

IN-PERSON SCHEDULE

IGNCC 2024 In-Person Schedule			
Wednesday 10 July			
Time	Room	Panel and Presenters	Chair
9.00-9.30	FOYER	REGISTRATION AND WELCOME	
9.30-9.45	LECTURE THEATRE	WELCOME	Geraint D’Arcy
		PANEL 1	
10.00-11.30	0.01	1a RACE AND TECHNOLOGY James Bacon The changing face of <i>Banshee</i> Aanchal Vij “But we were Wakanda... we were supposed to be exceptional”: Nostalgia and Afrofuturism in Black Panther’s Speculative Fiction Kay Kavyta Comics in Colour: Graphic Novels and Racial Literacy in British Educational Settings	Ernesto Priego
10.00-11.30	0.07	1b NEGOTIATING SPACES AND TECHNOLOGY Alex Fitch Mapping hypercomics onto architectural spaces Silvia Vari ‘Playful’ Journeys: Analysing the Gamification of Migrant Experiences in Comics Varsha Singh Body Matters: Aesth(ethics) of Hyper-modern ‘Sci-Graphiction’	Geraint D’Arcy
10.00-11.30	0.02	1c TIME, TECHNOLOGY AND COMICS Neal Curtis Telling Time: Temporality in Comics by Brain Tumour Patients Jonathan Macho Time and Relative Dimensions on the Page – The Power of Doctor Who Comics	Julia Round
11.30-12.00	FOYER	COFFEE/COMFORT BREAK	
		PANEL 2	
12.00-13.00	0.01	2a MANGA, MANHWA, ANIME Wilhelm Haydt Richter The Postmodern Cowboy: <i>Cowboy Bebop</i> , Anime as Art Ron Stewart Technology and Formal Changes in Early Manga: focus on Kitazawa Rakuten	Yiqi Zhang
12.00-13.00	0.02	2c COMICS CREATION Sylvain Lesarge and Irène Le Roy Ladurie Bande dessinée colourists and the quest for artistic authorship	Ian Hague

		Richard Conyngnam From dust to data to drawing – Archival research and emerging technologies in the creation of graphic history	
13.00-14.00	FOYER	LUNCH	
		PANEL 3	
14.00-15.30	0.01	3a DIGITAL ENVIRONMENTS Ian Hague Closing ComiXology: Fragility in the Digital Comics Ecosystem Thomas Gebhart Putting the X in Comix: social media platforms, creation, and remediation in Quarantine Comix and Nap Comix Linda Berube The Future Is Post Digital? UK Digital Comics Creators, Publishers, and Readers Creating the Comics Ecosystem	Giorgio Busi Rizzi
14.00-15.30	0.07	3b RESISTING LOGOCENTRISM: EXPLORING THE TECHNOLOGIES OF COMICS BEYOND READING – Roundtable Ernesto Priego, Hailey Austin, Peter Wilkins	Ian Horton
14.00-15.30	0.02	3c <i>Beep-kssshhhhhhk-vrooop</i> : SOUNDS OF THE FUTURE Elizabeth Allyn Woock Soundscapes that flash forward, flash back. Brian Fagence Sounds of Entropy: Science Fiction, Technology and Authentic Worlds Geraint D’Arcy (Mise en scène, acting, and space) ... AND WORDS (and voice) in comics	Jonathan Macho
15.30-16.00	FOYER	COFFEE/COMFORT BREAK	
		PANEL 4	
16.00-17.30	0.01	4a VIRTUAL/MATERIAL CREATION AND CONSUMPTION Yiqi Zhang Verticality and/or Horizontality? A Cross-cultural Envisioning of the Digital Comics Form Paul Fisher Davies Sketchnoting, Analogue and Digital Logan Scott Square Eyes and Why Materiality Still Matters	Alex Fitch
16.00-17.30	0.07	4b GENDER, ADAPTATION, TRANSFORMATION Maria-Sabina Draga Alexandru Ecologies of a Mediatized Cityscape: Bhagwati Prasad and Amitabh Kumar’s <i>Tinker.Solder.Tap. A Graphic Novel</i>	Nicola Streeten

		<p>Nick Stember Redrawing Old Iron Arm: The Adaptation and Reception of Osamu Tezuka's <i>Astro Boy</i> in China the Early 1980s</p> <p>Paul Noguero Pulp science fiction and superhero fiction as an allegory of transgender experience in Leo de Sousa's <i>Teen Trans</i></p>	
16.00-17.30	0.02	<p>4c COMICS AND CULTURAL ROLES</p> <p>Mike Nguyen Establishing the Educational Role of Comic Books: An Opportunity for Diversity, Equity, and Inclusion</p> <p>Nishtha Dev and Dhruvadi Chattopadhyay Abol Tabol and a hundred years of technology-speak in Image-Text: Re-situating the Graphic Fiction in India</p>	Shuchita Mishra
16.00-17.30	0.03	<p>4d READERSHIP</p> <p>Cassia Hayward-Fitch "Third Spaces", Digital Reading Communities, and Reader Interaction in Alison Bechdel's dykestowatchoutfor.com</p> <p>Derek Novosad Prisms of Fidelity and Change in Relation to the Hyper-Spectator: How Narrative is Negotiated in the Serial Adaptation <i>The Walking Dead</i></p>	Zu Dominiak
18.00	VISTA	Buffet Dinner	

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		PANEL 5	
09.00-10.00	0.01	5a REPLACEMENTS, RELATIONS, REFUGEE COMICS AND DIGITAL TECHNOLOGY Dominic Davies “Don’t Shoot!” Witnessing the Fabric of War in Hamid Sulaiman’s Freedom Hospital Candida Rifkind “Do You Want to Replace the Sky?” Matt Huynh’s Interactive Comics and the Refugee Artist	Gareth Brookes
09.00-10.00	0.07	5b TECHNOLOGY AND RESEARCH Jesse Prevoo Universal Comics-Studies Repository: A Thematic Repository for Comics-studies, enabling and streamlining co-operation and the exchange of ideas and knowledge in the Comics Scholars Community Meher Shiblee Using Social Media as a Research Tool	Paul Noguero
10.00-10.30	FOYER	COFFEE/COMFORT BREAK	
		PANEL 6	
10.30-12.00	0.01	6a AI AND AR IN CREATIVE PRACTICE Miriam Kent Artificial Ink: Creativity, Convergence and AI in Contemporary Comics Gareth Brookes The Auteur as Algorithm – Subjectivity, Trace and Automation in Comics Self-Publishing Practice Giorgio Busi Rizzi AgAIinst? Comics creation, cultural capital, participatory cultures, and stakeholders	Alison Mandaville
10.30-12.00	0.07	6b PRODUCTION TECHNOLOGY AND EDITING Nicolas Labarre Moebius’s digital work, between curation and remediation Julia Round and Jim O’Brien Editing Practices in Twentieth-Century British Comics Zu Dominiak Born of Earth and Fire: making comics using ancient technology	Elizabeth Allyn Woock
10.30-12.00	0.02	6c VIOLENCE AND MONSTERS Shawna Browarsky-Quigley “Roger that?” The Importance of the Radio in Rwandan Genocide Comics	Wilhelm Haydt Richter

		<p>Svitlana Stupak Through the Looking Glass: Re-imagining Domestic and Military Technologies in Ukrainian War Comics</p> <p>Dragoş Manea “They made Grendel possible”: Monstrosity and Technological Transformation in David Hutchison’s <i>Beowulf</i> (2006) and Santiago García and David Rubin’s <i>Beowulf</i> (2017)</p>	
10.30-12.00	0.03	<p>6d GENDER, RESISTANCE AND CREATIVITY</p> <p>Nicola Streeten I’d rather be a cyborg than a goddess: LDCOMICS, Technology and Comics Culture</p> <p>Shuchita Mishra Technological Leverage for Comic Artists</p> <p>Amira Rihab Saidi Technology and Masculinity: Exploring Hegemonic Masculinity Dynamics in Film through Batman and the Joker</p>	Joan Ormrod
12.00-13.00	FOYER	LUNCH	
		PANEL 7 - WORKSHOPS	
13.00-14.30	0.01	<p>7a WHISKY TECH (WORKSHOP)</p> <p>Shamanising the Scotch: A Comic Critique of Industrial Whisky Tech</p> <p>Rachel MacNeill and Melanie Hughes</p>	
13.00-14.30	0.07	<p>7b SLOW TECH (WORKSHOP)</p> <p>A Playful and Participatory Workshop on the Whys and Hows of using paper and crayons in your comics scholarship and teaching</p> <p>Alison Mandaville</p>	
14.30-15.00	FOYER	COMFORT BREAK	
		PANEL 8	
15.00-16.00	LECTURE THEATRE/ ONLINE	<p>8a PUBLISHING PANEL</p> <p>Q&A with Intellect, Palgrave, Routledge, The Comics Grid, and more!</p>	Julia Round
15.00-16.00	0.01	8b Performance and Comics inaugural meet-up	
16.00-16.30	FOYER	MENTORING	Adam Twycross
16.30-17.00	LECTURE THEATRE/ ONLINE	SABIN AWARD	Roger Sabin

17.00-18.00	LECTURE THEATRE/ ONLINE	KEYNOTE Darnel Degand (www.darneldegand.com) From Golden Legacies to Afrofutures: The common themes in how Black cartoonists use communications technologies	David Huxley
19.00	SAINSBUR Y CENTRE	CONFERENCE DINNER/ BUFFET	

IGNCC 2024 In-Person Schedule

Friday 12 July

Time	Room	Panel and Presenters	Chair
09.30-10.00	FOYER	MORNING REGISTRATION	
		PANEL 9	
10.00-11.00	0.01	9a FANDOM AND ONLINE COMICS CULTURE Ian Horton and Mark Hibbett Digital Databases and Donald Duck Weekblad (or Double Data Entry is Double Dutch to Me) Bálint Szántó The Curious Case of the Unofficial <i>Star Wars</i> Comic Adaptations: A Case Study of Fandom, Collecting, and Alternate Canons	Alex Fitch
10.00-11.00	0.07	9b MANGA, MANHWA AND ANIME Sarah Jessica Darley Ordering Off-Menu: Otome Game Play and the Quest for Survival in <i>Gwon Gyeoeul</i> and <i>SUOL's Villains are Destined to Die</i> (2020-Present) Meriel Dhanowa Feelings of the Uncanny: Robot Representation in Manga through Osamu Tezuka's and Naoki Urasawa's <i>Pluto</i>	Hailey Austin
11.00-12.00	LECTURE THEATRE/ ONLINE	KEYNOTE Karrie Fransman (www.karriefransman.com) Experimenting with Comics	Joan Ormrod
12.00-13.00	FOYER	LUNCH	
12.00-13.00	0.02	CLOSED: IGNCC COMMITTEE MEETING	
		PANEL 10	
13.00-14.30	0.01	10a INVENTION, INVENTORS AND TECHNOLOGY Adam Twycross Harry Guy Bartholomew: Innovator, Inventor, Cartoonist Mihaela Precup "As practical as an icebox in an igloo and twice as funny!": Humor, Cultural Memory and Modern Technology in Rube Goldberg's Inventions Jonathan Bass Stripped Bare: Rube Goldberg, New York Dada, and the Mobilized Object	Melanie Hughes
13.00-14.30	0.07	10b HISTORICAL TECHNOLOGY Simon Grennan Visual journalism, image technology and the business of periodical print in 1870s London.	Sylvain Lesage

		Guy Lawley Mr Töpffer goes to America; the role of a forgotten print technology Aaron Goodman Comics, Oral History & The Opioid Overdose Crisis	
14.45-15.00	LECTURE THEATRE/ ONLINE	PLENARY, FAREWELLS, ANNOUNCEMENT OF NEXT YEAR'S CONFERENCE	Geraint D'Arcy