

Call For Chapter Proposals

Integrating Pop Culture into the Academic Library

Are you building a graphic novel collection? Do you integrate movie clips and memes into library instruction? Do you use video games for library programming? We invite chapter proposals for a forthcoming book from Rowman & Littlefield, *Integrating Pop Culture into the Academic Library*. This book will explore how popular culture is used in academic libraries for developing collections, providing instruction, and presenting outreach programs. This book will describe the foundational basis for using popular culture and discuss how popular culture promotes conversations between librarians and students, making information and library personnel relatable. The editors are librarians who utilize popular culture in various ways to provide instruction and reinforce information literacy concepts.

Focus of the Book:

The focus of this book is to provide a theoretical basis for the use of pop culture and practical examples of how others can integrate it into their own libraries.

We invite chapters on topics including but not limited to the following:

- Defining popular culture
- Popular culture pedagogy
- Diversity, equity, and inclusion in popular culture pedagogy
- Critical information literacy and popular culture
- Institutional culture and popular culture use
- Copyright and popular culture
- Examples of popular culture collections in academic libraries (e.g., movies, video games, comics, popular novels, etc.) and their use
- Case studies of developing popular culture collections (particular interest in emerging areas such as comics, zines, memes, social media, popular music, etc.)
- Issues surrounding popular culture collections, such as use, need, budget, copyright, storage, etc.
- How to integrate popular culture into information literacy instruction
- Student reactions to popular culture in the classroom
- Case studies of popular culture-infused lessons (music, movies, television, video games, memes, etc.)
- Challenges accessing popular culture in the classroom
- How to integrate popular culture into programming

- Student reactions to popular culture programming
- Case studies of popular culture programs (music, movies, television, video games, memes, etc.)
- Challenges accessing/using popular culture for programming

Final chapters will be between 4,000-6,000 words and due by September 1, 2021.

Submission Procedure:

Email an abstract (300-500 words) and author bios (up to 100 words) as a Word document to librarypopculture@gmail.com.

Timeline

Proposals due by **April 15, 2021**

Notifications of acceptance will be sent by **May 15, 2021**

Completed manuscripts (4,000-6,000 words) due by **September 1, 2021**

Projected publication in 2022

About the editors

Melissa E. Johnson is a film fanatic and the Assistant Director of Reference and Education Services at Augusta University, Augusta, GA. Please contact her at mjohns69@augusta.edu for any questions.

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