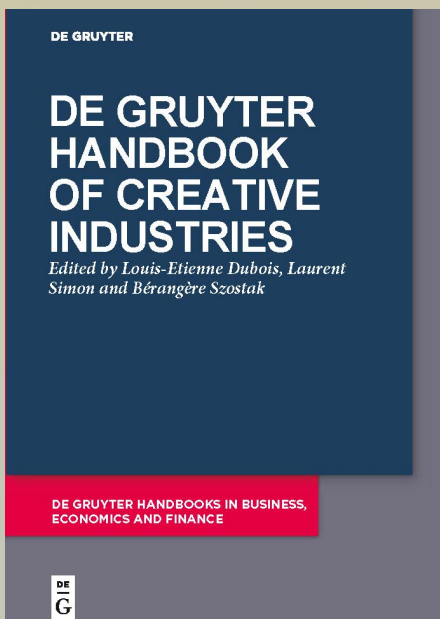


Call for chapters

DE GRUYTER HANDBOOK OF CREATIVE INDUSTRIES



More than 25 years after being introduced to the world by British policymakers, Creative Industries continues to fascinate. As a conceptual and empirical object, scholars from several disciplines have produced a healthy body of literature that has both permeated mainstream academic journals and given rise to many specialized others. As an economic sector, many jurisdictions remain engaged in crafting policies to attract and support them, aware of what creative industries entail in terms of jobs, growth, and reputation.

During that time, we have heard promises about the creative industries' potential and witnessed tangible achievements, but also experienced disillusion and failed expectations. We have seen robust growth for some, enhanced cultural expression and thriving ecosystems, yet also rampant inequality, gentrification and precarity. Today's literature reflects this ambivalence and makes for uncertain ways forward. In this mix of praise and criticism, we see a field mature enough to be assessed for what it is (or is not), but also still emerging enough and ever evolving to be steered towards what it should /could be.

These tensions provide the foundations for the De Gruyter Handbook of Creative Industries. We welcome proposals for contributions from multiple perspectives, including (but not limited to) management, cultural studies, economic geography, sociology and communication, and ranging from historical perspectives, current issues and emerging debates. Specifically, we are seeking 400-500 words abstracts by December 15th 2023. Abstracts should include a description of the principal topic and expected contribution, in addition to author(s)' information as well as up to 5 keywords. Potential topics include:

- Historical overview and normative debates
- Fulfilled and broken promises of the Creative Economy
- Consequences of the Covid-19 pandemic on creative industries
- Labor, inequality and precarity in the creative industries
- Creative Ecosystems: how creative industries organize geographically
- Creative industries and UN's SDGs
- Social justice and the de-colonization of creative industries
- Creative industries and digital technologies: big data, AI and beyond

Editorial Contact

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