A UF Digital Assembly Symposium

DIGITAL PLATFORMS & THE FUTURE OF BOOKS

January 20 & 21, 2012
UF Smathers Library
Room 1A

Co-sponsored by the University Libraries, the Graduate Film Studies Group, and ImageText
Friday, January 20, 2012

4:00—5:15
Elizabeth Swanson

“Power Zoom: Reading the Future Through the Lens of the Past”
Swanson is Assistant Professor of English at Florida Atlantic University. Her areas of research include science fiction, fantasy, and the digital humanities. Before joining the English Department at FAU, she was a postdoctoral research fellow in the Digital Humanities at Umeå University’s HUMlab in northern Sweden (2010), as well as the Florence Levy Kay Fellow in the Digital Humanities in the English Department at Brandeis University in Massachusetts (2008-2009). She completed her Ph.D. in Comparative Literature in June 2008 at the University of California, Santa Barbara, where she was an active member of the Transliteracies Project, the Agrippa Files, as well as other DH-centered research initiatives.

Respondent: Ben DeVane is Assistant Professor of Digital Arts & Sciences in the UF Digital Worlds Institute and the Academic Affairs Coordinator for the Institute. He was a member of the University of Wisconsin-Madison Games+Learning+Society research initiative for six years. His research looks at the design of “serious games” and game-based learning environments focused on topics like public health, environmental science, and financial literacy. His research on learning within game environments – with commercial “off-the-shelf” history games, place-based mobile media games and browser-based science games – has been funded by the National Science Foundation. His research on the development of sociotechnical methods for designing and assessing game-based learning environments has been published in E-Learning, Games & Culture, the International Journal of Learning and Media, and Theory into Practice.

5:30—6:45
David Blakesley

“The Beginning of Books?”
Blakesley is the Campbell Chair in Technical Communication and Professor of English at Clemson University. In 2002, he founded Parlor Press (http://www.parlorpress.com), an independent scholarly publishing company that has now released 125 books across 16 book series, involving hundreds of authors. At Clemson, he teaches and writes about print and digital publishing, the future of the book, and writing in the digital age. A few of his own authored or edited books include Writing: A Manual for the Digital Age 2e (2012), The Termiinistc Screen: Rhetorical Perspectives on Film (2003), and The Elements of Dramaturgy (2002). In 2009, Blakesley received the Computers and Composition Charles Moran Award for Distinguished Contributions to the Field.

Respondent: Laurie Taylor is the Digital Humanities Librarian for the University of Florida Digital Collections (UFDC) and associated collections and projects hosted by the UF Libraries including SobekCM including the Digital Library of the Caribbean and many others. Much of her work involves building, preserving, and ensuring findability and usability for digital humanities and other digital scholarship projects with digital collections. Her recent publications on open access include articles in Proceedings of the 2nd International Conference on Digital Libraries and Resource Sharing & Information Networks. Taylor is co-editor of the collection Playing the Past: Video Games, History, and Memory (2008); and her scholarship on video games has appeared in numerous collections and journals.

Saturday, January 21, 2012

10:00—11:15
Roundtable Discussion
with Blakesley, Bolter, Harpold, Stein, Swanson, Taylor, and Ulmer

11:30—12:45
Jay Bolter, “The End of Books?”
Bolter is Director of the Wesley New Media Center and Wesley Chair of New Media at the Georgia Institute of Technology. He is the author of Turing’s Man: Western Culture in the Computer Age (1984); Writing Spaced: The Computer, Hypertext, and the History of Writing, (1991; second edition 2001); Remediations: Understanding New Media (1999), with Richard Grusin; and Windows and Mirrors (2003), with Diane Gromala; and the working title for his next book is The Digital Plenitude. Bolter also collaborates in the construction of new digital media forms. With Michael Joyce, he created Storyspace, one of the early hypertext authoring systems. Now, with the Augmented Environments Lab collaborators at Georgia Tech, Bolter helps to create digital experiences on mobile platforms for entertainment, education, and cultural heritage.

Respondent: Gregory Ulmer is Professor of English and Media Studies at the University of Florida, where he teaches courses in Hypermedia, E-Lit, and Heuristics. He is Joseph Bues Chair in the European Graduate School, Saas-Fee, Switzerland, where he teaches a summer seminar on electracy and heuristics; and coordinator of the Florida Research Ensemble, a creative arts research group formed in the late 1980s. Ulmer’s books include a grammatology trilogy — Applied Grammatology (1985), Teknotopy (1989), Heuristics (1994); and a second trilogy on the virtual consultancy known as the EmerAgency which applies grammatology and heuristics to the invention of electracy. The published works are Internet Invention (2003) and Electronic Monuments (2005). The final installment is Avatar Emergency.

2:00—3:15
Bob Stein
Stein is founder and Co-Director of the Institute for the Future of the Book and founder of The Voyager Company. For thirteen years he led the development of over 300 titles in “The Criterion Collection,” a series of definitive films on videodisc, and more than 75 CD ROM titles including the CD Companion to Beethoven’s Ninth Symphony, “Who Built America,” and the Voyager edition of “Macbeth.” Previous to Voyager, Stein worked with Alan Kay in the Research Group at Atari on a variety of electronic publishing projects. Eleven years ago, Stein started “Night Kitchen” to develop authoring tools for the next generation of electronic publishing. That work is now being continued at the Institute for the Future of the Book.

Respondent: Terry Harpold is Associate Professor of English, Film, and Media Studies at the University of Florida. His research interests and teaching include narrative and material operations of digital and print media; psychoanalytic theory; science and literature; and the scientific romance (primarily Jules Verne). His book Exfoliations: Reading Machines and the Upgrade Path was published by the University of Minnesota Press in 2008. Recent essays and reviews by Harpold have appeared in journals such as Bulletin de la Société Jules Verne, Game Studies, ImageText, IRIS, Nineteenth-Century Contexts, Revue Jules Verne, Science Fiction Studies, South Atlantic Review, and Verneiana, and in edited collections such as Prepare for Pictopia! (2009), Playing the Past: History and Nostalgia in Video Games (2008), and The Routledge Encyclopedia of Narrative Theory (2005).