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Collana	Blackwell Companions to Literature and Culture
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Nota di contenuto	A Companion to Digital Literary Studies; Copyright; Contents; Notes on Contributors; Editors' Introduction; Part I Introduction; 1 Imagining the New Media Encounter; Notes; References and Further Reading; Part II Traditions; 2 ePhilology: When the Books Talk to Their Readers; Introduction; Background; The Future in the Present; Building the Infrastructure for ePhilology; Cultural Informatics; Conclusion; Notes; Bibliography; 3 Disciplinary Impact and Technological Obsolescence in Digital Medieval Studies; Premature Obsolescence: the Failure of the

Information Machine

Content as End-product: Browser-based ProjectsSGML-based Editions; XML, XSLT, Unicode, and Related Technologies; Tools and Community Support; Future Trends: Editing Non-textual Objects; Collaborative Content Development; Conclusion; Notes; References and Further Reading; 4 "Knowledge will be multiplied": Digital Literary Studies and Early Modern Literature; Developing a Canon; Electronic Texts; Literary Scholarship and Criticism Online; Renaissance Information; Case Study - A Funeral Elegy; Notes; 5 Eighteenth-Century Literature in English and Other Languages: Image, Text, and Hypertext IntroductionBibliographies and Related Resources; Texts; Project Sites and E-journals; Conclusion; Notes; Websites Cited; 6 Multimedia and Multitasking: A Survey of Digital Resources for Nineteenth-Century Literary Studies; Introduction; Nineteenth-Century Multimedia; Electronic Scholarship and the Digital Guild; The Nineteenth Century as the Final Frontier; Survey; Additional Resources; Notes; References and Further Reading; 7 Hypertext and Avant-texte in Twentieth-Century and Contemporary Literature; 1. Time; 2. Space; 3. Toward Hyperfiction: Translation into a Digital Format 4. The Interaction between Hyperfiction and Print5. Time and Space: the Hypertextual Structure of Literary Geneses; References and Further Reading; Part III Textualities; 8 Reading Digital Literature: Surface, Data, Interaction, and Expressive Processing; Introducing Digital Literature; Models for Reading Digital Literature; Reading Tale-Spin's Outputs; Locating Tale-Spin's Traversal Function; Tale-Spin's Simulation; Observations on the Simulation; Tale-Spin's Traversal Function; A New Model; Employing the Model; Resurfacing; References and Further Reading 9 Is There a Text on This Screen? Reading in an Era of HypertextualityA Mythical Cyberspace; What Texts Are We Reading?; The Linked Computer; Constraints on the Act of Reading; Risks of Manipulation; A Logic of Revelation; Conclusion; Bibliography; 10 Reading on Screen: The New Media Sphere; From Print to Screen; The Issue of Legibility; Handling the Flow of Text; The Advent of Hypertext; The Disappearance of the Column; The Birth of the E-book; The Future of Reading; Notes; References and Further Reading; 11 The Virtual Codex from Page Space to E-space; Notes 12 Handholding, Remixing, and the Instant Replay: New Narratives in a Postnarrative World

Sommario/riassunto

This Companion offers an extensive examination of how new technologies are changing the nature of literary studies, from scholarly editing and literary criticism, to interactive fiction and immersive environments. A complete overview exploring the application of computing in literary studies Includes the seminal writings from the field Focuses on methods and perspectives, new genres, formatting issues, and best practices for digital preservation Explores the new genres of hypertext literature, installations, gaming, and web blogs The Appen
