Reading and Making Digital Literature

Novels have been around for a few hundred years. Poetry and plays even longer. For years, people have been making digital versions of those older forms in eBooks and video recordings of plays, but what’s next?

What will literature become as it moves further into the digital realm? Will readers choose the way the narrative unfolds? Will letters fly across the screen? Will the text jump off the screen? Will stories be more like games? Will theater become something audiences can play?

In this class, you will read and make new forms of digital literature, including, but not limited to:

* Twitter Bots
* Poetry Generators
* Interactive Fiction
* Netprov (Internet Improv)

We’ll also look at some location-based narratives, mobile phone tales, and virtual reality.

You will read works by artist who are reimagining what literature is through digital tools. You will analyze these new works with your classmates and write about them. But most of all, you will make some of your own!

Although we’ll be using digital tools, there’s no programming experience necessary. If you can use your smartphone or browse the Internet, you have the necessary skills. But you must want to explore new forms and maybe even invent some. You have to be willing to let go of the printed page and to imagine what it might become.