Summary

Electronic Literature investigates new forms and genres of writing that make use of computer and network capabilities - literature that would not be conceivable in today's digital environment. Rettberg situates the most important genres of electronic literature in their historical, technological, and cultural contexts in this book. Only a few examples are combining poetics, hypertext fiction, interactive fiction (and other game-based digital literary work), kinetic and interactive poetry, and networked writing based on our common Internet experience. He argues that electronic writing should be viewed through the prism of early twentieth-century experimental literary practices as well as the specificities of the techno sphere. This book provides a comprehensive introduction to electronic literature, which reacts to avant-garde literary and artistic traditions while also generating new forms of narrative and poetic work unique to the twenty-first century. It is required reading for students and scholars in literary studies, media and communications, art, and a variety of other fields.

In my opinion, this is a major and vital book by the field's pioneer, and it will serve as the canonical work on electronic literature today and in the future. Scott Rettberg gives a thorough history of digital storytelling and poetry, as well as a glimpse into the future. Electronic Literature provides a clear map of the intersection of creative writing and computing in today's culture. Electronic Literature investigates new forms and genres of writing that make use of computer and network capabilities - literature that would not be conceivable in today's digital environment.