Scott Rettberg - Electronic Literature

Kinetic, multimedia, and interactive digital poetry explore the capabilities of the contemporary computer as a poet's environment for composition and reception. Digital kinetic poetry provides text as time-based moving, often with a sound dimension. Kinetic poetry is richly multimedia when sound, motion, text, and typography interact with each other. Kinetic and interactive poetry is deeply related to the development of the multimedia capabilities of the contemporary computer. Digital kinetic poetry is the "dematerialization of language in the digital realm" The same motion graphic techniques used to create a digital poem might be used to sell an automobile or advertise a restaurant's menu. Digital poetry and Flash have been working together for a decade. Nio, the world's most popular interactive video game, was created by animators who used Adobe's Flash technology. The Electronic Literature Collection, Volume One, published in 2006, included 26 works developed in Flash. Digital poets are becoming more comfortable working with physical computing. Digital poets can create works in HTML5, CSS, Canvas, and JavaScript libraries such as animate.js and lettering. Poets can preview their work while they are developing it, and extend the platform with libraries for natural language.

Network writing is electronic literature created for and published on the Internet. Authors working in digital media are able to create critical media that demonstrates the character and the problems of network society in ways that critical work or fiction in print could not. The creative act of Philips' work is that of encountering the book as an artistic object, rife with potential retendering’s. The Internet Text is a two-decade-old project by composer Stephen Sondheim. Flammer Flare was a movement, gathered as an online community around a listserv during the early 2000s. The Rhizome Net Art Anthology describes it as "neo logistic 'networked' language" The Invisibles, a group of Seattle-based writers, gathered words from the city to create a "novel" Netprovs are structured collective writing performances that unfold on social media platforms. The aim is to "invite people into new forms for new adventures," Rob Wittig writes.

Location-aware storytelling is a new field for writers and artists, says Andrew Kuchens. Digital locative narrative projects use technology to layer narratives onto the world of everyday existence. Location tracking allows us to track our behavior online and in real life, he says. Digital language art builds upon elements of electronic literature discussed in this book. Still Standing presents a kind of inversion of Text Rain within a very similar interface. Digital language art is often only one element, and sometimes not the predominant one. In 2013, a new generation of artists created work that could be described as "extravagant" The Ice-bound Compendium is intended to put the audience in the challenging position of soldiers who never set out to become torturers, but now have to confront what they have done in the name of their country. About 20 people can fit comfortably into the space. The ELMCIP Electronic Literature Knowledge Base, established in 2010, provides information architecture for documenting electronic literature. Leonardo Flores’, I Love E-Poetry site offers hundreds of records of short-form scholarship that describe individual works of digital poetry. The archive bridges between database functions and archival functions.