

# Electronic Literature Collection, Vol. 3

## Introduction

The Electronic Literature Collections have been a flagship project for the ELO that has had an impact on the formation of an e-literary canon. Purposefully or not, because the publication of these earlier volumes happened 5 years apart (2006, 2011), and due to the planning schedule for our current work plan, we can conservatively estimate a 2016 publication date, and submit for consideration the idea of a 5-year work plan between collections.

A 5 year cycle tends to demand a snapshot of the technological and literary moment, particularly because 5 years between collections provides ample room for new work to accumulate and begin to have an impact in the community. Research in the field also promotes the rediscovery of older works that contribute to current discourse. New technological developments and cultural trends facilitate the emergence of new genres, which encourages us to rethink our definition of electronic literature. Our vision for the ELC3 arises from these three considerations, and is expressed fully in the Call for Nominations and Submissions below.

In the interest of building upon the curatorial and editorial activities required for the ELC3, the Collective recommends designing a book around the ELC3 to be submitted to an academic press for open access publication. We envision that the book, while freely available online, will sell as a high quality book production that will include a flash drive with the ELC3. The royalties generated by its sale would go to a special fund in the ELO to help fund future Collections. Read the section titled Initial Book Proposal to MIT Press for details on our vision for the book.

The budget for the ELC3 is described in the document titled ELC3 Budget. We will seek grant funding for Summer salary (via a [NEH Summer Stipends](#)) and an Mellon foundation grant to support the Planning and Production phases (see Budget). We will seek institutional support for the project, via research release time, assigning research assistants, and through travel funding. In the meantime, we recommend the ELO help us with a sponsorship drive and other fund-raising activities to meet the projected budget.

## Timeline

### Summer 2014

- Draft ELC3 Proposal
- Submit Book Proposal Pitch to MIT Press for consideration
- Launch call for nominations and submissions
- Seek translators / translate call for submissions

### Fall 2014

- Write funding proposals
- Write & submit formal publication proposal
- Start fundraising & sponsorship campaign
- Nomination & Submission process:
  - Continue nomination & submission campaign.
  - Receive nominations and submissions.
  - Confirm nominees' interest in being considered for the ELC3.

- Nominations end on October 31, potentially extendable to Nov. 30
- Explore design options for ELC3
- Receive, read, and evaluate submissions

### **Spring 2015**

- Read, and evaluate submissions
- Meet in 3-day Retreat to discuss and select recommended works.
- Write instructions and introductory statements for each work.
- Assemble ELC3 draft:
  - Categorize & tag works by technology, genre, year, etc.
  - Implement design for Collection
  - Record 1-minute documentation videos
- Solicit essays for ELC3 book.

### **Summer 2015**

- Write:
  - editorial statements for ELC3
- Prepare ELC3 prototype
- Meeting in Bergen (3 days before ELO conference).
- ELO Conference in Bergen
  - Panel on ELC3
  - Display ELC3 prototype at Media Arts Show
  - Solicit feedback, input, usability testing

### **Fall 2015**

- Complete ELC3 website
- Write editorial statements for ELC3 book
- Receive essays for ELC3 book

### **2016: Production Phase (projected)**

- January: launch ELC3
- Spring:
  - Edit ELC3 Book
  - Present ELC3 at conferences
- June: present ELC3 at ELO 2016 Conference
- Summer: submit ELC3 book for peer review.
- Fall: Finalize publication of ELC3 Book

As we curate the submissions, the editors will write an extended critical reflection pulling the works into a larger picture, as outlined in our tentative contents. We will solicit scholarly critiques as well as reflections from artists on pivotal pieces, and in some cases seek permission to republish segments from existing essential critical work that engages with an included work. We will combine the resulting materials with code samples, selected transcripts, and screenshots to create a cohesive portrait of electronic literature.

## Contents

As the full structure of the volume will emerge through a competitive jury process reviewing an international selection of works, the exact pieces included cannot be known at this time. The works chosen will include approximately 60 examples of diverse platforms, approaches, themes, and modes of electronic literature, primarily spanning the last decade. Together, these works will provide insight into the boundaries and frontiers of electronic literature.

## Editors (in alphabetical order)

### Stephanie Boluk

Stephanie Boluk is an assistant professor in the Humanities and Media Studies program at Pratt Institute. Her writing has appeared in books and journals such as *Comparative Textual Media*, *Digital Humanities Quarterly*, and *Leonardo Electronic Almanac*. She co-edited *Generation Zombie: Essays on the Living Dead* with Wylie Lenz and is currently co-authoring a book with Patrick LeMieux entitled *Metagaming: Videogames and the Practice of Play*, under contract with University of Minnesota Press. For more information, see <http://stephanieboluk.com>

### Leonardo Flores

Leonardo Flores is an associate professor of English at the University of Puerto Rico: Mayagüez Campus and the Treasurer for the Electronic Literature Organization. He was the 2012-2013 Fulbright Scholar in Digital Culture at the University of Bergen. His research areas are electronic literature, poetry, and preservation of first generation electronic objects. He is the lead writer, publisher, and editor of a scholarly blogging project titled *I ♥ E-Poetry* (<http://iloveepoetry.com>). For more information on his current work, visit <http://leonardoflores.net>.

### Jacob Garbe

Jacob Garbe is a PhD student in the Expressive Intelligence Studio at University of California, Santa Cruz. He is currently researching new modes of authorship and storytelling in playable media, building upon his MFA art practice in participatory narratives and augmented reality. His work has appeared in *Leonardo Electronic Almanac*, the ZERO1 Biennial, and SwissNex's *Future of the Book*.

### Anastasia Salter

Anastasia Salter is an assistant professor of digital media at the University of Central Florida. Her research focuses on the future of digital storytelling as expressed through play and participatory culture. She has two books forthcoming in 2014: *What is Your Quest? From Adventure Games to Interactive Books* from the University of Iowa Press and, co-authored with John Murray, *Flash: Building the Interactive Web* from MIT Press. For more information, visit <http://anastasiasalter.net>

# ELC3 Budget Proposal

## Introduction

The budget for the ELC3 can be divided into two phases: planning and production.

The **planning phase** will involve sending a Call for Nominations, embarking upon an online publicity campaign to attract as many quality nominations and submissions as possible, selecting the works to be included in the Collection, writing the curatorial statement, producing the ELC3 website prototype, performing usability testing, and publishing the ELC3 in the ELO website on January 2016.

The **production phase** will involve publishing the ELC3 in physical media, with the goal of increasing dissemination and generating revenue that will support future ELCs. We envision producing an open access book with an accompanying USB drive published by an academic press, which would carry most of the production costs. If that is not possible, the ELO could get a quote to produce the volume and/or USB drive by itself. Because we are at the early stages of the planning phase, we will wait to have more information, such as interest from university presses and potential grant funding before we create a budget for this phase.

## Planning Phase

The Collective members will be volunteering significant amounts of time for the ELC3. Most of the work will happen online, using e-mail, shared folders, and online videoconference services. We anticipate requiring two in-person meetings to work on the ELC3 at two points in the process: one focused on selection and curation and another on fine-tuning production and carrying out usability testing.

The meetings are described below:

- Collective Retreat in Puerto Rico: [REDACTED]
- Collective Meeting in Bergen: [REDACTED]
- **Total Budget:** [REDACTED]

## Collective Retreat

### Justification

To best select the works to be included for the ELC3, the Collective needs to meet and discuss them. For this purpose, we propose a 3-day retreat in western Puerto Rico, at a location close to the University of Puerto Rico: Mayagüez Campus (UPRM) so we can make use of its facilities, infrastructure, and human resources when necessary. During the Retreat, L. Flores will have a Research Assistant helping him organize materials for the meeting, making photocopies and printouts, as well as getting materials the Collective might need.

As a tentative date, we are planning the Retreat for February 5 - 9, which after the first and last days of travel, would allow for 3 days of uninterrupted work.

### Budget

- Travel
  - Estimated roundtrip flight costs to Aguadilla airport (BQN): [REDACTED]

- S. Boluk: [REDACTED]
  - A. Salter: [REDACTED]
  - J. Garbe: [REDACTED]
- Car Rental
  - Minivan rental + insurance + taxes: [REDACTED]
  - Gas: [REDACTED]
- Lodging
  - Group house rental (*much* cheaper than hotel)
  - [REDACTED]
- Meals & other expenses
  - [REDACTED]
  - [REDACTED]
- Other costs: [REDACTED]
  - Research Assistant costs (gas, meals): [REDACTED]
  - Printing, copying, materials: [REDACTED]



## Collective Meeting, Usability Testing, and Prototype Presentation

### Justification

During the Spring 2015 and Summer 2015 the collective will put together the ELC3 and have a prototype ready to share with the ELO Board and community for feedback, and usability testing. To best achieve these goals, the Collective needs to meet for 3 days to work intensively on fine-tuning the ELC3 in the days immediately before the ELO 2015 Conference in Bergen. Our goal is to have a computer & tablet dedicated to displaying the ELC3 prototype in the Media Arts Show, during which we'll solicit feedback from visitors on usability, design, and other aspects of the ELC3. We're considering organizing a roundtable about publishing collections of electronic literature in general, in which we'll present some of the vision, considerations, and challenges raised by the ELC3.

Because the Collective members will be planning to attend the ELO 2015 conference in Bergen, its members will seek institutional travel funding. However, because the members will need to arrange for outgoing flights on Saturday to arrive on Sunday and meet on Monday through Wednesday before the conference begins, which will mean higher travel costs and lodging expenses, we propose a \$1,500 travel bursary for each member.

### Collective Member Travel Bursaries: [REDACTED]

- S. Boluk - [REDACTED]
- J. Garbe - [REDACTED]
- A. Salter - [REDACTED]
- L. Flores - [REDACTED] - I am seeking travel funding for this and will waive my bursary in favor of supplementing the other Collective members' bursaries, if necessary.

## Conclusion

These projected costs are calculated to have room for error. We will strive to be frugal in every expense and expect to come in under budget.

## Call for Nominations and Submissions

The Electronic Literature Organization (ELO) is seeking submissions and nominations for the Electronic Literature Collection, Volume 3. Following the success of its previous two collections, the third volume will continue to archive examples of electronic literature from a diverse community of practitioners. Even though our goal is to capture the current state of electronic literature, we also seek to represent historically significant works previously un-anthologized.

We understand electronic literature (or e-lit) as works that thrive at the intersection of digital media and textuality. A good point of reference is the ELO's working definition, available at <http://eliterature.org/what-is-e-lit/>, yet we also seek works that expand the boundaries of this definition to include new digital writing practices. For examples of the range of works collected we recommend viewing the previous volumes (<http://collection.eliterature.org>), and imagining what you might add.

The Electronic Literature Organization was founded in 1999 and has released two collected volumes of work in 2006 and 2011. We are currently seeking to curate and produce a new volume for 2016. The Electronic Literature Collections have traditionally been distributed as discs and available open-access through a website. We envision continuing to provide access to the works included in the collection through a website that will serve as both a contemporary entry point to the field of electronic literature and a reflection on the state of creative and critical work in this space.

Please submit your works and nominations online:

[https://docs.google.com/a/upr.edu/forms/d/1pKtdVRnwiQ1aGJgay0lk2qfeTBkyxeyuFeG\\_6E6qZkY/viewform](https://docs.google.com/a/upr.edu/forms/d/1pKtdVRnwiQ1aGJgay0lk2qfeTBkyxeyuFeG_6E6qZkY/viewform). All works will be reviewed by both the editors as well as a jury of artists, writers, scholars, and practitioners. We welcome both personal submissions as well as nominations.

Entries in any language are welcome.

**Deadline: October 31, 2014**

### **The ELC3 Collective (in alphabetical order)**

Stephanie Boluk  
Leonardo Flores  
Jacob Garbe  
Anastasia Salter

### **International Consultants (so far, in alphabetical order)**

Jonathan Baillehache - France  
Philippe Bootz - France  
Piotr Malecki - Poland  
Sören Pold - Denmark

Rui Torres - Portugal

Send any questions to: [elcvol3@gmail.com](mailto:elcvol3@gmail.com)

# Book Proposal Pitch for MIT Press

## Working Title: A Critical Guide to the ELC3

We are now in what appears to be a golden age for electronic reading: the electronic book is ubiquitous, and the platforms on which we read digital texts are ever-present in private and public spaces. However the electronic books that are most prevalent are remediations of the printed codex, lacking much if any awareness of the affordances of the technologies and platforms that power them. Experimentation with the literary power of platforms is happening in the margins of born-digital works of electronic literature. We understand electronic literature (or e-lit) as works that thrive in the intersection between digital media and textuality. Such works represent an opportunity to consider the future of literature on computational platforms as already probed and demonstrated through decades of experimentation at this intersection.

The Electronic Literature Organization (founded in 1999) has in the past released two volumes collecting curated works of significance to the field in 2006 and 2011. These volumes can be viewed at: <http://collection.eliterature.org/1/> and <http://collection.eliterature.org/2/>. We are currently tasked with curating and producing the collection for 2016. These Electronic Literature Collections have traditionally been distributed as discs and made available open-access through a website. We envision building a website that will continue to provide access to the works included in the collection alongside a book that will serve as both an entry point to the field of electronic literature and a critical reflection on the state of creative and critical work in this space.

Previous collections on digital media have experimented with hybrid forms, including the *New Media Reader*, which bundled many crucial works of the early experimental web alongside reflections from creators and critical analysis, and N. Katherine Hayle's *Electronic Literature: New Horizons for the Literary*, which included a disc with the first Electronic Literature Collection. Such definitive volumes can serve both as textbooks for media studies courses and as a means to archive the creative and critical contributions of digital works that might otherwise be lost. We propose a similar format for *A Critical Guide to the ELC3*: a flash drive of playable works bundled with a volume of collected essays and reflections on a curated set of works, with each section introduced and grounded in a contextual chapter written by the editors.

The landscape of contemporary electronic literature is of interest to students, scholars, and creators who seek to harness the potential of an "electronic age" of readers. We will provide a historical, technological, and hermeneutic framework for understanding existing contributions to electronic literature.

## Methodology



We are currently launching a call for works aimed at an international community of artists and scholars. This will allow us to combine solicited submissions with an open nomination process, from which we will select approximately sixty works that best reflect the dynamic frontiers of electronic literature. We expect to include works from a range of platforms, including Flash, HTML5, JavaScript, Director, Twine, Twitter, Kinect, Unity, iOS, and Android, alongside documentations of installations, alternate reality games, performances, and other ephemeral experiences. Together, these works will form the backbone of our volume, and be included with contextual documentation on the bundled flash drive.

As we curate the submissions, the editors will write an extended critical reflection pulling the works into a larger picture, as outlined in our tentative contents. We will solicit scholarly critiques as well as reflections from artists on pivotal pieces, and in some cases seek permission to republish segments from existing essential critical work that engages with an included work. We will combine the resulting materials with code samples, selected transcripts, and screenshots to create a cohesive portrait of electronic literature.

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