Myth, film and video games are the protagonists of the V International Conference on Mythcriticism

The meeting will have four universities as venues in which the subjects will be addressed in its different aspects.

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 University of Alcalá, "Classical Myths" at the Autonomous University, "Biblical Myths" at the Francisco de Vitoria University and "Modern Myths" at the Complutense University.

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 to 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 in an art room, among many others.

www.mythcriticism.com

Don't miss the trailer of the Conference:

- Facebook: https://www.facebook.com/congresointernacionalmitocritica/
- 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).