

MEDIACOSM-2021

PARTICIPATORY SPACE

24-25 September 2021

Venue: Museum of Cosmonautics (Moscow)

Organizer: Faculty of Communications, Media & Design
(National Research University Higher School of Economics)

Twenty first year of the XXI century, which has found many of us shut in apartments, cities and countries, has become in the same time a year of the amazing leaps into Space for all mankind. 2021 has been the year of spectacular progress in space technologies' development and numerous achievements performed by both government and military space agencies, and "amateurs" of all kinds. Businessmen-amateurs launch their own space programs and personally go up the Karman line. DIY communities invent equipment for scanning sounds of space, make astrophotography, design space suits, revitalize local space museums and planetariums.

Representatives of popular science have significantly expanded the range of their media genres. Traditional lectures are side by side with blogs, multiplatform projects, and digital extensions (applications, AR and VR) of science fiction films. Educational activities are closely intertwined today with games, simulations and crowdsourcing. We can assume that a new global approach to the study and exploration of space is being formed before our eyes, and it is based on the efforts of those who, supported by new forms of alternative economy and digital communications, are now not only viewers, but also participants in the most ambitious space projects.

This year the speakers of our conference will pay special attention to new agency of space research and programs, such as non-governmental and grassroots initiatives, as well as the possibilities of connective action in the field of space exploration and the role of space tourism in spreading the fashion for space both literally (clothing and accessories) and figuratively. As always on Mediacosm annual conference, our main focus is on astromedia phenomena and the increasing variety of their forms, including science fiction films, books and games, various educational formats, ways of documenting the recent history of space exploration, as well as the possibilities of mediawitnessing during launches and flights, and of course, the study of astroart, astrophotography and astrofashion.

Partners: Museum of Cosmonautics, Theory of Fashion magazine

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