## Second Call for Case Studies: Dance in US Popular Culture

A new volume, tentatively titled *Dance in US Popular Culture* and under contract with Routledge, invites submissions for brief Case Studies. The project considers an array of popular dance practices in relation to categories of gender, race, and other facets of identity, focusing on how popular dance exposes, dismantles, and otherwise converses with systems of oppression.

Case Studies explore a single popular dance example through movement description, relevant contexts (historical, aesthetic, etc.), and in relation to a particular element of identity, such as class, ethnicity, sexuality, ability, religion, age, citizenship, etc. When whiteness forms part of the subject's identity, be sure to explicitly address it as not to invisibilize its presence. Essays considering BIPOC and LGBTQIA+ experiences are especially welcome.

While case studies on any relevant topic related to dance in US popular culture will be reviewed, this second, more focused call is particularly interested in essays that address:

- Male bodies & masculinity
- Female bodies & femininity
- Latinx, Native American and Indigenous Peoples, and Asian American experiences
- Experiences of people who have moved to America
- Dances that explore queer, asexual, or trans identities
- Zooming in on a specific body part or dance move
- Popular dance as collective political movement
- Unexpected dance scenes in otherwise "non-dance" movies and tv shows
- Competition dance
- Sports, martial arts, superhero action choreographies, and animated media

The editor seeks submissions from a range of scholars, from independent to emeritus to students, and across disciplines, including but not limited to: dance studies, history, gender studies, African American studies, anthropology, performance studies, and media studies.

Submit edited Case Studies of 1500 words by January 10, 2022 to Jen Atkins at danceinpopculture@gmail.com. You may submit multiple Case Studies. Because your submission/s will be blind peer reviewed, we ask that you include your name and email address on a separate page from the essay text. Please double space and utilize the *Chicago Manual of Style* Notes & Bibliography citation format. Anticipated Publication is late 2022. Direct all queries to Jen Atkins at danceinpopculture@gmail.com, including communication if you may have difficulty making the submission deadline.

In addition to the particular topics listed above, we offer the following provocations for considering how your case study might fit into the project's organization:

**Locating Popular Dance:** Where are novel places for locating popular dance and how is this important to considering identity, as well as persistent sociopolitical and cultural issues?

**Describing Popular Dance**: How do we talk/write about popular dance and what creative strategies and questions can we employ when looking at the moving body in popular culture?

**Race and Ethnicity in Popular Dance**: How do popular culture choreographies racialize bodies and how have these narratives crafted disempowerment, agency, and/or critical push back?

**Sex and Gender in Popular Dance:** How are male and female bodies--as well as femininity and masculinity--choreographed in popular culture, either stereotypically, innovatively, or both?

**Intersectionality in Popular Dance**: How do performers assign meaning to their own complex, intersectional identities, despite stereotypes or power paradigms they encounter?

**Close-Up on Popular Dances:** What are innovative ways of understanding identity by "zooming-in" on a particular dance move or body part as choreographed in popular culture?

**Americanness in Popular Dance:** What constitutes "American" in American popular dance? What's at stake and who is left out of this representation and these choreographies?

**Some examples of popular culture include (but are not limited to):** club dancing, movies/film, tv shows, commercials, music (including songs, videos, concerts, and lyrics), social media, comic books, magazines, memes, video games, sports, popular leisure (roller skating, playgrounds, games, etc.), festivals and parades, news, fashion, graffiti and street art, and slang.