# **Call for Proposals**

This Group invites organized paper sessions, roundtables, and individual paper proposals that explore the intersections of religion and popular culture. We strongly encourage presentation formats that foster interactive environments and provide creative alternatives to the conventional reading of papers. We encourage proposals that examine the following areas:

- The rise of the "Nones" — atheism, agnosticism, unaffiliated, and unchurched in popular culture

- "Real" and "true" genres in popular culture (reality TV, "True ...," pulps, epistolary novels, viral videos, etc.)

- Games and theories of gaming of all types (nontraditional formats are particularly encouraged for this category)

- Markets and marketplaces
- Representations of wealth and poverty

- For a possible cosponsored session with the  $\ \underline{\text{Mormon Studies Group}}$  , representations of Mormonism

- Open call for any other topics dealing with religion and popular culture, especially those that address the relevance of popular culture studies for larger theoretical and methodical issues in the field of religious studies

### Mission

This Group is dedicated to the scholarly exploration of religious expression in a variety of cultural settings. We encourage a multidisciplinary display of scholarship in our sessions and are committed to taking popular culture seriously as an arena of religious and theological reflection and practice.

### **Anonymity of Review Process**

Proposer names are **anonymous** to Chairs and Steering Committee members until **after** final acceptance or rejection.

### **Questions?**

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## **Method of Submission**

Submit to PAPERS