Aaron Shannon
James Lesperance
Kylie Sickles
Caitlyn Kruger

From Volume 1:

Larsen's *Carving in Possibilities*

As the reader moves the cursor over the bust, it begins to also be carved. Bringing the reader more involved with the discovery of the subject. It gives the reader the feeling that the words either being said to the sculpture or about the sculpture are intended to be what shapes it.

Another level of involvement between the reader and author is that the reader can 'sculpt' the bust as fast or as slow as they want. If it's done fast, the reader will not be able to read what is being said, only granting instant satisfaction and possibly showing the reader's lack of sensitivity to the 'sculptors' journey. On the other hand, if the reader moves slow enough, they will see every excruciating detail and roadblocks that the artist faced along the way.

From Volume 2:
Entre Villa by J. R. Carpenter

This piece of electronic literature tells the story of a section of city housing, specifically a set of apartments and the alley way that sits next to it, hence the name being roughly Amongst the Villa in Spanish. The user interacts with the story by clicking on windows and doors on the apartment block's front, leading you to more information about what lies in that room. There are also symbols and images around the edge that the user can click on to be led to new pages.

My favorite part of this work is the poem that shows when the user clicks on the dog in the left corner. This poem tells the story of this dog, as he has lived for over eight years in these apartments, and describes how the dog has sniffed up and down the alley way thousands of times. This poem is incredibly charming. It shows how pets can connect a community, bringing people together. It also shows the impossibly endless curiosity that dogs have.

I also found it very neat that one of the windows, when clicked on, leads to a page with a piece of postage on it. When this is clicked on, it opens an emailto: link that allows the user to email the author.

From Volume 3:
Hunt for the Gay Planet by Anna Anthropy

As a queer reader, I found this to be a very humorous and entertaining story. I can see how it is almost like trying to date as a queer person too. You're searching around looking for

someone who is the same as you, yet you keep running into straightness. By having you not see success until the end, you can feel the explorer's frustration as the reader. Even after finding a gay planet, it's not the *right* one. But the bartender at the gay planet did help the explorer find Lesbionica. I think this relates to how the queer community support each other but still have their own differences and experiences.

From Volume 4:

Textual Automata by Joel Swanson.

This is a fascinating work that plays on the ideas presented in John Conway's *Game of LIfe*, where a simple set of rules can produce patterns so complex that they can literally run entire computers. The basic idea is that there is a range of cells, who can either be alive or dead. On each generation, the cells will change from alive to dead or vice versa, depending on the arrangement of its neighboring cells. In *Textual Automata*, a similar concept is in play. But instead of the cells being alive or dead, they are populated with words. If the word has a synonym in thesaurus, the automata will continue to grow.

As the automata plays out, you begin to see clusters of related words that are constantly rebuilding themselves. This gives an interesting effect, but also transforms the meaning of the words, they feel more alive and express the emotion well. It also suggests that word placement is significant, as each word creates a new set of potential paths, and a certain set of rules can lead to drastically complex behavior. In this sense, each word increases the potential hypertextuality of a work exponentially.