



Salesian College Siliguri
Two Day Conference on

Screen Cultures

Organised by:
The Department of English
in collaboration with IQAC,
Salesian College Siliguri



Important Details

Submission of abstracts (300 – 500 words with bio-note): **6 May 2022**

Notification of acceptance: **7 May 2022**

Submission of full papers (4500 – 5000 words): **24 May 2022**

Conference Dates: **26 – 27 May 2022** (Marengo Hall, Salesian College Siliguri)

Registration Fees: ₹ 500 for faculty, ₹ 300 for students and research scholars. Selected papers after peer review shall be published in a printed and online journal with ISSN in *Salesian Journal of Humanities & Social Sciences*.

Keynote Speaker:

Ranjan Ghosh

Department of English
University of North Bengal

Ghosh is the author/editor of numerous books among which include *Thinking Literature across Continents* (Duke University Press, 2017, with J Hillis Miller), *Philosophy and Poetry: Continental Perspectives* (Columbia University Press, 2019), *The Plastic Turn* (Cornell University Press, 2022), *Plastic Tagore* (Oxford University Press, forthcoming). To know more about him one may look up: www.ranjanghosh.com



Title of the Talk:

'SCREEN PLASTICITY'

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e-mail the abstracts to:

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Concept Note:

The ubiquitous presence of screens have transformed how we perceive the world, and in that manner have also affected our understanding of social reality. The rise of social media has revolutionised how we 'look at' screens. Digital resources and e-book readerships have spiked since the archiving and publishing of materials on/using the new media. Screens have since become our window to the world through a variety of inter-connected media or what is known as *transmedia*. Screens and screentime have begun to occupy a significant segment of our lives as we become more dependent on their accessibilities, engrossed in what they have to show and in how we are to communicate based on its expanding domain of resources.

Screens during the pandemic have integrated learning processes like never before. Through Google Meet and Zoom we have witnessed innovative pedagogical/andragogical approaches to sharing and learning and encountered global accessibilities of both human and non-human resources. The way we view our 'self' while interacting on mediums such as Zoom also changed how we conceive subjectivities. Screen cultures also develop around recreation and entertainment such as gaming, social media influencing, and binge-watching and are all related terms we associate with the phenomenon. The popularity of OTT platforms, WhatsApp stories and reels have redefined storytelling, communication and expression, impacting how leisure time is spent - along with how we produce and consume entertainment. Taking into account all these possibilities of reflection around screen cultures, we invite papers that connect with screens across a variety of disciplines. Papers can address these issues but are not limited to:

1. Screens and Digital Literature
2. (Pop) Culture(s) and Screens/ Screening Cultures
3. Screens and Social Media
4. Videogame Culture
5. Screened Existence
6. Philosophies of Screens and Screenings
7. Storytelling and OTT Platforms
8. Stories around Screens
9. Metaverse and VR
10. Screen, Sickness and Mental Health
11. Screens and Consumer Culture
12. Shifting Tendencies in Performativity
13. Screens and Censorship
14. Screening Violence

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