Electronic Literature Project Assignment Description
Topic Proposal due April 9th (emailed)
Presentations/drafts April 28th-30th, final project & analysis due May 7th

Purpose
The final assignment will be a substantial, original work of electronic literature in any of the genres (and medium of your choice) we've explored throughout the semester. It should express multimodal affordances and how the message needs the medium, similar to other works we have read. These works are meant to be "digital-born," meaning composed in the medium and for the medium; electronic literature should *need* the medium in some way. You should consider electronic elements you have seen that worked or did not work, forms that were appropriate for the medium and those that were not. For example, are you most intrigued by computer generated texts, hypertext, games, installation art, virtual spaces? Are you most interested in e-lit texts that move and rely or don't rely on reader interaction/navigation for meaning, combine multiple modes? What kind of designs/interfaces have you seen that you liked? What do you want the readers of your work to come away with? Think about the purpose of electronic literature and create a project with your readers in mind. Above all, be creative (even with a more researched project) and consider how visual, digital, and textual elements can work together to create meaning in a work of electronic literature.

Method
This assignment has three parts:

Proposal/design plan: An e-mail proposal stating the nature of your project and a sketch or description of how it will be designed. You should have an idea of the software you might use, what level of interactivity, etc. These need to be e-mailed to me by **April 9th**. (see potential software options below)

Project: Your project must be an original composition created specifically for an electronic medium but can be poetry, fiction, nonfiction, research, etc. and any of the genres we have explored this semester. Learning the software while you compose this project is a given, so don't let your current technological abilities or experience hinder your ideas. We, unfortunately, no longer have lab times or support from the Parker Media Lab, so think of things you can do with the software and technology available to you (remember you do have access to the Adobe Creative Suite). See the list of potential software options below, but you are not limited to these—if you are imagining something fantabulous, run it by me. You have the remainder of the semester to compose something unique and polished so please take advantage of that (I expect these to be ELO collection worthy ☺). We will also workshop these projects somehow and will still plan some way to present them the last week of the semester.

Analysis: A minimum **3-page** analysis reflecting on your composition process and an analysis of your own work in the greater scope of electronic literature and the course readings, specifically the genre you chose (go back to these chapters). You can also address this project in relation to other technology you experienced through the course, how composing for the medium reinforces McLuhan's "the medium is the message," your thoughts and discoveries of e-lit as a whole.

Audience
Your instructor and your classmates. The Electronic Literature Organization? ☺

Length & Format
For the project: one complete, substantial, and amazing work of electronic literature presented the last week of class (starting April 28th) and sharable files or link turned in on Canvas by **May 7th**. Length will vary but think of it as about 5 full pages of writing. These are not like the mini weekly assignments but should be meaningful and significant works that you can showcase (and submit to the HugeManities contest!)

For the analysis: 3 pages. Double spaced, 12 pt. font, 1-inch margins, etc. You will need MLA citations for all theory or e-literature you are citing, and descriptions and attributions for any screen shots, etc.

This assignment (including the proposal and analysis) is worth **25%** of your final grade.

Potential Software Options
(you are not limited to these)

Generated Poems: Taroko Gorge https://nickm.com/taroko_gorge/

Montfort poem 256 https://nickm.com/poems/ppg256.html

Tracery https://www.tracery.io/

Twitter bot https://cheapbotsdonequick.com/

Chat bot http://elizascript.net/help.html

RiTa https://rednoise.org/rita/

Hypertext/games: Dreamweaver https://creativecloud.adobe.com

Twine https://twinery.org/

Processing https://processing.org/

Blender https://www.blender.org/

Other: Google My Maps https://www.google.com/maps/about/mymaps/

Google Earth https://www.google.com/earth/

Knightlab's StoryMAP or Timeline https://knightlab.northwestern.edu/

iMovie

Virtual Reality: Knightlab's SCENE https://scene.knightlab.com/

Unity (no longer free ☹) https://unity.com/

SketchPad https://sketch.io/sketchpad/