



# CALL FOR PAPERS

**ICMFGC 2022**  
**Sep 20-21, 2022**  
**Lisbon, Portugal**

The International Research Conference is a federated organization dedicated to bringing together a significant number of diverse scholarly events for presentation within the conference program. Events will run over a span of time during the conference depending on the number and length of the presentations.

ICMFGC 2022 : International Conference on Media, Film and Global Communication is the premier interdisciplinary forum for the presentation of new advances and research results in the fields of Media, Film and Global Communication. The conference will bring together leading academic scientists, researchers and scholars in the domain of interest from around the world. Topics of interest for submission include, but are not limited to:

Media, Film and Communication  
Film, Culture and Society  
Film, City and Urban Dwellings  
Communication Theory and  
Technology  
Digital Film Technology  
Youth and the Politics of  
Globalization in Contemporary  
Societies  
Dwelling Spaces: Everyday  
Environmentalism and the  
Transformation of Urban  
Assemblages  
Environments, Spaces and  
Transformations  
Contemporary perspectives on the  
city: screen media and dwelling  
Film philosophy (images of city,  
city of images)  
Phenomenology (the relationship  
between space and the active body  
as intentional source of its  
constitution; processes that  
involve directly the notion of  
territory)  
Aesthetics (new sensibilities  
led by media opening other  
spaces of dwelling)

New media and architecture (media  
building, outdoor projection, video  
mapping etc)  
Political ontology (the urban  
dimension as a projection of social  
order)  
Reconstruction of mediascape in the  
age of the screencity  
Media-building (communication  
strategies and techniques in the  
architectural field)  
Media/Visual practices of dwelling  
Visual phenomenology of urban  
space  
Practices of the territory  
(territorialization,  
deterritorialization through  
media)  
Corporeity (embodiment, perception  
and interaction processes  
throughout the city)  
Mobile screen media practices in  
the urban environment  
Experimental film screenings, live  
audiovisual events, audio/video  
performance in the city  
Urban activism (new media  
practices, hackerism, vandalism ,  
etc)

