

In light of the Covid-19 crisis, the Eleventh IGNCC Conference will now take place online. All papers and talks will be released on the evening of the 30th of June along with a catalogue of all items grouped by themes. Links to all items will be available from this website.

From the 1st-3rd of July, there will be a series of workshops and Q&A/Discussion groups online, and discussions on Twitter using conference hashtags. Please follow [@TheIGNCC](#) on Twitter for updates from this year's event.

Information for Speakers

Thank you for joining us at the International Graphic Novels and Comics Conference (IGNCC) 2020. We look forward to welcoming you to three days of fascinating presentations and talks, which we expect will generate discussion and interest for some time to come.

This year's event is being hosted by the [Comics Research Hub at UAL \(LINK\)](#).

IGNCC 2020 will take place online. The **IGNCC website** will hold the event programme and provide a route to all content. UAL will host the content itself via **Figshare**. Guidance on accessing Figshare and uploading your content will be sent to speakers by email. UAL's digital classrooms and **Twitter** will be used for discussion, and we will include tags on the programme to help you follow these discussions.

TIMING

IGNCC will take place in two modes. Most of the conference will be delivered **asynchronously**, meaning that content will be uploaded and can be viewed at any time. All pre-recorded material (papers, videos etc.) will be available from the evening of the 30th of June. This has several advantages, including allowing materials to be accessible to people globally, irrespective of their time zone.

Some of the conference will be delivered **synchronously**. This will include workshops, Q&As/discussions and reading groups, which will be accessible via a link in the programme. Some of these workshops will be recorded, and the recordings will be added to the IGNCC 2020 collection after the event.

ASYNCHRONOUS CONTENT

Presentations

Presentations will be available in two formats: video and PowerPoint. If you wish to include sound (e.g. a voice-over) we recommend saving your presentation as a video in either .mp4 or .mov format. This will be playable online in Figshare. PowerPoint presentations [can include narration](#) and can be [saved as a video](#).

Narrated PowerPoints: [LINK](#)

Saving PowerPoint as Video: [LINK](#)

If you do not require audio narration you can also upload a PowerPoint presentation, which will be viewable online in Figshare, and will allow viewers to move through the presentation at their own pace.

Papers

If you wish to present a written/illustrated text, we would ask you to save this as a PDF and upload it via Figshare. It will be readable in the browser. We recommend a length of around 2000 words for a paper submission.

Posters

If you wish to submit your presentation as a poster, please save this as a PDF and upload it via Figshare. It will be readable in the browser.

Discussion

Asynchronous discussion will take place on Twitter. Please use the hashtag #igncc20 and either the panel tag or the paper tag to help people find your comments (see programme for paper and panel tags).

SYNCHRONOUS CONTENT

Workshops

Workshops will be run in UAL's virtual learning environment, Collaborate Ultra. All workshop sessions will be managed by a member of UAL staff, who will act as an administrator and moderator for the event. If you are a workshop presenter, you will be invited to an informal induction workshop in June so you can see the system in use and have the opportunity to test its functionality. Workshops can be recorded and uploaded to Figshare if you wish, but this is not obligatory. Please let us know if you wish to use this option.

Discussion

Live Q&As will be run in UAL's virtual learning environment, Collaborate Ultra. All Q&A sessions will be managed by a member of UAL staff, who will act as an administrator and moderator for the event. Panel Q&As will be recorded and uploaded to Figshare.

YOUR CONTENT

Use of Copyright Materials

Note that the conference will be open access and freely publicly accessible which may have some implications for the content you want to use in your presentations. In terms of content, both text and image, included your paper, presentation, workshop or discussion we are applying fair use. The key principle is that these are being used for the purpose of criticism, review or quotation but if this is to apply you must give full acknowledgement of the creator(s) and the title or a description of the work. We will not be able to review all of these materials in advance of the conference going online so it is important that you provide these acknowledgements in materials for your paper, presentation, workshop or discussion.

Publication

Please note that if you are uploading text to Figshare as part of your presentation, some publishers will regard that content as 'pre-published' and therefore refuse to publish it in another format (e.g. as a journal article or part of a book). As most papers will be short in comparison to a published format, we do not expect this to be a major problem as many publishers allow a certain amount of pre-published material (e.g. up to 10%) but you should check with your publisher if you have any concerns.

Copy Protection

We advise you to treat your conference submission in the same way as you would a submission to an open-access online journal. We are not able to offer any copy protection on your submission so if you have any concerns about your work being made public please ensure you do not include that work in your submission.