

Language@Internet

Special Issue Call for Papers

Graphicons and Digital Media

Guest Editors

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Graphicons, as defined by Susan C. Herring and Ashley R. Dainas, are graphical icons used in text-based computer-mediated communication, including but not limited to emoticons, emojis, stickers, GIFs, images, and video clips. As emerging “languages” in digital media, graphicons are increasingly ubiquitous and central in digital communication. The forms and functions of graphicons are constantly evolving, presenting unprecedented conceptual and analytical challenges to linguists, semioticians, psychologists, anthropologists, mass media scholars, and scholars of many other disciplines in understanding their usage.

To initiate a cross disciplinary dialogue about these challenges, Language@Internet is calling for abstracts for a special issue on *Graphicons and Digital Media*.

Language@Internet is a peer-reviewed scholarly online journal that is flexible in terms of publication formats. It welcomes multimodal presentation of data and findings (e.g., GIF and video), and it especially encourages innovative approaches to the study of language in use in digital contexts.

In this special issue, we seek rigorous and original contributions that engage in cross disciplinary dialogue about graphicons. We particularly encourage submission of work that focuses on graphicons other than emoticons and emojis, as these graphicons have already received considerable scholarly attention. Nevertheless, we welcome papers on individual graphicon types, including emoji or emoticons. The issue seeks to address the following broad questions:

- How are different graphicon types used and understood in a variety of contexts (e.g., different platforms, cultures)?
- How do graphicons work together with text and independent from text?
- How can graphicons and their uses be understood theoretically in different disciplines (e.g., pragmatics, semantics, semiotics, psychology, etc.)?
- How do graphicons and their uses evolve over time?

Suggested topic areas:

Classification of graphicon types/functions

Pragmatic functions of graphicon use on different platforms and in different contexts

Understanding and perception of graphicons

Comparisons across different graphicon types

Demographic and/or cultural differences in graphicon use and understanding

Toxic uses of graphicons (e.g., for trolling, harassment, hate speech)
Interactions between graphicons and language in meaning making
Characteristics of graphicon sequences
Experimental studies of graphicons
Applications of graphicons in various settings (e.g., health, education, marketing)
Diachronic studies of graphicon use on different platforms and in different contexts
etc.

Submission Instructions

A two-stage process is planned for the Special Issue:

1. Interested scholars should submit an extended abstract of 700-800 words as an anonymized PDF file to “graphiconsindm at gmail.com (replace at with @)”. Special attention should be paid to discussion of methods and results. Please use “Graphicons and Digital Media” as the first words of your subject line. Deadline for abstract submission is **May 1, 2023**.
2. Selection of abstracts will be made by the guest editors of the special issue. Authors invited to proceed will submit a full paper (7,000 to 10,000 words in length, all parts included) according to the author guidelines for Language@Internet (<https://www.languageatinternet.org/submission-guidelines>) by **October 1, 2023**. These full papers will undergo peer review.

Tentative timeline

05/01/2023	Deadline for abstract submission
05/15/2023	Notification to authors (who will be invited to submit full manuscripts)
10/01/2023	Deadline for full manuscript submission (for those whose abstracts are accepted)
01/01/2024	Reviewer feedback and first round of decisions to authors
03/15/2024	Deadline for revised manuscript submission by authors
07/01/2024	Special issue published online

Any questions and comments about the special issue, please address to Yiqiong Zhang (graphiconsindm at gmail.com [replace at with @]).