A Brief Overview of Hypertext Literature by Barbara Chin

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What is Hypertext Literature?

- an interactive literature
 - pop-up books
 - The Jolly Postman
- an interactive electronic literature
 - old text-based games
 - video or computer games
- particular and effective use of hypertext*
 - text that "links" in multiple ways to other text
- general non-linearity
 - "Choose Your Own Adventure" novels
- ergodic literature (non-trivial effort to read)

Welcome to Adventure!! Would you like instructions?

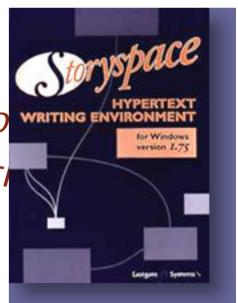
Y

Somewhere nearby is Colossal Cove, where others have found fortunes in treasure and gold, though it is rumored that some who enter are never seen again. Magic is said to work in the cave. I will be your eyes and hands. Direct me with commands of 1 or 2 words. I should warn you that I look at only the first five letters of each word, so you'll have to enter "northeast" as "ne" to distinguish it from "north". (Should you get stuck, type "help" for some general hints.

For information on how to end your adventure, etc., type "info".)

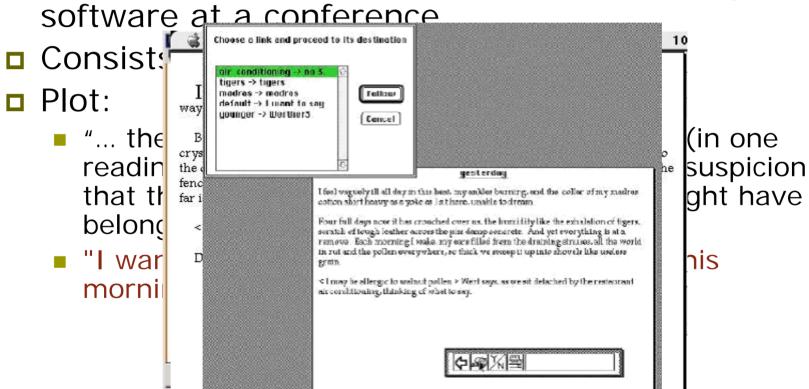
History of Hypertext Literature

- Introduced and popularized around the late 1980s, through mid-1990s
 - pre-dates the World Wide Web
- Published using special software
 - Storyspace (Eastgate Systems)
 - Hypercard
- Michael Joyce, Afternoon, a Sto
- Shelley Jackson, Patchwork Girl



Afternoon, A Story

Created as part of a demonstration of Storyspace software at a conference



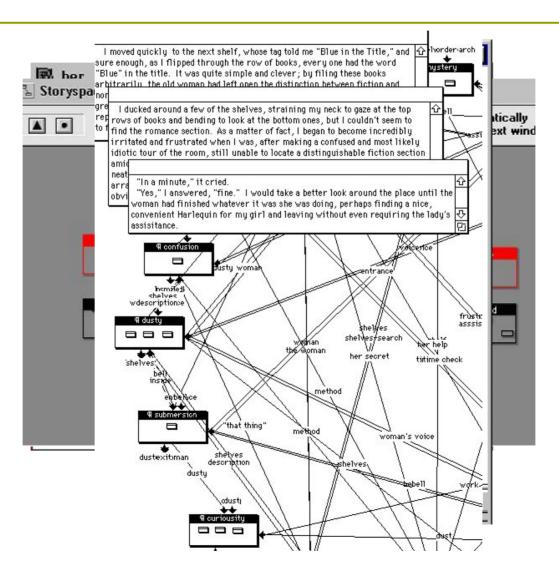
Afternoon, A Story

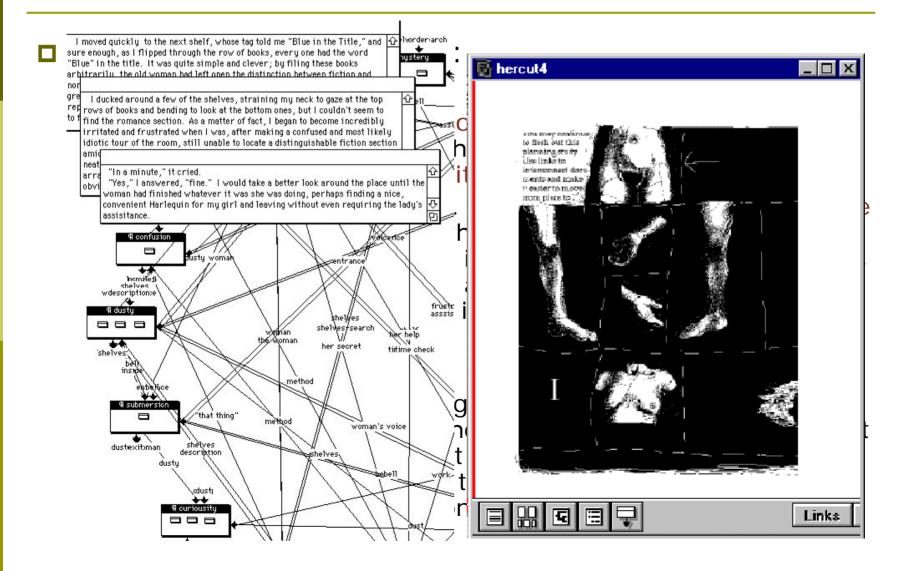
- Some interesting characteristics
 - Changes in narrator, narrative loops
 - Invisible links, difficult to track user interaction
 - Time collapse: reality/memory confusion
 - Emphasis on traditional text, <u>not</u> images
- Critical reception
 - Pro: transcends normal reader experience <u>postmodern</u>
 - Pro: Reveals what the reader "takes for granted" in print
 - Con: limited user <u>access</u> (requires computer)
 - Con: relies on technology that is quickly <u>outmoded</u>

- Sometimes called a "new standard" in hypertext fiction
- □ Consists of 323 lexias, 462 links
- Inspirations
 - Novels
 - The Patchwork Girl of Oz (L. Frank Baum, 1913)
 - Frankenstein (Mary Shelley, 1818)
 - Current literary and cultural criticism
 - "The Cyborg Manifesto," Donna Haraway

□ Plot:

- What did you think it was about?
- Basic premise
 - "...Mary Shelley's second monster, the female companion that Victor Frankenstein began creating but then destroyed, was secretly finished by Mary Shelley herself."
 - "The monster becomes MS's lover, then travels to America, where it goes through interesting adventures until its final dispersal into its component parts in the early 1990s."
- Critical Reception
 - Pro: Emphasis on both image and text, interrelated
 - Pro: powerful meta-commentary on the nature of all hypertext fiction
 - Con: Similar problems to Afternoon, A Story
 - YET this time the "cons" are utilized in the text's meaning





- One more Shelley Jackson quote:
 - On hypertext's difficulty
 - There's no question that hypertext will lose or never acquire those readers for whom a fated slalom toward the finish line is the defining literary experience; hypertext's not built for that. Probably it is because linear text's so well-built for it that it has become the dominant narrative style in the novel.
 But there are other reasons to read.
 - For full text of "Stitch Bitch: The Patchwork Girl," see http://web.mit.edu/comm-forum/papers/jackson.html

- Some issues
 - Collage, links, narrative, and intertextuality
 - Reproduction, (re)birth and creation
 - Destruction, fragmentation, and dissemination
 - Gender and sexuality
 - Bodies and embodiments
 - Female gender, quilting, patchwork
 - Queer sexuality
 - Gender, sexuality and "monstrosity"

Other Hypertext Literature

Online

- "My Boyfriend Came Back from the War"
- Originally created by Olia Lialina in 1996
- http://www.teleportacia.org/war/
- http://myboyfriendcamebackfromth.ewar.ru/