Call for Abstracts/Articles

Yearbook of Moving Image Studies
»Trilogy of Synthetic Realities I: Virtual Images« (2020)

Deadline for Abstracts: November 30, 2019 (Review till January 24, 2020)
Deadline for Articles: May 29, 2020

The double-blind peer-reviewed *Yearbook of Moving Image Studies* (YoMIS) is now accepting articles from scientists, artists, designers, developers and film makers for the fifth issue, which is the first part of the »Trilogy of Synthetic Realities« concept, entitled »Trilogy of Synthetic Realities I: Virtual Images«. The issue in 2021 will focus on »Augmented Images« and 2022 will address »Mixed Reality Images«. YoMIS will be enriched by disciplines like media theory, film studies and philosophy, art and design, artistic research, image science, semiotics, phenomenology, art history, game studies, visual culture studies, computer graphics and other research areas related to the moving or moved image in general.

Do we live in the age of Baudrillard's hyper-reality? What's about our impression that the boundaries between our physical reality and the rising digital realities are fading? Immersive technologies like virtual reality, augmented reality and mixed reality – summed up under the concept of synthetic realities – allow and demand a completely novel form of interaction and corporeal relation to and with the virtual images and digital objects. Working and living in synthetic realities is challenging our thinking about immersive media technologies and virtual images.

Therefore, »Trilogy of Synthetic Realities I: Virtual Images « will address the possibilities of virtual synthetic images that are already challenging and enriching our life's in ways, only science-fiction movies, comics and novels thought of before. Thus, contributions for the issue of the *Yearbook of Moving Image Studies* should concentrate on virtual images and visuo-virtual-multimodal artefacts, specific virtual media technologies, graphic representations or different material interfaces of virtual reality. Topics should focus on (but are not necessarily limited to) virtual images as perceptual artefacts, virtual reality as a simulation and a technology that is enabling possible spaces and virtual story worlds, like impossible architecture in physic-less continua; the different aspects of aesthetics, perception and communication of and in virtual realities, the new forms of interaction and

narration in 360° VR environments; the processual dynamic of virtual images; embodied and embedded interaction and cognition, effects and degrees of the so-called body ownership illusion, the phenomenology or semiotics of the avatarial body and the sensory and perceptual effects on the physical body in virtual landscapes.

The official deadline for abstracts is November 30, 2019. The anonymous review feedback will be given in January 2020. Long abstracts should be 600 to 900 words in length. Please send a short biography, contact details and your abstract to Prof. Dr. Lars C. Grabbe and Prof. Dr. Patrick Rupert-Kruse via: contact@movingimagescience.com. The official deadline for the complete articles is **May 29, 2020**. The articles should be 5.000 to 7.000 words in length. If you are interested to contribute an abstract and article you will find a style sheet online: www.movingimagescience.com. If you have any questions, please do not hesitate to contact the managing editors via mail.