**Interactive Stories: E-Literature**

**Jason Robinson**

**jasonrob@terpmail.umd.edu**

**410-585-5251**

**Any project websites you have**

**Introductory Paragraph:**

E-lit, or electronic literature, is a genre of literature that consists of literary works hosted in digital space. Electronic literature can exist in many forms, and can utilize many platforms to connect to its readers. Examples of e-lit have used computer programs or have been hosted on webpages where readers unearth the plot on their own. Social media sites like Twitter and Facebook have been utilized to create engaging and believable literary experiences for audiences. The possibilities for electronic literature are bounded only by the capabilities of the technology they use, and in my opinion, electronic literature is a largely unknown category of literature that is seriously overlooked. This capstone project is a good opportunity for me to attempt to demonstrate the relevancy and possibility of electronic literature.

**Research Question/Problem/Provocation:**

My capstone provocation was drawn from my DCC honors seminar last semester, HDCC208B – Persuasive Storytelling. One of our assignments was to login to an e-literature website and explore. I came across an interactive piece of literature, where the reader was more of a participant and a player in the story than they were a passive audience. I was really engaged and drawn into the work, and the experience had quite an impact on me. I was pleasantly surprised with how well e-literature can work and how engaging it can be when done well. I decided to take these feelings and apply them to my capstone, wherein I aim to create my own piece of interactive e-literature, where readers are involved with the story and can actually play a part in the telling of a narrative instead of just passively observing a series of events. I feel that this project is important as it will be able to portray the ways in which electronic literature can be relevant to modern audiences, and can create a closer connection between the author and their readers.

**Analytical/Discovery/Creative Activity (methodology)**

**“I need to learn/do X, Y, Z, how am I going to do that?”**

In order to create this project, I will need to learn a programming language known as Ruby. To do so, I intend to use online resources primarily To create this project, I plan to primarily use Console 2 for the programming aspects of my project, as well as Microsoft Word and other text-editing software to create and plan my story. I do not have a lot of experience with computer programming, but I will be learning and using the Ruby programming language to create my project. From conversations with DCC students, I have come to the conclusion that Ruby is a language well-suited for my needs, and will not be extremely difficult to learn. I find that I work best on challenging tasks and projects when I am self-motivated and have a personal desire to learn the material and succeed; thus, I feel that moving out of my comfort zone in this project will be a decision that will have a beneficial effect on my final project and semester in DCC.

**Staff/Collaborators**

**Sources (primary/secondary; data)**

**Concrete Products (types/kinds/frequency)**

**Audience (specific plan to address)**

Who is it for? How are you going to create an audience? How am I going to distribute it?

**History**

**Work plan**

PUT EVERYTHING IN WORKPLAN