



COMIC CON COMICS

RoCCEt
COMICS
GROUP

0¢ Fall
2024

1st
KNOWLEDGE
MOBILIZIN'
ISSUE!

≡ GULP ≡
IF I DON'T GET
THROUGH THIS LINE
SOON, I'LL NEVER
FIND BRAD!!

The RoCCET Lab presents...

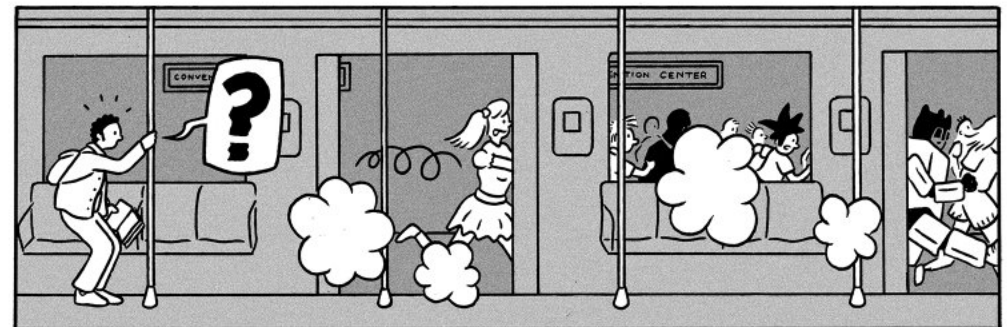
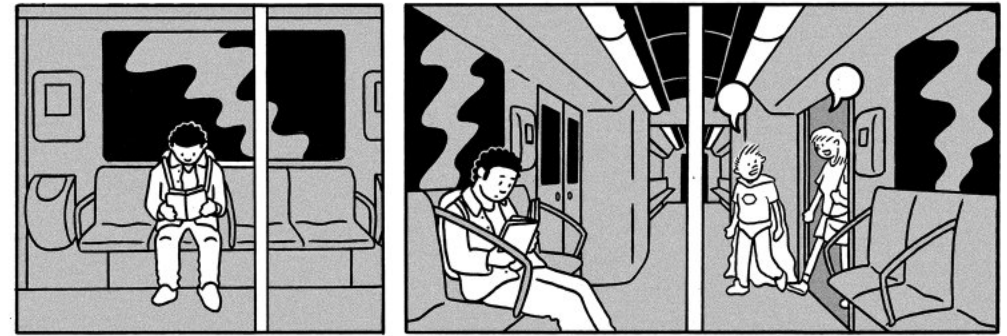
Comic Con Comics #1

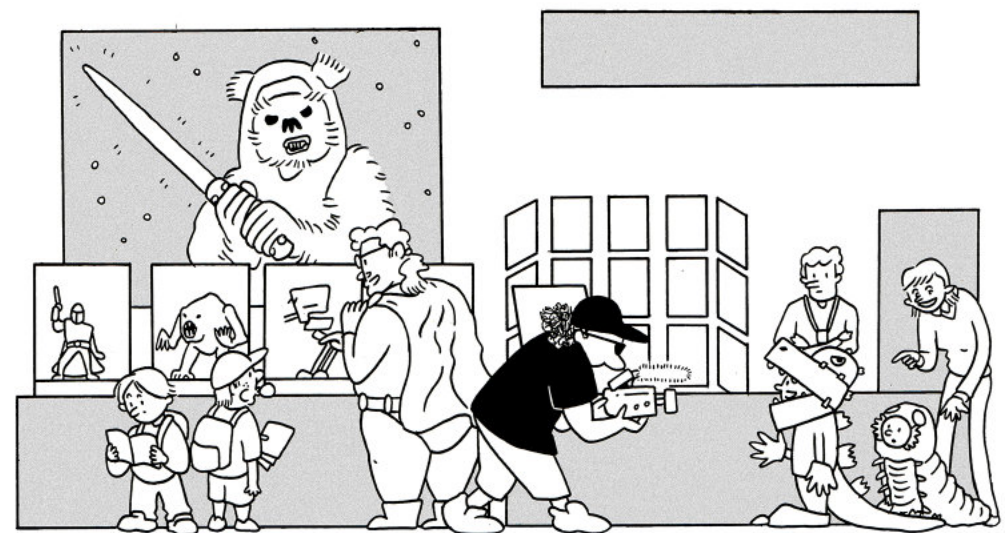
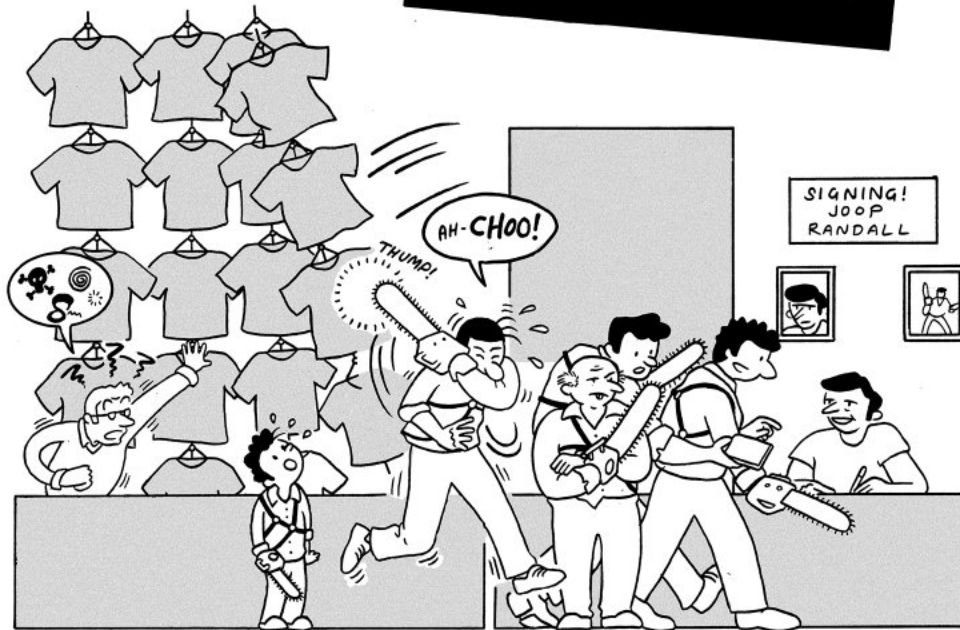
Words..... Hugh Goldring
Pictures..... Edmund Trueman

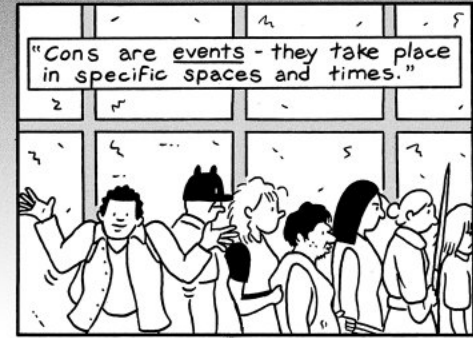
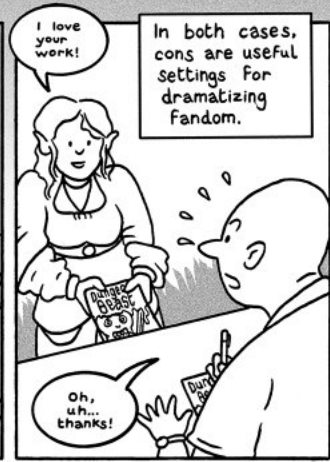
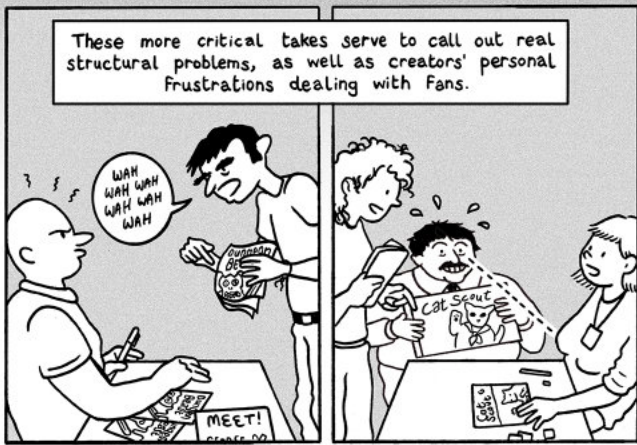
Adapted from “Theorizing Comic Cons” by Benjamin Woo, Brian Johnson, Bart Beaty, and Miranda Campbell (2020) and “From Comic-Con to Amazon: Fan Conventions and Digital Platforms” by Melanie E.S. Kohnen, Felan Parker, and Benjamin Woo (2023). For more on this work, see the bibliography at back or visit the Research on Comics, Con Events, and Transmedia Laboratory at rocetlab.ca.

Thanks to the Swarming SDCC collective: Erin Hanna, Shawna Kidman, Melanie E.S. Kohnen, Felan Parker, Suzanne Scott, and Benjamin Woo.

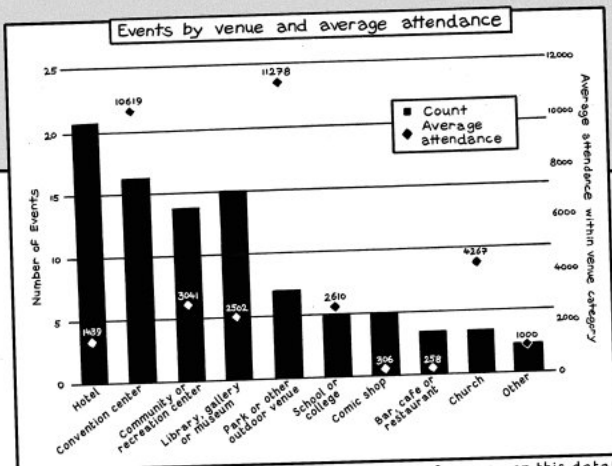
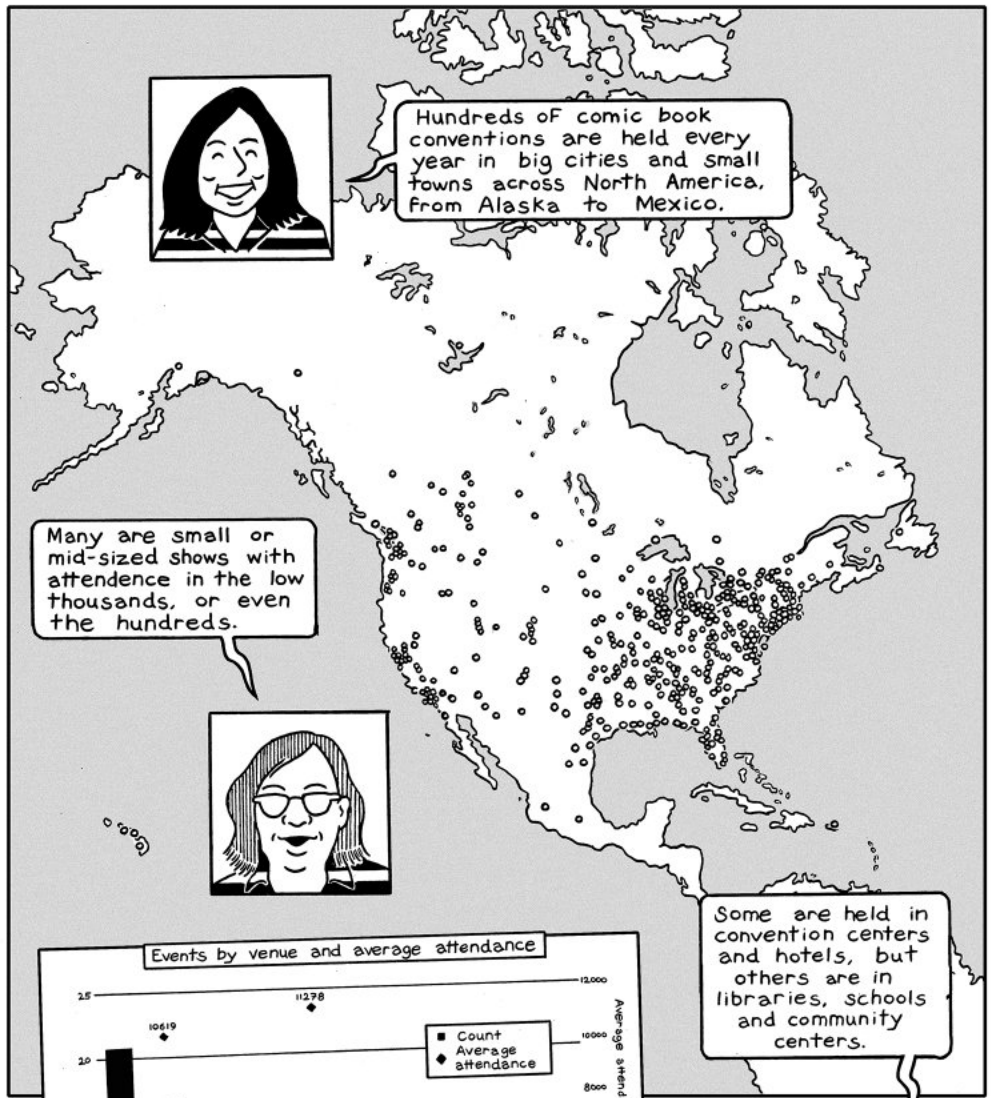
This project and the research behind it were made possible through the support of the Social Sciences and Humanities Research Council of Canada and an Ontario Early Researcher Award.











See Woo et al. 2020 for more on this data!





Like digital platforms, cons are middlemen connecting creators, companies, and consumers.

They organize-

You mean sell!

-space, time, and attention.

The guy from THAT THING! AUTOGRAPHS \$100

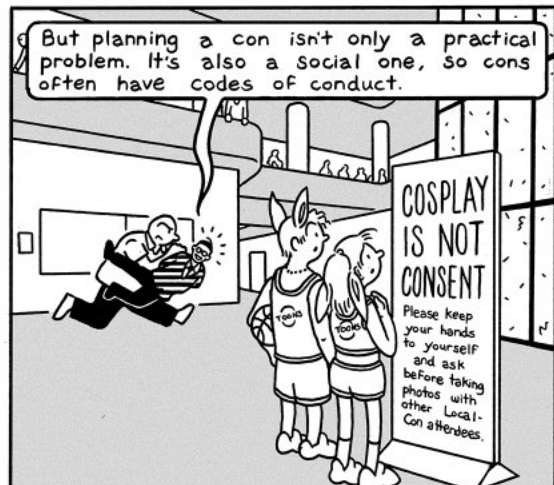
WEST STAIR AARON GUEST



Setting up these interactions is complicated: collecting fees, booking guests, securing a venue and otherwise making the magic happen.

PRODUCTION OFFICE

LOCAL CON 2024



But planning a con isn't only a practical problem. It's also a social one, so cons often have codes of conduct.

COSPLAY IS NOT CONSENT
Please keep your hands to yourself and ask before taking photos with other Local-Con attendees.



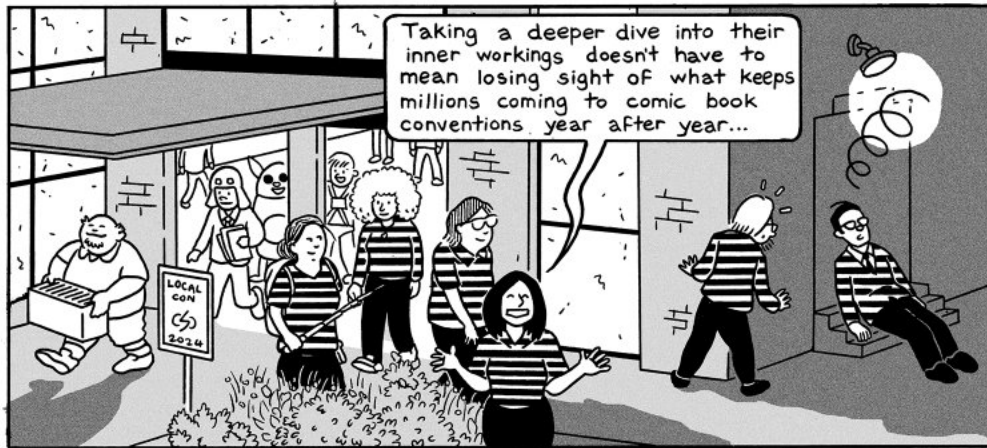
And they frequently employ security people, either paid or volunteer!



In order for the con to keep happening, it needs to meet the expectations of stakeholders. So cons are carefully planned and run as spaces where merchandise is bought and sold...



And social interactions between fans and creators are carefully mediated by panel discussions, convention security staff and the protective barrier of the table full of merch!



Further Reading

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