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revista V!RUS
V!RUS journal

NUNCA FOMOS TÃO DIGITAIS WE HAVE NEVER BEEN SO DIGITAL
PRÓXIMA V!RUS NEXT V!RUS

The year 2020 started with security measures to fight the new coronavirus pandemic including residential confinement and the suspension of all face-to-face activities considered not essential to the society's functioning. Within a few weeks, a large part of everyday life for millions of people around the world moved to the Internet, notably the worldwide web. The crisis urgently required an often intuitive review of ways of communicating in the professional, political, affective, and private spheres, to mention a few. Individuals and groups which are historically resistant and critical of digital culture have been forced to immerse themselves in haste and improvisation in digital media, while the social gap between those who have access to the net and those who do not have deepened.

The twenty-first edition of V!RUS aims to have a qualified look at this process and its digital dimension, with special attention to projects and experiences developed in the context of the pandemic; studies and reflections on various aspects of the present moment; and the accumulated academic knowledge, able to provide mechanisms to cope with current challenges and those to come. If, on the one hand, the pandemic is undoubtedly an immense planetary tragedy, on the other hand, a set of rules, practices, doubts, inferences, experiments, projects, inventions, in so many areas, emerges from it. That is to say that this moment proves to be a plentiful and unexpected source of inputs for reflections on digitally mediated communication, at all levels: its assumptions, potentialities, limits, means, risks, and consequences.

We are interested in works that approach the theme in a critical and well-grounded way, from diverse and yet complementary perspectives such as historical, technological, political, economic, artistic, environmental, behavioral, social, among others. Digital media, digital processes, or digital culture must necessarily be a central issue in the topics covered in submitted articles. Likewise, only articles that clearly contain a critical reflection on the role of digital will be accepted for evaluation.

We expect to gather reflections and experiments on –but not only– the following topics:

Pandemic and the research in Humanities: a review of analytical concepts and categories, enlargement of the field, methods and procedures, the role of the researcher

+ Theoretical references, metatheories, systems, complexity, cybernetics, communication ecology, transdisciplinarity

+ Social inequality, pandemic, and confinement: access to Internet connection and devices, digital literacy, home environment

+ Social isolation and the fear of differences: revisions and setbacks in the construction of the common, hate speech, social networks

+ Political participation: a fragmented crowd, cyberspace and the public scene, public decision-making processes

+ Technopolitics: big data, privacy, data usage, artificial intelligence, security and control applications

+ Fake news and the notion of truth: manipulation of information of public interest, moderation, and monitoring, attitudes towards scientific knowledge

+ Public management, transparency, and governance, public policies for post-pandemic cities and societies

+ Public space, public sphere: its emptying, conceptual reviews, narratives

+ Cyberspace, a public space? dynamics and conflicts, analytical categories

+ Spatial reviews: changes during and after the pandemic in the design of buildings, cities, landscape, and territory

+ Dwelling: redefined functions and limits, overexposure of private life, digital connections between private and public spheres, inhabiting informational spaces

+ The nineteenth-century bourgeois house withstands pandemics better: outside-dirty-dangerous vs. inside-clean-safe, hygienist conceptions, the house as a laboratory

+ Trade and confinement: consumption patterns, smartphone apps, delivery service and precariousness, rethinking purchasing modes and points of sale

+ Teleworking: historical references, convenience and technology, home environment, and precariousness

+ Information sharing via the network: cloud repositories and new work dynamics, online participatory platforms, service applications, privacy

+ Inventions and adaptations: objects for new requests, the design being revisited

+ Teaching and learning processes, via the Internet: concepts, methodologies, innovative practices, learning spaces, the role of the teacher

+ Design processes in Architecture, Urbanism and Design, BIM and the mediated collaboration and communication via the Internet

+ Physical modeling, digital fabrication, remote design and production processes

+ Artistic production and the digital: history, contemporaneity, projects, critical examination

+ Audiovisual, documentation and readings of the pandemic, explorations, experiments, the video ubiquity as a language

+ Image as an exploratory field of information support: languages, narratives, techniques

+ Pandemic's memories: documentation, dissemination, special projects, preservation

+ Digital cartographies and representations of the city: records and omissions, ownership and control of contemporary mappings, GIS, CIM platforms

+ The confined body: connected bodies, networked bodies, body representations, remote corporeality, cyborg and cyburg conceptions

+ Pandemic, diversity, and confinement: gender identity, multiculturalism, first nations

+ University extension: lives, webinars, and beyond, who are they for, who can access them?

+ Projects with communities and the construction of the common: participatory community actions, digital social technologies, bottom-up citizen actions

In addition to text and still images, we welcome photo essays, videos, short films, animations and gifs, sound and musical pieces, and testimonials in audio files, art installation projects, architectural, urban planning, and building projects and criticism, slide shows and further digital languages considering Nomads.usp's interest in exploring the potential of digital media use on the Internet for academic communication.

Contributions will be received in ENGLISH, PORTUGUESE OR SPANISH on the journal website **no later than August 23rd, 2020**, according to the guidelines for authors available at www.nomads.usp.br/virus/submissions.

IMPORTANT DATES

July 2020: call for papers

August 23rd, 2020: deadline for submissions

From September 28th: notification to authors on the evaluation outcome and request for any adjustments

October 26th: deadline to receive the authors' adjustments in the original version of the articles

November 9th: deadline to receive the article's translated version (English or Portuguese)

December 2020: the release of V!RUS 21