

## Myth in film, TV series and video games will be the protagonists of the V International Conference on Mythcriticism

Call for Papers open until May 1

The V International Conference on Mythcriticism "Myth and Audiovisual Creation" is an initiative of the Acis&Galatea Research Program, funded by the Community of Madrid and the European Social Fund. The Conference will be divided into 4 venues according to its different themes: "Germanic Myths" at the **Universidad of Alcalá**, "Classical Myths" at the **Universidad Autónoma**, "Biblical Myths" at the **Universidad Francisco de Vitoria** and "Modern Myths" at the **Universidad Complutense**.

Until May 1, 2018, researchers can send their communication proposal to one of the 4 venues. Your task will be to analyze the role of cinema, TV series and video games in the creation and adaptation of ancient, medieval and modern myths in our contemporary world.

The Conference will take place from October 15 to 26, 2018, and will include various complementary activities, such as film projections, a video game workshop, a short film contest or an art exhibition, among many others.

[www.mythcriticism.com](http://www.mythcriticism.com)

Don't miss the trailer of the Conference:



- **Facebook:** <https://www.facebook.com/congresomitocritica/>
- **Twitter:** <https://twitter.com/AcisGalateaCM>
- **Youtube:** <https://www.youtube.com/channel/UC5r-ycgM5p0m63zQosOGasA>

If you want graphic material (photographs or videos) or contact a member of the team for an interview, please contact Adrián García Vidal ([adriangv@acisgalatea.com](mailto:adriangv@acisgalatea.com)).