

DIKULT 303 -- Digital Media Aesthetics

Theme Spring 2011: Electronic Literature in the Context of Critical Code Studies

Description

This term the seminar in Digital Media Aesthetics will focus on how different forms of code -- computer code, constrained writing practices, social and legal codes, codes that are embedded in our bodies and the structures of our societies -- affect and influence the ways that we create, understand, and situate contemporary electronic literature and other artifacts of digital culture.

Pensum

Note: Two books have been ordered at the bookstore. All other readings are online or will be provided to the students as PDFs.

Books

Fuller, Matthew. *Software Studies: A Lexicon*. The MIT Press, 2008 ISBN: 0-262-06274-7.

Lessig, Lawrence. *Code: And Other Laws of Cyberspace, Version 2.0*. Basic Books, 2006.

ISBN: 0465039146.

Obligatory Assignments

Students will be expected to complete two compulsory assignments and a draft of the term paper must be approved during the semester. Students will also be asked to lead discussion of selected readings during the course.

Assessment

Students will complete a term paper of about 5,000 words.

Faculty

Scott Rettberg, Associate Professor of Digital Culture, LLE, University of Bergen

Fulbright scholar Mark Marino, Associate Professor of English, University of Southern California

Fulbright scholar Rita Raley, Associate Professor of English, University of California at Santa Barbara

Unit 1: Scott Rettberg

Session 1: Introduction: Electronic Literature and the Importance of Code

Selections from *Electronic Literature Collection* 1 and 2 TBA.

<http://collection.eliterature.org>

Session 2: Understandings of How to Read Code

Platform Studies: "Platform Studies: Frequently Questioned Answers" by Ian Bogost and Nick Montfort

http://www.bogost.com/downloads/bogost_montfort_dac_2009.pdf

Software Studies: Selection from *Expressive Processing* by Noah Wardrip-Fruin (handout)

Critical Code Studies: "Critical Code Studies" by Mark Marino

<http://www.electronicbookreview.com/thread/electropoetics/codology>

Selections from Fuller.

Session 3: Code, Creativity, and Constraints

"The Code is Not the Text (Unless it is the Text)" by John Cayely

<http://www.electronicbookreview.com/thread/electropoetics/literal>

Readings from the *Drunken Boat* Oulipo Compendium

<http://www.drunkenboat.com/db8/oulipo/feature-oulipo/index.html>

Harry Mathews "The Case of the Persevering Maltese"

<http://www.altx.com/ebr/ebr5/mathews.htm>

"All Together Now: Collective Knowledge, Collective Narrative, and Architectures of Participation" by Scott Rettberg

<http://retts.net/documents/cnarrativeDAC.pdf>

The "exquisite_code" Project

Selections from Fuller.

Session 4: Code as/is Law

Readings from Lawrence Lessig, Code 2.0

<http://pdf.codev2.cc/Lessig-Codev2.pdf>

Selections from Fuller.

Unit 2: Mark Marino

Session 5: Critical Code Studies

"Critical Code Studies" by Mark Marino

<http://www.electronicbookreview.com/thread/electropoetics/codology>

"Algorithms are Thoughts, Chainsaws are Tools" (video by Steven Ramsay)

<http://vimeo.com/user1776782>

Dennis Jerz, "Somewhere Nearby is Colossal Cave: Examining Will Crowther's Original "Adventure" in Code and in Kentucky,"

<http://digitalhumanities.org/dhq/vol/001/2/000009/000009.html>

Creative work: Adventure

Project for Tachistoscope [Bottomless Pit] by William Poundstone

<http://collection.eliterature.org/1/works/>

[poundstone_project_for_tachistoscope_bottomless_pit.html](http://collection.eliterature.org/1/works/poundstone_project_for_tachistoscope_bottomless_pit.html)

Session 6: Chatbots

Douglass, "Reading Reading Code", ebr (forthcoming)

Emily Short's Galatea

http://collection.eliterature.org/1/works/short_galatea.html

Weizenbaum's ELIZA

ALICEBOT

Weizenbaum, Joseph. "ELIZA: A computer program for the study of natural language communication between man and machine."

Communications of the ACM, Volume 9 , Issue 1 (January 1966) (handout)
Chapter 2 of Expressive Processing (handout)

Session 7: Borders, Boundaries, and Bodies

Ricardo Dominguez's Transborder Immigrant Tool

LA Flood Project, a show of hands by Mark Marino et al.

Implementation by Nick Montfort and Scott Rettberg

Kate Pullinger and Chris Joseph, Flightpaths.net

"The Transborder Immigrant Tool: Violence, Solidarity and
Hope in Post-NAFTA Circuits of Bodies Electr(on)ic "

[http://www.uni-siegen.de/locatingmedia/workshops/mobilehci/
cardenas_the_transborder_immigrant_tool.pdf](http://www.uni-siegen.de/locatingmedia/workshops/mobilehci/cardenas_the_transborder_immigrant_tool.pdf)

Unit 3: Rita Raley

Session 8: The Poetics & Aesthetics of code

"Code.surface | Code.depth" by Rita Raley in dichtung digital

<http://www.brown.edu/Research/dichtung-digital/2006/1-Raley.htm>

"Lascaux.Symbol.ic" and "VIRU2" by Ted Warnell

"Interferences: [Net.Writing] and the Practice of Codework" by Rita Raley in electronic book
review

[http://www.electronicbookreview.com/thread/electropoetics/net.writing
cross.ova.ing\[4rm.blog.2.log\]_](http://www.electronicbookreview.com/thread/electropoetics/net.writing_cross.ova.ing_[4rm.blog.2.log]_) by Mez in ELC2

http://collection.eliterature.org/2/works/mez_crossovaing.html

[_the data\]\[h!\]\[bleeding texts_ and _The Art of M\[ez\]ang.elle.ing](http://collection.eliterature.org/1/works/memmott_lexia_to_perplexia.html) by Mez

Program Code Poetry" and "and" (Perl poem) by Florian Cramer

Lexia to Perplexia by Talan Memmott

http://collection.eliterature.org/1/works/memmott_lexia_to_perplexia.html

Overboard by John Cayley, with Giles Perring

<http://programmatology.shadoof.net/index.php?p=works/overboard/overboard.html>

Translation by John Cayley in ELC1

http://collection.eliterature.org/1/works/cayley_translation.html

Session 9: "New" Modes of Reading (sensory perception & embodied interaction)

Still Standing by Bruno Nadeau and Jason Lewis in ELC2

http://collection.eliterature.org/2/works/nadeau_stillstanding.html

Screen by Noah Wardrip-Fruin, et al in ELC2

http://collection.eliterature.org/2/works/wardrip-fruin_screen.html

Project for Tachistoscope [Bottomless Pit] by William Poundstone in ELC1

[http://collection.eliterature.org/1/works/
poundstone_project_for_tachistoscope_bottomless_pit.html](http://collection.eliterature.org/1/works/poundstone_project_for_tachistoscope_bottomless_pit.html)

"Rain on the Sea" [txt file] by Young-Hae Chang

http://www.totalmuseum.org/webproject8/rain_on_the_sea.html

Trope by Sarah Waterson, et al. in ELC2

http://collection.eliterature.org/2/works/waterson_trope.html

New Word Order: Basra by Sandy Baldwin in ELC2

Toucher/Touch by Serge Bouchardon

<http://www.to-touch.com/>

“Responsive Environments” by Myron Krueger (handout)

Electronic Literature (Chapter 3) by N. Katherine Hayles (handout)

New Philosophy for New Media (Chapter 3) by Mark Hansen (handout)

Session 10: Electronic Literature & Networked Community

Listening Post by Mark Hansen and Ben Rubin, and Rita Raley, “List(en)ing Post,” Literary Art in Digital Performance: Case Studies in New Media Art and Criticism (handout)

Twistori by Amy Hoy and Thomas Fuchs

<http://twistori.com/>

No Time Machine by Daniel Howe & Aya Karpinska

<http://www.turbulence.org/Works/notime/>

The Last Performance by Judd Morrissey et al., in ELC2

http://collection.eliterature.org/2/works/morrissey_lastperformance.html

Kate Armstrong, Why Some Dolls Are Bad (Facebook application)

<http://www.facebook.com/apps/application.php?id=5034644863>

“Relational Aesthetics” by Nicolas Bourriaud “ (pp. 14-21) (handout)

“Is there love in the telematic embrace?” by Roy Ascott, Art Journal 49:3 (1990): 241-247 (handout)