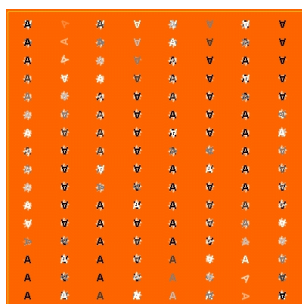|	
Instructor:	**Jolene Mathieson**
Title:	**Anglo-American Digital Poetry**
Course:	**53-565: Seminar II; Blockseminar [ENG-6, ENG-6a, ENG-7, ENG-7a, ENG-12, ENG-13, AA7, AA10, AA11, LAA9, LAA10, LAA12, LAA13, AA-MA01, AA-MA02, AA-MA05, AA-MA06]**
Dates:	**07.11.2019 from 14-18h; 23.01.20 from 14-18h; 24.01.20 from 12-18h; 30.01.20 from 14-18h; 31 .01.20 from 12-18h**
Room:	Ü35 – 01016

Course description:

"The Dream Life of Letters"
Brian Kim Stefans, 2000
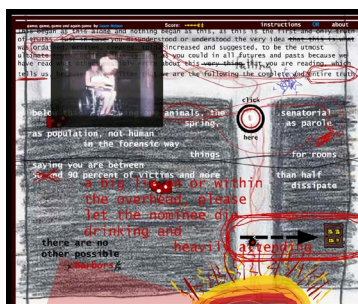
"game, game, game and again game"
Jason Nelson, 2011

"22.2 QR code poem"
Genco Gulan, 2010

Digital poetry, also referred to as electronic poetry or e-poetry, is a relatively new and rapidly expanding field of literary production, much of it written in the last twenty years. Despite its increasing popularity and inclusive, democratic DIY cultural ethos, defining digital poetry has remained tricky. This is partly because it is a young genre and its forms are still emerging, but also because it stubbornly resists taxonomy – digital poetry is an heterogeneous amalgam of forms, methods, and media that include but are not limited to interactive poetry, hypertext poetry, video poetry, digital sound poetry, kinetic and animated poetry, code poetry, poetry generators and Twitter bots, and other hybrid forms. Nonetheless, what separates digital poetry from its predecessors in concrete poetry, found poetry, automatic writing, and other experimental forms of the modernist avant-garde, is its reliance on code and computation for both its creation and consumption. This course offers an introduction to digital poetry, in which we will 1) discuss the genre's most important critical perspectives (by, e.g., N. Katherine Hayles and Scott Renberg), 2) create a critical vocabulary for ourselves that will enable us to understand and talk about the genre's technical aspects, and 3) engage in close readings of some of the genre's most exciting poems. This seminar aims to empower you to think about digital poetry through a critical lens and thus does not require any specific coding or computational skills beyond basic computer literacy.

Requirements: The *Studienleistung* will consist of thorough preparation of all reading material for the seminar, immersive participation, completion of one short homework assignment, in addition to writing one 30-minute, formal academic paper (with a thesis!) which will be presented in class. The *Prüfungsleistung* consists of a research paper, the length of which is determined by your module. **As this is a block seminar, attendance in the first session is mandatory. Anyone absent on the first day of class will be dropped from the course.** ***Further, as this course will largely be organized through Agora, you will need to write an email to jolene.mathieson@uni-hamburg.de in order to register for the Agora room right away (but you will also need to sign up via STiNE).***

Texts: Each of you will have to purchase the 'Seminar 53-565' Reader at Cobra Copy Grindelallee 42, 20146 HH) and bring it to every session.