

**Between Fiction and Society**  
**Imagination and World Building in the Aftermath of a Global Pandemic**

International Conference

October 12-14 2022

Sala dei 146  
IULM Open Space  
Iulm University  
via Carlo Bo 7  
20143 Milano (Italy)

**Wednesday, October 12 2022**

CONFERENCE, DAY #1

(9:30 – 17:00)

9:30 – 10:00

Conference opening and institutional greetings

10:00 – 11:30

**Panel #1: LITERATURE, POLITICS, AND CLIMATE CHANGE**

Chair: Nicoletta Vallorani

- 1) ALVAREZ Javier (University of Salamanca): *From Modernity to Dystopia. The Society of Spectacle as a Result of Liquid Modernity in Margaret Atwood's Oryx & Crake*
- 2) GRAY David (Dalarna University): *Generations and Future Scenarios in John Lanchester's The Wall and Contemporary Climate Change Discourse*
- 3) SEZEN Tonguc (Teesside University): *Survival in Half-Sunken Cities: Adaptations of Coastal Cities to Climate Catastrophe in Speculative Fiction*

11:30 – 12:00

**Coffee Break**

12:00 – 13:00

**Keynote #1**

Chair: Stefano Locati

EDWARDS Caroline (Birkbeck, University of London): *Arboreal Revelation at the World's Beginning*

13:00 – 14:00

**Light Lunch**

14:00 – 15:30

**Panel #2: WOMEN AND THE APOCALYPSE BETWEEN LITERATURE AND VIDEO GAMES**

Chair: Caroline Edwards

- 1) FEDERICI Eleonora (University of Ferrara): *Pandemic Is Not for Women, or Is It? Feminist Narrations of a Global Pandemic*
- 2) MALGIERI Fabrizia (Iulm University): *Matriarchy in Play: Women in Power and Matriarchal Societies in Virtual Post-Apocalyptic Worlds*
- 3) PALARDY Diana (Youngstown State University): *The Cassandra Complex in Spanish Environmental Apocalyptic Literature*

15:30 – 17:00

**Panel #3: THE SHAPE OF POWER AND SOCIETY IN VIDEO GAMES**

Chair: Gemma Fantacci

- 1) HOLROYD Deanna (The Ohio State University) and PARKER Holly (University of Lincoln): *Creating Neoliberal Techno-Utopias in Stardew Valley*
- 2) KREK Norbert (University of Debrecen): *The Languages of Power and Dystopia in Obsidian Entertainment's Video Game Tyranny*
- 3) OROSZ-RETI Zsófia (University of Debrecen): *Playable Revolutions: Agency vs. Collective Action in Video Games*

**Thursday, October 13 2022**

**CONFERENCE, DAY #2**

(9:00 – 16:45)

9:00 – 10:30

**Panel #4: COMICS AND VISUAL CULTURE**

Chair: Dario Boemia

- 1) PINTOR Ivan (Pompeu Fabra University): *Dreaming Future(s) through Comics: Rewriting the Sequence of the World*
- 2) DI PAOLA Lorenzo (University of Messina) and BUSI RIZZI Giorgio (Ghent University): *The Land of Apocalypse. The No-future Future in Gipi's La terra dei figli*
- 3) FATTORI Adolfo (Naples Academy of Fine Arts): *Visions from the Apocalypse: Dystopian Imagination Between Postpandemic and Science Fiction Imaginary*

10:30 – 11:00

**Coffee Break**

11:00 – 12:45

**Panel #5: THE POLITICS OF BODIES: SOCIAL CHANGE IN LITERATURE**

Chair: Diana Palardy

- 1) BOYARKINA Iren (University of Rome La Sapienza): *Utopias and Dystopias of Olaf Stapledon*
- 2) CERETTA Manuela (University of Turin) and DORIA Corinne (Chinese University of Hong Kong in Shenzhen): *Ageing and Disability Between Utopia and Dystopia*
- 3) CERQUEIRA Tânia (University of Porto): *May the Odds Be Ever in Everyone's Favour: Sparking Social Change in The Hunger Games*
- 4) WEISS Sam (Independent Researcher): *Disability and Animacy in Her Body and Other Parties*

12:45 – 13:45

**Light Lunch**

13:45 – 15:15

**Panel #6: CARTOGRAPHY IN RUINS: LITERATURE AND GEOGRAPHIES**

Chair: Elisabetta Di Minico

- 1) IANNUZZI Giulia (University of Trieste): *Ruin Lust, Fantastic Archaeologies, Past Futures*
- 2) LIN Tingcong (University of Hong Kong): *Imagination and Building of a Utopia Enclave in a Time of Crises: “Performative Geographies” of Colonial Shameen, Guangzhou in the Late Nineteenth Century*
- 3) MELVILLE Peter (University of Winnipeg): *Colonial Cartography in N.K. Jemisin’s Inheritance Trilogy*

15:15 – 16:45

**Panel #7: CINEMA ON THE VERGE OF COLLAPSING**

Chair: Stefano Locati

- 1) GIULIANI Alice (The University of West London): *Annihilation (Alex Garland, 2018), CGI, and the Possibility of a World Without Us*
- 2) MARTINEZ MESA Francisco José (Complutense University of Madrid): *When the Frame Becomes Hope: Lights, Shadows and Mirages in Dystopian Films in the Twenty-first Century*
- 3) PREVITALI Giuseppe (University of Bergamo): *When the World Collapse. Viruses, Urban Nightmares and the End of Mankind*

**Friday, October 14 2022**  
**CONFERENCE, DAY #3**  
**(9:15 – 17:15)**

9:15 – 10:45

**Panel #8: ARCHITECTURE, ENVIRONMENT, AND THE HUMAN CONDITION: ISOLATION ACROSS MEDIA**

Chair: Valentina Romanzi

- 1) PERNICE Vincenzo (1563 Foundation): *Shadows in the Shelter. Disturbing Variations on a Decadent Trope, Between Literature and Cinema*
- 2) FANTACCI Gemma (Iulm University): *Representing Isolation. A Visual Journey through Video Game Architectures, Live Simulations, and Video Game Characters*
- 3) RETEZ Riccardo (Iulm University): *Transcodification and Synthesis of Social, Psychological and Cultural Isolation in Sci-fi Narratives: From Literature to Video Games*

10:45 – 11:15

**Coffee Break**

11:15 – 12:45

**Panel #9: MEDIASCAPES AND TV ECOLOGIES BETWEEN EAST AND WEST**

Chair: Javier Alvarez

- 1) TIRINO Mario (University of Salerno) and DENICOLAI Lorenzo (University of Turin): *The Virus Filter: Retro-mediation, Dystopia, and the Remediation of Audiovisual Imaginaries*
- 2) ZHOU Hongliang (Zhejiang University): *Performing in Avatar: The Digimon's Metaverse and Transcultural Gamification of Anime*
- 3) DAS Priyanka (Presidency University, India): *The Futuristic Dejection: Reinventing the Lunarpunk via South Korean Space Fantasy*

12:45 – 13:45

**Light Lunch**

13:45 – 14:45

**Keynote #2**

Chair: Elisabetta Di Minico

VALLORANI Nicoletta (University of Milan): *Skins, Ghosts and Dreams. Unusual Bodies and Unacceptable Identities in Post-anthropocene Imaginations of the Future.*

14:45 – 16:15

**Panel #10: APOCALYPTIC VISIONS IN VIDEO GAMES**

Chair: Riccardo Retez

- 1) BURA FROES Tamiris (University of Évora): *The Patchwork of Human History in the Post-apocalyptic World of the Game Horizon Forbidden West*
- 2) STELTER Bodil (Universität Bremen): “[...] *That After a Restart of Society the Bug of Homophobia is Fixed*” - *Player Value-formations in the Apocalyptic World of 'The Last of Us*
- 3) ROMANZI Valentina (University of Verona): *Staying Human in the Post-apocalypse: The Frontiers of Individualism and Collectivism in 'The Last of Us and its sequel*

16:15 – 17:00

Closing remarks / Round Table

The international conference is organised by:  
IULM University



In collaboration with:  
Complutense University of Madrid – Faculty of Political  
Sciences and Sociology, Department of Political History,  
Theories & Geography



HISTOPIA Research Group

