

Interdisciplinary conference at the research unit  
*Philologie des Abenteuers* (Philology of Adventure)  
(FOR 2568)

Ludwig-Maximilians-Universität München,  
Institut für Allgemeine und Vergleichende  
Literaturwissenschaft



DFG



Registration:  
adventure-narratives@lrz.uni-muenchen.de

The access link to the Zoom meeting will be sent to all registered participants shortly before the conference.

How popular was adventure?

Medieval *âventiure* built a model of heroes traversing limits and journeying to wonderful and dangerous encounters. In many European languages, the term *adventure* has since referred to complex motifs and structural patterns that have sedimented in various genres, but are documented to have existed at least since early antiquity, with the effects of these traditions continuing to the present day. As we bring together historically remote phenomena under the paradigm of adventure, we may discover dimensions of similarity beyond structural analogies: the always already transmedial diversity in linguistic, pictorial, performative, and interactive forms of communication; the appeal of adventure that shifts between an explicit address to broad audiences and an implicit commitment of audiences to episodic arrangements and serial continuities; and the recognisability, transformability and recombining ability of certain episodes, motifs, and mythologies in ever newly continued and retold series of adventurous confrontations and experiences.

The interdisciplinary conference *Adventure Narratives in Popular Images and Texts* at the research unit *Philologie des Abenteuers* (Philology of Adventure) aims to fathom the comparative potential of this heuristically broad spectrum. We want to open up for discussion some cultural and historical concepts whose scope might have been too hastily limited in previous research: extending the concept of the popular beyond long European modernity; taking heed of the multimodal communication as well as the transmedial relations always already involved in adventure narrative; and tracing the recombinations, performances, and interactions that move and assemble adventure motifs in various media and genres. We want to explore these and other questions in an interdisciplinary discussion between the medieval and the modern and between philologies, art history and media studies.

[www.lmu.de/philologie-des-abenteuers](http://www.lmu.de/philologie-des-abenteuers)

# 12-14 May From Âventiure Novels to Adventure Games 2022



Adventure Narratives in  
Popular Images and Texts  
Interdisciplinary conference  
Munich (online)

Thursday, May 12<sup>th</sup>

Friday, May 13<sup>th</sup>

Saturday, May 14<sup>th</sup>

14:30–16:00

Commencement  
Stephan Packard: Introduction

Laura Moretti (Cambridge)  
Engineering Adventure. The Curious Case  
of A Revenge Story in Quick-Change Format

16:30–18:00

Ian Horton (London)  
Recontextualising *The Rise and Fall of the  
Trigan Empire*: Cultural History and the  
Adventure Comic Strip

Stephan Packard (Cologne)  
Post-Adventure: Veteran Super-Heroes  
Turning Homewards

19:00

**Keynote I** Dani Filc (Ben-Gurion)  
The European Adventurer in the Comics,  
Between Center and Periphery: from Tintin  
to Corto Maltese

Chair:  
Michael  
Waltenberger

Break  
16:00–16:30

Chair:  
Manuel  
Mühlbacher

Break  
18:00–19:00

Chair:  
Stephan  
Packard

14:00–15:30

Christina Meyer (Braunschweig)  
Adventure Serials of the 1920s

Anke Hennig (Munich)  
Lev Kulešov's Film Adventures:  
Avant-gardist Versus Stalinist Agendas of  
Popularity

16:00–17:30

Agnieszka Soltysik Monnet (Lausanne)  
War as Adventure: Violence, Pleasure and  
Masculinity

Miriam Borham-Puyal (Salamanca)  
Monsters and Monstrous Societies:  
Adventurous Heroines against Gender  
Discrimination

19:00

**Keynote II** Jutta Eming (Berlin)  
Adventure and the Marvellous as Popularity  
Factors: Dynamics of (De)escalation

Chair:  
Riccardo  
Nicolosi

Break  
15:30–16:00

Chair:  
Stephan  
Packard

Break  
17:30–19:00

Chair:  
Michael  
Waltenberger

14:00–15:30

Henry Keazor (Heidelberg)  
The Adventure Reloaded: "Star Wars" and  
"The Matrix"

Jan-Niklas Meier (Bielefeld)  
Instruction – Narration – Inspiration?  
On the Ludonarrative Function of  
Adventure Modules in Pen-and-Paper  
Role-playing Games

16:00–17:30

Philip Reich (Munich)  
The Adventure of the Holy Grail in the Age  
of (Mechanical) Reproduction

Hans Rudolf Velten (Siegen)  
The Adventurous Quest in A. Sapkowski's  
Transmedia Fantasy Series "The Witcher"

18:00

General Discussion & Conclusion

Chair:  
Philip Reich

Break  
15:30–16:00

Chair:  
Oliver Grill

Break  
17:30–18:00

Chair:  
Stephan  
Packard