, a summary of your proposal (between 300 and 400) plus a **biographical note** (between 100 and 150 words). Proposals should be sent as a .docx or .pdf file to [jmvillar@ucam.edu](mailto:jmvillar@ucam.edu)

The deadline for submissions is **January the 10th, 2024**.

Once a proposal is accepted by our Scientific Committee, the selected participant(s) will receive (on a 'first-come, first-served' basis) additional information about **how to record and send their videos** for this conference, together with the conference template to ensure coherence of format and style between the recorded presentations in each panel.

During the days of the conference, participants will also log into our videoconference rooms to answer the questions that may pop up during their corresponding panels, engage in the final debate in each panel and/or participate in one or more round table session(s).

## Conference fee and registration process

The registration fee is 50€ per each participant and 20€ for students. Conference booking opens in mid-January 2024. A registration link will be available via the conference webpage, which will be fully operative in mid-December 2023. Any conference updates and additional details will be posted online.

Once the conference is over, selected participants will be asked to prepare chapters for a forthcoming, peer-reviewed academic monograph.

### 1. Epic Fantasy and Medievalism: Warriors, Dragons, and Sorcerers

*The Lord of the Rings, The Hobbit, The Chronicles of Narnia, The Stormlight Archive, The Mists of Avalon, The Chronicles of Prydain, A Song of Ice and Fire / Game of Thrones, LadyHawke, Excalibur, Willow, Flesh & Blood, Legend, Gardens of the Moon.*

### 2. Fantasy and Adventure in Relation to the Discovery and Construction of Personality

*Harry Potter, The Neverending Story, The Golden Compass, Tales from Earthsea, Shadow and Bone, A Monster Calls, King of Scars, Where the Wild Things Are, Big Fish, Stardust, The Marvelous Journey through the Night, Where the Trees Sing, The Atlas Six.*

### 3. Passengers and Travellers through Time and Space

*Return to the Future, Dr. Who, Outlander, The Time Machine, Pleasantville, The Ministry of Time, Fantastic Beasts and How to Find Them, Highlander, The Wheel of Time, Momo, Skyward, Moondial, The Man Who Lit the Stars, A Wrinkle in Time.*

#### **4. Beyond the Borders of Our Reality: Fascinating and/or Threatening Alternative Dimensions**

*Stranger Things, Return to Oz, Labyrinth, The Twilight Zone, Finding Neverland, Coraline, The Dark Crystal / Age of Resistance, A Bridge to Terabithia, Discworld Saga.*

#### **5. Refashioning Classic Fairytales and Folktales for the Modern Age**

*The Princess Bride, Beauty and the Beast, The Bloody Chamber, Little Red Riding Hood, The Brothers Grimm, Shrek, The Company of Wolves, The Huntsman: Winter's War, The Sleeper and the Spindle, The Lady of the House of Love.*

#### **6. Exploration, Survival and Achievement: Past versus Present**

*Indiana Jones, The Goonies, Escape to Witch Mountain, The Mummy, Big Trouble in Little China, The Thief of Bagdad, Jumanji, Pirates of the Caribbean, Romancing the Stone, The Jewel of the Nile, The Seventh Voyage of Sindbad.*

#### **7. Heroes, Anti-Heroes and Smash Hits in the Field of Comics and Graphic Novels**

*Conan the Barbarian, Doctor Strange, The Boys, The Avengers, Watchmen, Thor, Superman, X-Men, Batman, Spider-Man, Fantastic Four, Guardians of the Galaxy, Flash Gordon, Miss Marvel, Metal Hurlant / Heavy Metal, The Umbrella Academy, Moonknight, Sandman.*

#### **8. Appropriating and/or Rewriting Classical Mythology in Modern Fantasy and Adventure Works**

*Percy Jackson & The Olympians: The Lightning Thief, Circe, Ariadna, A Thousand Ships, Stone Blind, Jason and the Argonauts, Clash of the Titans, Troy, Hercules, Immortals, Ulyses, Atlantis: The Lost Continent.*

#### **9. Fantasy and Adventure in Electronic Entertainment**

*The Legend of Zelda, Final Fantasy, Dragon Age, Tomb Raider, Uncharted, The Witcher, Dungeons and Dragons, Baldur's Gate, Ready Player One, Dragon's Lair, Avatar, The Elder Scrolls, God of War, Dark Souls.*

#### **10. Fantasy and Adventure in Modern Animated Films**

*Princess Mononoke, Howl's Moving Castle, The Last Unicorn, The Black Cauldron, Quest for Camelot, Spirited Away, Fire & Ice, Wizards, Flight of the Dragons, The Sword in the Stone, Nausicaä of the Valley of the Wind.*

### **Comité científico y organizador**

**President:** Antonio José Miralles Pérez (UCAM)

**Secretary:** José María Mesa Villar (UCAM) / Benoît Filhol (UCAM)

**Treasurer:** Elisa T. Munizza (UCAM)

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The Interdisciplinary Conference on Literature and Image is an initiative of the Research Line "Interdisciplinary Studies on Literature, Art and Society" (Dir. José-María Mesa-Villar), included in the Research Group "Literature, Culture and Modern Languages" (PI. Antonio-José Miralles-Pérez) at UCAM.



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