



CFP: [kon] Paper 2021: HUNTING

Tally-ho! The eighth issue of [kon] is all about "hunting". Who hunts whom and what are their motifs? What is the history of hunting, what is the history of those who hunt? In which ways is hunting narrated and painted, choreographed, systematised and limited? And last but not least: Which images and metaphors does it provide, which ideas and concepts still inform our modern discourses? "Hunting" was and is a multi-layered subject—it draws its power from across individual fields of knowledge: a subject tailor-made for [kon].

Seeking, pursuing and capturing or killing prey—at first glance, hunting is an act where everything seems to be clear: from the place and time frame to the roles of the active hunters and the passive objects of the hunt. A glance at German legal texts, however, shows that hunting is full of ambivalences: the »duty to care« for game and its livelihood locates hunting between the poles of killing and caring for the animals as well as the forest.

Therefore, it is not without reason that hunting, and its representation have left their mark on literary and cultural history. For example, the four stages of the hunt (seeking, pursuing and capturing or killing prey) can be thought of as an organisational structure of action that shapes 19th century detective stories as well as current video games, films and series. From »Buffy the Vampire Slayer« (1997-2003) to »Sherlock Holmes« (2010-2017) to the Nazi hunters from »Hunters« (2020): hunters of all kinds populate pop culture. Moreover, gender issues are negotiated via the masculinised hunt when the relation between subject and object is reversed. Joss Whedons Buffy, for instance, hunts vampires with a phallic stake, in Ovid the goddess of the hunt transforms a voyeuristic hunter into a stag and Grillparzer's Medea breaks with genealogical concepts when showing her lust for the hunt in an all-female crowd of hunters. Melville's Ahab chasing his own doom with the whale, the bad omen of the »Wild-Hunt«, or the »Pied Piper of Hamelin« luring children away in a hunter's costume also show the potential of hunting to compress social, literary and knowledge history.

Hunting, however, is not only the pursuit of an enemy, the pursuit of people or things, the hunt for something, for adventure, treasure, gold, victory, optimised bodies, fortune or fame: there are also peaceful hunts like the hunt for rare books in an antiquarian bookshop, for rarities and bargains at a flea market or clearance sale.

For eighth issue of [kon] we are looking for readings and analyses on the topic of »hunting«. Whether metaphor, motif or act in music, literature, politics, religion, culture or language: We aim to fan out the hunt as broadly as possible in articles, poems, short prose, scenic and scholarly texts and to gain new perspectives on the concept through diverse contributions. The following key points are intended to provide ideas for your contributions:

- Hunting and language: hunter's language, hunter's slang, rhetoric and metaphors, from head-hunters, stalking and tally-ho, to shooting pictures or the call to hunt down political rivals
- Comparison of hunters as figures in (world) literature
- Hunting and gender relations: Hunters and gatherers, witch hunts and womanisers
- Hunting in art: from Late Paleo to Neolithic cave paintings, via ancient Greek vase paintings to Ruben's »The Hunt of the Meleager and the Atalante«
- Hunting as a political issue: Wildbannforst, Göring's Hunting Law, debates on animals, climate and environmental protection
- Instruments of hunting: net, bow and arrow, pitfall, claws, poison, blowpipe, skill, deduction, bugle, luring instruments etc.
- Genre-specific poetics and formal-aesthetic aspects of hunting
- ullet Interdisciplinary/comparative perspectives on the semantics of hunting: stagings of hunting in film, art, theatre and music
- Cultural practices and customs in hunting: fair chase, daubing deer's blood on a hunter who gets her or his first buck, branch signs, hunting signals etc.
- Practitioners of hunting: poachers, trophy hunters, scavenger hunters, paparazzi, pick-up artists, headhunters, detectives, etc.
- Hunting grounds: cities, forests, politics
- $\bullet \ \, \text{Hunting as a phenomenon of pop culture phenomenon: } \text{``Buffy```, ``Pok\'emon (go)```, ``Inglourious Basterds```, ``Zodiac``, ``Indiana Jones``, ``The Witcher``` }$

We are looking forward to **your** submission of poetry and short prose as well as **abstracts of no more than 300 words for essay and feature articles by January 21, 2021.** Finalised essays and feature articles of either 11,000 or 20,000 characters max. should be submitted by March 2, 2021.

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Further information about the process and the magazine itself can be found at https://kon-paper.com/.

We are looking forward to your contributions!