**ELO Repository / Electronic Literature Archives**

**WHO:**

The Electronic Literature Organization (ELO) was founded in 1999 to foster and promote the reading, writing, teaching, and understanding of literature as it develops and persists in a changing digital environment. An international 501c(3) non-profit organization, ELO includes writers, artists, teachers, scholars, and developers from all over the world.

<https://eliterature.org/>

**WHAT:**

The ELO Repository collects works of electronic literature, net art, and other media donated to ELO by artists and organizations, providing access to their metadata and, when possible, the work itself. It currently holds 25 collections and 2,105 works.

<https://hyrax.elo-repository.org/>

**AUDIENCE:**

The ELO Repository is an active scholarly resource, serving scholars and artists from all over the world spanning all continents except Antarctica. While the primary audience is academic, the repository is also a historical resource for students and public interest.

**DESIGN:**

Getty example

<https://www.getty.edu/art/collection/>

> Landing page

* Collections grid, 25 collections
* Search
* About
* News/Updates

> Collection landing page – 25 individual pages for each collection

* Search
* About the collection
* Individual works

> Individual work

* Metadata
* Related information and collections

**TECH:**

The current repository is built on Samvera which runs on Ruby on Rails. Our goal is to build out an environment that can be contained and have more stability, control, and longevity by using HTML, CSS, JavaScript, PHP, MySQL.

The repository must be ADA/a11y compliant.

Search functions must be keyword driven and avoid contextualization.

**DELIVERABLES:**

1. Site architecture / Wireframe built in Adobe XD
2. HTML framework
3. Front-end with 1 complete collection to be used as a template for the other 24

**TIMELINE:**

Introduction 8/26

Wireframe and Development Plan 9/30

HTML framework 11/18

Front-end with 1 complete collection 12/16