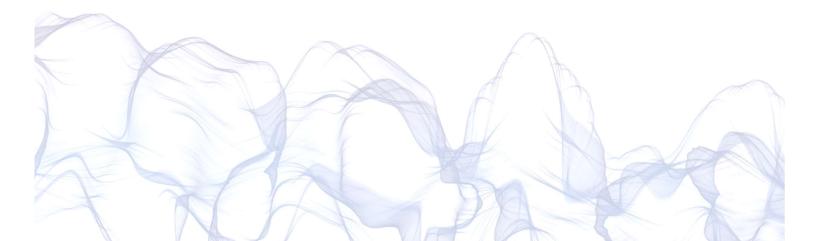


## Conference Program 2022

Time table					
	Auditorium	Aula Pigato	Aula Magna	Remote Room	
8.30	Registration of the participants (Auditorium)				
9.30	Welcome session Introduction to the ELO 2022 Conference and Art Festival	-	-	-	
10.00	Keynote:  Roberto and Gualtiero Carraro  Immersive education and  metaverse for culture	-	-	-	
11.00	'	Coffee Break			
11.30	Session 1 Coding Education  Serge Bouchardon and Magali Brunel  Teaching Digital Literature in High Schools: a French Study Leonardo Flores  Teaching Ethnic American Electronic Literature Maja Hoić  Your personalized electronic fairy tale – building a e-lit fairy tale in schools	Panel 1  Education beyond the (e)book  Jonathan Barbara, Hartmut Koenitz, Michael Schlauch, Mattia Bellini and Péter Kristóf Makai  Interactive Digital Narratives in Education	Exhibition opened	Remote session 1 E-lit as Digital Humanities  Judith Pintar  If Else: Interactive Narrative Thinking as a Twisty Path to Programming Fluency - Agustín Reyes-Torres and Margarida Castellano Sanz  Producing Meaning through E-Literature and digital practices in Foreign Language Teachers' Education: An interdisciplinary project based on the Pedagogy of Multiliteracies - David Thomas Henry Wright Translating Electronic Literature from English to Japanese: Problems, Pitfalls, and Opportunities - Carlota Salvador Megias Critical-Creative Digital Scholarship in Philosophy – and Beyond	
12.30	Session 2 Coding Education  Kenneth Alba 36 Blackbirds: Procedural Poetry, Prompt Programming, and Technonecromancy - Siebe Bluijs Electronic Literature and the Problem of the Avant-Garde - Elizabeth Losh Pedagogical Philosophy and the Infrastructural Imagination in Electronic Literature	Panel 2 Education beyond the (e)book  Mark Amerika, Laura Kim, Janneke Adema, Gary Hall and Will Luers Experimental Post-Publishing and Performance Pedagogy	Exhibition opened	Remote session 2  Education beyond the (e)book  Yolanda De Gregorio  E-lit as bridges of understanding. The case of "The Winnipeg: The Poem that Crossed the Atlantic".  Marie-Luise Meier and Malte Wendt Storytelling simulators: Narrative elements and the role of the player in contemporary video games  Amy Spencer  Do-It-Yourself Digital Writing: Skill Sharing, Creativity and Technology  Jeremy Douglass  Digital Narratives in the Cards: building, collecting, trading, spreading, and shuffling stories	

15.00	Session 3	Panel 3	Exhibition	Remote session 3
15.00	E-lit as Digital Humanities	E-practitioning	opened	E-practitioning
	Gabriel Tremblay-Gaudette Apprendre l'hypertextualité dans un hypertexte: le Twine de formation à Twine comme initiation au texte multilinéaire réactif  - Vincent Cliche and Gabriel Tremblay- Gaudette Interventions littéraires en environnements vidéoludiques: Le Collectif Obèle et ses projets - Sébastien Appiotti and Alexandra Saemmer My databased others - writing fictional profiles on social media	Søren Bro Pold, Christian Ulrik Andersen, Malthe Stavning Erslev and Pablo Rodrigo Velasco González Platform Conference Data: Critical Data Analysis of ELO 2021, Platform (Post?) Pandemic		Jason Boyd Teaching Procedural Creativity with Twine  Vincent Cellucci and Marc Aubanel Poetry, Purpose, and Provocation in River Writer VR  Jeneen Naji Instapoetics and algorithmic agency  Sasha Stiles Poetry Is the Original Blockchain
	·			
16.00	<b>Session 4</b> <i>E-lit as Digital Humanities</i>	Panel 4  Coding Education	Exhibition opened.	Remote session 4  AIrchive and UXPoetry
	Nolwenn Tréhondart Digital literature and teacher training  Oreto Domenech and Silvia Karina López Literature in the Digital Age: where is the action?  Giorgio Busi Rizzi The murder of the author: Generated detective and digital comics' new literacy	Ana Maria Machado, Cecília Magalhães, Ana Albuquerque E Aguilar and Jaqueline Conte Learning, teaching, creating, and experimenting with digital literature in Portuguese-speaking contexts		Jessica Pressman The SCP Foundation: Literary Education as Remix  Sandra Guerreiro Dias The PO.EX Digital Archive: Towards an Experimental and Performative Pedagogy of Language  Joanna Walsh Zombie Creativity: the death and resurrection of the author in the age of artificial intelligence
				Ricardo Pérez Martínez La inmensa biblioteca [Bibliotheca] contenida en el envoltorio circular [thecâ] Ilamado "Coelum liliveldense" de Juan Caramuel y Lobkowitz
17.00		Snack Break		
17.30	<b>Session 5</b> <i>E-lit as Digital Humanities</i>	-	-	Remote session 5 Digital Heterotopies
	Chad Frisbie  Decolonial World Textures: A Python- Derived Analytics of Deliberate Misspellings and Romanized Nahuatl in "Atomik Aztex"  - Diogo Marques  The CyberBaroque Project: From Baroque			Judy Malloy  Narrative in the Contemporary Social  Media Environment  -  Nick Montfort  A Line Alone: One-Liners in Comedy,  Computation, and Poetry
	Graphic Poetry to Cyberliterature - Angelica Calhoun Creating "Between the Lines": the Design, Context, and Themes			David Ciccoricco Twine and Critical Moments: on systemic understanding
18.30	Session 6  Education beyond the (E)book	-	-	Remote session 6 Digital Heterotopies
	María Mencía Creating, Reflecting and Teaching Interactive/ Inclusive Experience from the perspective of a practitioner			Mark Wolff  Learning About Literary Form Through  Code: Oulipian Formalism and Paul  Braffort's USFAL  -
	Sarah Ciston Creative Code Collective: A How-To Guide for Programming As a Caring Community Practice			Alex Saum-Pascual Digital Literary Arts and the Web of Life: A Pedagogical and Research Proposal
	Sarah Laiola Of Wellermen and Woodchucks: Revolutionary World-building through Memetic Storytelling on TikTok			Kristine Kelly: Unintentional intimacies on the video call: Blast Theory's Karen and personal space - Claus-Michael Schlesinger, Mona Ulrich and Adam Jorczik Counting The Loss Of E-Lit Works: How Big Are Our Time Capsules?

19.30	Spare time for dinner			
21.30	Evening session 1	-	-	-
	Leonardo Codamo, Fred Spencer Elm Story - Lillian-Yvonne Bertram and Leonardo Flores: E-Poetry Readings - Nicholas O'Brien The Last Survey: A Live Play Through			



Time table	May 31				
	Auditorium	Aula Pigato	Aula Magna	Remote Room	
8.30	Session 7 <i>E-practitioning</i>	<b>Panel 5</b> <i>Airchive and UXpoetry</i>	Exhibition opened	Remote session 7 E-practitioning	
	Amélie Vallières Literary video games and teenagers: how to engage with digital literature, literacy, and culture	Andrew Klobucar, Sharla Sava, Maria Aladren, Rob Wittig, Maria Lantin and Kedrick James The Community and the Algorithm: Building an Interactive Poetics for the Digital Classroom		Monique Tschofen, Angela Joosse, Kar Maaren, Izabella Pruska-Oldenhof, Jolene Armstrong and Siobhan O'Flynr Speculative Archives and World Building: The Decameron 2 	
10.00	Intertextuality: Tracing a History of Youth Fanfiction'  Keynote:				
10.00	Daniela Calisi Systems of recombinant emergent meaning for the narration of complex social phenomena		-	-	
11.00	Coffee Break				
11.30	Session 8 E-practitioning	Panel 6 E-practitioning	Exhibition opened	Remote session 8  Airchive and UXPoetry	
	María Goicoechea de Jorge Crossing Bridges: Transliteracy and Post- digital Electronic Literature for Children  Mellet Margot Understanding Digital Writing through Distance Learning  Eleonora Acerra, Nathalie Lacelle and Magali Brunel An exploratory digital literature circle of teachers and researchers from France and Quebec: from personal reading to didactic transposition	Andréa Catrópa, Vinícius Carvalho Pereira, Rogério Barbosa da Silva, Andréia Shirley Taciana de Oliveira and Carmélia Daniel dos Santos Formas híbridas e emergentes: novos modos de circulação e leitura de e-lit		John Cayley Scoring the Spelt Air: practice-based, notebook-platform, literate-programming infrastructure for poetic language art  Dani Spinosa and Eric Schmaltz Where in the Web is SwiftCurrent?  Zach Whalen Can a Computer-Generated Book Matter? NaNoGenMo as Critical Media Art  Mirren Strahan  #booksthatmademecry and BookTok's affect-driven book review culture	
12.30	Session 9  Alrchive and UXPoetry	Panel 7 E-practitioning	Exhibition opened	Remote session 9  Coding education	
	Margarita Molina Fernandez Describing, classifying, and analyzing tools for digital comics readers and creators - Hannes Bajohr The collapse of the text/image distinction: What Transformers mean for digital literature -	Verónica Paula Gómez, Carolina Gainza Cortés, Rejane Rocha, Manaíra Aires Athayde and Claudia Kozak La (falta de) institucionalización de la literatura digital en los sistemas educativos latinoamericanos		Leah Henrickson The Procedural Rhetoric of Pedagogy: A Reflection on Teaching Digital Storytelling in a UK University - Filipa Calado Hypertext Erotics in Caitlin Fisher's "These Waves of Girls" - Ben Grosser Minus: How Anti-Capitalist Constraint	

Social Network

	Emmanuelle Lescouet and Marcello Vitali-Rosati			Simone Murray Teaching Electronic Literature as
	Documenting electronic heterogeneous literature			Spectrum, not Silo
13.30	West Color	Spare time for lunch	I	
15.00	Session 10	Panel 8	Exhibition	Remote Panel 1
13.00	Education on diversity and sustainability	Education on diversity and sustainability	opened	Coding education
	Katherine Yang Coem: A Poetic Programming Language  - Jameson Kismet Bell Re-Locating the Anthology: A Field Guide to Literary Annotation	Perla Sasson-Henry, Angélica Huizar, Milton Laüfer and Rodolfo Mata E-lit: Its affordances for expression of identity, individual as well as collective memory, justice and the denunciation of social discrimination and abuse of power		Amy Spencer, Agnieszka Przybyszewska and Tom Abba Amplified publishing: how creators, researchers and technologists can co- create the future of literature
	Michaela Pnacekova Home Is the World - An Autoethnography in Miro Board	social discrimination and abuse of power		
16.00	Session 11  Education on diversity and sustainability	Panel 9  Education on diversity and sustainability	Exhibition opened.	Remote Workshop 1
	Andrew Kalaidjian: Digital Saturnalia: Electronic Literature in the Anthropocene - Jose Aburto and Roberto Valdivia: Unanchay, In search of a de-idelogized and electronic reading comprehension	Søren Bro Pold, Pat Badani, Roderick Coover, Flavia Caviezel and Anna Nacher: Breathing, Modality And Human-Nonhuman interaction A Roundtable On Learning Ways To Address Environmental Conditions Through the Electronic Literature and the		Dene Grigar, Deena Larsen, Judy Malloy, Lyle Skains, Astrid Ensslin and Marjorie Luesebrink Legends, Myths and Magic of Electronic Literature: Full Day Open House & Workshop
	Odile Farge: Education in Digital Literacy and Digital Citizenship in Transitional Times	Arts		
17.00	Snack Break			
17.30	Session 12 We are platforms	-	-	Remote Workshop 1 (continue)
	Mallen Clifton Reading Between the Memes: Local Intertextuality in Third Generation Electronic Literature			
	Stuart Moulthrop Back to the Garden			
18.30	Panel 10 We are platforms  Anastasia Salter, Mark Marino, David Ciccoricco, Chloe Anna Milligan and Ps Berge:	-	-	Remote Workshop 1 (end 19.00)
	Are We Platforms? Rethinking Pandemic Pedagogies of Electronic Literature			
19.30		Spare time for dinner		
		Spare time for dinner		
19.30	Pedagogies of Electronic Literature  Evening session 2  Peter Purg	Spare time for dinner		
	Pedagogies of Electronic Literature  Evening session 2	Spare time for dinner		<u>-</u>

Time	June 1				
table	Auditorium	Aula Pigato	Aula Magna	Remote Room	
8.30	Session 13 E-practitioning	<b>Panel 11</b> Education on diversity and sustainability	Exhibition opened	Remote Panel 2 Coding Education	
	Paul Echeverria and Eric Stewart Caves, Cubes and Cabinets: Personal Chronology as a Portal to Interactive Space - Cristina Loi, Astrid Ensslin, Moniek Kuijpers and Gerhard Lauer Motivations for reading, genre preferences and transformative effects: an empirical study on digital fiction readers	Anna Nacher, Andrew Klobucar, Margaret Rhee, Samya Brata Roy and Shanmugapriya T. Whose e-lit is it anyway?		Mariusz Pisarski, Agnieszka Przybyszewska, Elżbieta Winiecka and Monika Górska-Olesińska Teaching e-literature to (e)verybody. From collaboration and remix to institutional partnerships in Poland	
10.00	Keynote:		-	-	
10.00	Special Session				
11.00		Coffee Break		1	
11.30	<b>Panel 12</b> <i>E-Lit as Digital Humanities</i>	Panel 13 E-Practioning	Exhibition opened	Remote Panel 3 Digital Heterotopies	
	Leonardo Flores, Amanda Hodes, James Ryan, Nick Montfort, Angela Chang, Milton Läufer, Andrew Demirjian and Sarah Whitcomb Laiola Lightning talks on Electronic Literature Publication Venues	Roberta Iadevaia, Fabrizio Venerandi, Paola Carbone and Laura Santini Teaching & learning (with) e-lit in Italy and the new LEI community		Kedrick James, Effiam Yung, Yuya Takeda, Rachel Horst and Esteban Morales The conspiracy of violent and poetic futures; or digital texts, interpretation, and the imagined real	
12.30	Panel 14 Digital Heterotopies	Panel 15 Digital Heterotopies	Exhibition opened	Remote Panel 4  Coding Education	
	Bertrand Gervais, Alexandra L Martin and Yohann-Michael Fiset Building a Digital Ecosystem Dedicated to the Study of Contemporary Imagination	Emmanuelle Lescouet, Leanne Johnson, Jennifer J Dellner Lighting talks on culture and practices		Lai-Tze Fan, Marjorie C. Luesebrink, Caitlin Fisher, Jason Lajoie, Erik Loyer, Lulu Liu and Leslie Xin Teaching E-Lit: Interdisciplinary, Interactive, and Intra-active Approaches	
13.30		Spare time for lunch	1	The second of th	
15.00	Panel 16  Airchive and UXpoetry	Hybrid Session 1  E-Lit as Digital Humanities	Exhibition opened	Remote Panel 5 Airchive and UXPoetry	
	Deena Larsen, Jules Chatelain, Amira Hanafi, Samya Brata Roy and Lyle Skains How do we Engage and Save the World-An Open Discussion Panel	Manuel Broullon Creative writing & Transmedia Learning: The Transmedia Lab of the Complutense University of Madrid		Sidia Fiorato, Valentina Adami, Leif Dahlberg and Chiara Battisti Mapping Literary Words: Creating multimodal worlds	
		Erika Fülöp Writing across disciplines: Interdisciplinary learning through digital co-creation -			
		David Peeters Into the Mental Story World: An Empirical Approach to the Perception of Digital Literature	f	A	
		Rosamond S.King Everything Old Is New Again: Black Healing in NourbeSe Philip's Electronic Poetry	A		
16.00	Panel 17 Alrchive and UXpoetry	Hybrid Session 2  Coding Education	Exhibition opened.	Remote Panel 6  Educationbeyond the (e)book	
	Kathi Inman Berens, John Murray, Lyle Skains, Rui Torres and Mia Zamora Making the Electronic Literature Collection Volume 4	Eman Younis, Hisham Jubran, Fatma Mohamed, Latifa Chahbi, Achour Touama, Zuhair Obeidat, Nadia Braikate, Samar Dayyoub, Ahmed Fadel Shablol, Mohammad Habeeb , Mayssaa Tarabay		Michael Hurtado Enríquez, Pamela Medina Garcia, José Ignacio López Ramírez-Gastón and Lee López Castro The e-lit in the pedagogical space 2.0:	
		<b>Tarabay</b> Arabic E-lit and Education		electronic literature in the new normality of Peruvian school ar university education	

17.00	Short report	-	-	-
	Mark Marino and María Goicoechea "Mentor and Mentoring" Exhibition			
17.30	Farewell	-	-	-
18.30	Ga	la Apericena (registration opening	g on May 24	)

## Special Electronic Opificium

Time table	May 31	June 1
	Electronic Opificium Room	Electronic Opificium Room
8.30	<b>Workshop</b> <i>Electronic Opificium</i>	<b>Workshop</b> <i>Electronic Opificium</i>
13.30	Deena Larsen, Jules Chatelain, Amira Hanafit, Samya Roy and Lyle Skains Let's Engage the WorldA Reading/Writing Workshop online and in person Linked with Panel	Hannah Ackermans Workshop: Alt Text as a Digital Literacy Skill in Electronic Literature -
14.00	<b>Workshop</b> <i>Electronic Opificium</i>	<b>Workshop</b> <i>Electronic Opificium</i>
17.00	<b>Dimitri Bettina, Marzio Ghezzi and CFP young team</b> Le STEAM al centro. Laboratorio di coding, meccatronica e realtà aumentata/virtuale	<b>Dimitri Bettina, Marzio Ghezzi and CFP young team</b> Le STEAM al centro. Laboratorio di coding, meccatronica e realtà aumentata/virtuale
17.00	Ghost session	-
19.00	Emilio Gordillo and Ana Parraguez From Anthropocentric to Collaborative ESD: The Urgency to Connect Human, Digital Critics, and Species in Education for Sustainable Development	
	Arianna Reiche and Andrea Holck Creative Course Planning Across Digital Mediums: Literacies and Pedagogy	

