

Push Me, Pull You: Art & Devotional Interaction

Medieval and Early Modern Europe

Call for Papers: Push Me, Pull You: Art and Devotional Interaction in Late Medieval and Early Modern Europe

Deadline: August 31, 2007

Late Medieval and Early Modern art was sometimes pushy. Its architecture demanded that people move through certain passages, its sculptures played elaborate games alternating between concealment and revelation, and its paintings charged viewers with moving visually through two dimensions, simulating imaginative pilgrimage journeys. The viewers of this period were meant to push back, interacting with artwork in a performative manner, while gaining insight into religious belief and their own reactions to these demanding works of art. In recent years, scholars have begun to investigate the many ways in which people interacted with artwork of this period. Far from sitting back as spectators, viewers were often involved in a physical and imaginative relationship with art, and artists and architects designed their work with this in mind. This volume seeks to bring further attention to how interactive artwork functioned in the late medieval and early modern periods.

Scheduled to be published by Brill Academic Press, Leiden, in 2009, we are looking for essays that explore interactive artwork: architecture, sculpture, metalwork, manuscript illumination, painting, etc., all are welcome.

Please send a 1-page (or less) abstract to:

Sarah Blick
Department of Art History
Bailey House 4, Kenyon College
Gambier, OH 43022
blicks@kenyon.edu

and

Laura Gelfand
Myers School of Art
The University of Akron
Akron, OH 44325-7801

ArtHist.net

lgelfan@uakron.edu

by August 31, 2007

Reference:

CFP: Push Me, Pull You: Art & Devotional Interaction. In: ArtHist.net, Apr 7, 2007 (accessed Jun 23, 2026),
<<https://arthist.net/archive/29195>>.