

Adaptations in SF

The Editorial Collective



Adaptations have taken over movie theaters and streaming services in recent years: *The Wandering Earth* and *The Peripheral* were based on bestselling books, and more recently, *The Last of Us* was first a video game. The *SFRA Review* is interested in short papers addressing SF adaptations in all its manifestations: literature, film, other media, games. Questions for discussion might include:

- Why are adaptations so prevalent in today's media landscape?
- What makes an adaptation good or bad?
- How has digital media altered the production and reception of adaptations? What is the relation of adaptations to other forms of transmedia?
- How can they give us a different perspective on the present, or subvert the source's original message? What are the ethical implications of adapting older works?
- How have adaptations changed over the years?
- What is being adapted? What does this choice say about canonical—or previously under-recognized—texts?

Papers should be from 3000-5000 words in length, with references in MLA style and few if any discursive footnotes. Our [Style Guide](#) should be consulted and adhered to for all submissions. All contents of *SFRA Review* are published open access under a CC-BY-NC-ND 4.0 license. Authors retain copyright and may reuse their work as they see fit. Images should be at least 2000 pixels wide; given that this is literary analysis, the exceptions to copyright for fair use will apply. Please send email to Andrea Blatz (andreablatz13@gmail.com) with the subject line *SFRA Adaptations* and a brief description of your paper by **01 March 2022**. Any other queries should be sent to this address, as well, with the same subject line. Complete drafts are due **15 May 2023**. Edits will be due **01 July 2023**. Papers will be published in the Summer 2023 issue (53.3) on **01 August 2023**.

We sincerely hope that you will be interested in what we feel is an important aspect of SF in these current times and encourage you to submit.