PROGETTO GRAFICO — CALL FOR PAPERS

Issues 33 / 34, 2018

Issue date for Calls: 05.24.2018

First proposals to be in by: 07.15.2018
Second proposals to be in by 09.20.2018

The journal
Progetto grafico is an international graphic design journal founded in 2003 and published by Aiap,
the Italian association of visual communication design. A point of reference for such design in Italy
from its start, it has also been fully translated into English since 2012.
In 2017 Jonathan Pierini and Gianluca Camillini became the current editors. The new *Progetto Grafico*
offers a critical look at graphics and visuals through a narrative broken up into fragments. Its aim is
to offer articles connected in different ways so as to foster a series of transdisciplinary, historical and
contemporary considerations. This multiple viewpoint, ranging from very distant to very close, seeks
to look at the real both in the broadest terms as well as in a more specialist context. Our belief is that
observation, whether of artifacts or representations, as well as production of visuals or graphics can add
to today's cultural debate.
Contributions can include visual material, essays and interviews. Each issue intends to explore
the storytelling opportunities of the journal.

Scope of analysis
Every year an international call for papers is published outlining the specific areas of analysis in order
to elicit contributions. Due for publication in 2018, issues 33 and 34 will be taking a look at the concepts
of work and entertainment as seemingly opposite areas of interest.
It is impossible to define the two terms unambiguously in a historical moment like ours where
the boundaries between work and non-work, leisure time and entertainment are blurred and already
conceal contradictions.

Issue 33 – Work
The topic of work necessarily also examines the design professions. In an era in which financial crises,
precariousness and post-work are at the center of daily social and political debate, it seems necessary
to begin reflecting on the different historical, material, psychological and economic implications of these
terms. In particular, it seems useful to investigate the connections between these apparently independent
aspects and the dynamics relating to design.

Issue 34 – Leisure
The opposite of the work topic should, in theory, be non-work or free time. The decision instead
to consider entertainment arises from the awareness of an extreme situation, characterized by

inflexibility and an overwhelming lack of time, and its fragmentation.
Like that of work, the entertainment sphere generates a corpus of considerable visual material.
This stems on the one hand from promotional needs and on the other from the importance of the visual component in defining an immersive experience.
The various contributions will demonstrate the extent of a subject by nature subjective and partial with a view to questioning the very definition of the term.

How to contribute
Within the time frames stated above send a brief abstract of maximum 400 words to:
redazione_progettografico@aiap.it
Indicate title and subtitle, name of the author or authors, any affiliations, five key words defining
the scope of interest and a brief indication of how the contribution is relevant to the topic.
You can submit already completed articles; proposals for pieces still to be written; thesis synopses of particular critical or innovative value.
With rare exceptions, the magazine does not deal with news, exhibitions or events.

Full articles must have a maximum of 18000 characters including spaces. If your work is selected for publication in *Progetto grafico* you will be required to apply the magazine's guidelines. You will receive these subsequently. You are required also to send your images (or at least some examples) in low resolution; the author must specify whether they own the rights to the images or not.
All decisions regarding proposed submissions will be taken by the directors and editors, or by the editors of the specific issue in question.