

# Course Overview

What happens to literature when text moves from page to screen? What opportunities and challenges do interactive narratives present for those who write, read, and study fiction? This course invites students of all majors and levels of technical expertise into a critically intensive, historically ranging, hands-on learning environment to explore how technology has transformed the way literary fiction is consumed, produced, and distributed in the digital age. Combining the critical insights of humanist inquiry with the “design-and-build” impulses of engineering, the team-taught course challenges students to transform theory into praxis by using digital tools to generate new knowledge about literary texts and to produce both creative and critical works in collaboration with students from different methodological backgrounds.

Students will encounter a number of different media forms – including 20th and 21st century literature both “analog” and digital, hypertexts, games, and digital art – and engage with the various theories and methods used by digital humanists to study American literature and culture. Rich theoretical readings, ranging from narratology and quantitative analysis to cultural studies, will inspire students to interpret and create media with a critical eye. Students will produce their own works of electronic literature by experimenting with a variety of platforms, eventually expanding one of these creative options to develop a significant digital project.

Beyond providing English majors a contemporary American option for the post-1789 literature requirement, the course satisfies the major’s Theory and/or Rhetoric requirement and the Media, Folklore, and/or Culture requirement. It also counts towards the Digital Humanities minor.

All required readings will be available on our course website.

Readings and viewings may contain explicit depictions of sex, violence, adult themes, coarse language, and material that some might find offensive. If you think that this might be a problem for you, please contact the instructor to discuss whether we can find a solution, or if this is the best class for you.

WEEK 1	What is a Text?
WEEK 2	What is a Reader? (Part I: How We Read)
WEEK 3	What is a Reader? (Part II: Interactive Fiction) <b>Twine Story Project Due</b>
WEEK 4	From "Analog" to Digital Literature (Part I: Cut-Ups)
WEEK 5	From "Analog" to Digital Literature (Part II: Poetics) <b>Tracery Story Generator Project Due</b>
WEEK 6	Hypertexts & Cybertexts (Part I: Hypertexts)

WEEK 7	Hypertexts & Cybertexts (Part II: Cybertexts)
WEEK 8	Digital Humanities Methodologies & Distant Reading
WEEK 9	The Future of Literature <b>Predictive Keyboard Project Due</b>
WEEK 10	Final Projects <b>Final Projects due Wednesday of Finals Week</b>

(Click the "Next" button below to continue.)

