

ART AND SOCIETY

ART READINGS
2022

NEW ART MODULE



Venue: Sofia, 21 Krakra Str,
Institute of Art Studies

**18
20**
APRIL

ИЗКУСТВО И ОБЩЕСТВО 18 – 20 април, 2022
Място на провеждане: София, ул. „Кракра“ 21,
Институт за изследване на изкуствата
Конферентна зала 1 – театър, екранни изкуства
Конферентна зала 2 – изобразителни изкуства, музика

ART AND SOCIETY 18 – 20 April 2022
Venue: Sofia, 21 Krakra St, Institute of Art Studies
Conference Hall 1: Theatre art, Screen arts
Conference Hall 2: Fine arts, Music arts



Фотография: Соня Станкова
Photography: Sonya Stankova

Bulgarian TV series after 1990 (from “Danube Bridge” to “Sunny Beach” and “The Portal”)

12:50 – 13:05 Olha Lihus (Institute of Arts, Borys Grinchenko Kyiv University). Valentyn Sylvestrov’s creativity through the prism of the revolution of dignity: (by the example of choral cycle *Maidan-2014*)

13:05 – 13:20 Захари Нанков (Югозападен университет „Неофит Рилски“). Танцът в кръг и по спирала като ритуал и като сценичен танц / Zahari Nankov. The dance in a circle and spiral as a ritual and as a stage dance

13:20 – 13:35 Дискусия/Discussion

*13:35 – 15:00 Почивка за обяд
Break for lunch*

Session 3, Fine arts: Art, personality and politics

Moderator: Irina Genova

15:00 – 15:15 Zuzana Bartošová (Institute of Art History, Art Research Centre of Slovak Academy of Sciences). Questioning the status of the artist – the example of Czechoslovakia after 1968

15:15 – 15:30 Johannis Tsoumas (University of West Attica; Hellenic Open University). Aids art and activism in the 1980s in USA: the very cases of Keith Herring and *Gran Fury*

15:30 – 15:45 Irina Genova (New Bulgarian University; Institute of Art Studies, Bulgarian Academy of Sciences). Picasso, Dali, Chagall, and Picabia in the “Salon of the Rejected” – a 1968 audience survey, analyzed on the pages of the press

15:45 – 16:00 Filip Pręgowski (Nicolaus Copernicus University, Poland). The ideological space of the artist’s studio

16:00 – 16:15 Sonia Emilia Mihai (University of Bucharest). Users and their digital embodied image in interactive digital installations – from visual identification to simulation.