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Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	About the Editors -- Electronic Literature as Digital Humanities: An Introduction / Dene Grigar -- Section I Contexts -- 1. The Origins of Electronic Literature: An Overview / Giovanna di Rosario, Nohelia Meza, and Kerri Grimaldi -- 2. Third-Generation Electronic Literature / Leonardo Flores -- 3. Toys and Toons : From Hispanic Literary Traditions to a Global E-Lit Landscape / Erika Ortega and Alex Saum-Pascual -- 4. Community, Institution, Database: Tracing the Development of an International Field through ELO, ELMCIP, and CELL / Davin Heckman -- 5. The E-Poetry Festivals: Celebration, Art, and Imagination in Community Loss / Pequeo Glazier -- 6. Cyberfeminist Literary Space: Performing the Electronic Manifesto / Carolyn Guertin -- 7. Bodies in E-Lit / Astrid Ensslin, Carla Rice, Sarah Riley, Christine Wilks, Megan Perram, Hannah Fowlie, Lauren Munro and K. Alysse Bailey -- Section II Forms -- 8. Ambient Art and Electronic Literature / Jim Bizzocchi -- 9. Electronic Literature and Sound / John F. Barber -- 10. Augmented Reality / Anne Karhio -- 11. Artistic and Literary Bots / Leonardo Flores -- 12. Consuming the Database: The Reading Glove as

a Case Study of Combinatorial Narrative / Theresa Jean Tanenbaum and Karen Tanenbaum -- 13. Hypertext Fiction Ever After / Stuart Moulthrop -- 14. Place Taking Place: Temporary Poetic Theaters / Judd Morrissey -- 15. Kinetic Poetry / Ivaro Seica -- 16. Kinepoeia in Animated Poetry / Dene Grigar -- 17. Mobile Electronic Literature / Jeneen Naji -- 18. The Voice of the Polyrhetor: Physical Computing and the (e-)Literature of Things / Helen J. Burgess -- 19. Having Your Story and Eating It Too: Affect and Narrative in Recombinant Fiction / Will Luers -- Section III Practices -- 20. Challenges to Archiving and Documenting Born-Digital Literature: What Scholars, Archivists, and Librarians Need to Know / Dene Grigar -- 21. Holes as a Collaborative Project / Graham Allen -- 22. Publishing Electronic Literature / James O'Sullivan -- 23. E-Lit after Flash: The Rise (and Fall) of a 'Universal' Language / Anastasia Salter and John Murray -- 24. Learning as You Go: Inventing Pedagogies for Electronic Literature / Davin Heckman -- Section IV Artist Interventions -- 25. My cODEwORk ARTicle / Michael J. Maguire -- 26. Locative Narrative / Jeremy Hight -- 27. Come Play Netprov!: Recipes for an Evolving Practice / Rob Wittig and Mark C. Marino -- 28. A Collective Imaginary: A Published Conversation / Kate Pullinger and Kate Armstrong -- 29. Addressing Torture in Iraq through Critical Digital Media Art- Hearts and Minds: The Interrogations Project / Roderick Coover, Scott Rettberg, Daria Tsoupikova and Arthurh Nishimoto -- 30. Poetic Playlands: Poetry, Interface, and Video Game Engines / Jason Nelson -- 31. A Way Is Open: Allusion, Authoring System, Identity, and Audience in Early Text-Based Electronic Literature / Judy Malloy -- Index.

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#### Sommario/riassunto

"Electronic Literature as Digital Humanities: Contexts, Forms & Practices is a volume of essays that provides a detailed account of born-digital literature by artists and scholars who have contributed to its birth and evolution. Rather than offering a prescriptive definition of electronic literature, this book takes an ontological approach through descriptive exploration, treating electronic literature from the perspective of the digital humanities (DH), that is, as an area of scholarship and practice that exists at the juncture between the literary and the algorithmic. The domain of DH is typically segmented into the two seemingly disparate strands of criticism and building, with scholars either studying the synthesis between cultural expression and screens or the use of technology to make artifacts in themselves. This book regards electronic literature as fundamentally DH in that it synthesizes these two constituents. Electronic Literature as Digital Humanities provides a context for the development of the field, informed by the forms and practices that have emerged throughout the DH moment, and finally, offers resources for others interested in learning more about electronic literature."--

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