

Contents

<i>List of Figures</i>	<i>page</i> vii
<i>List of Contributors</i>	ix
<i>Chronology</i>	x
Introduction <i>Adam Hammond</i>	i
1 Literary Data <i>Yohei Igarashi</i>	12
2 Literary Change <i>Ted Underwood</i>	34
3 The Canon <i>Mark Algee-Hewitt</i>	47
4 Voice and Performance <i>Marit J. MacArthur and Lee M. Miller</i>	66
5 The Archive <i>Katherine Bode</i>	89
6 Editions <i>Claire Battershill, Anna Mukamal, and Helen Southworth</i>	107
7 Materiality <i>Dennis Yi Tenen</i>	125
8 The Literary Marketplace <i>Tully Barnett</i>	137
9 Fanfiction, Digital Platforms, and Social Reading <i>Anna Wilson</i>	154

vi	<i>Contents</i>	
10	Narrative and Interactivity <i>Emily Short</i>	177
11	Generated Literature <i>Nick Montfort and Judy Heflin</i>	194
12	Literary Gaming <i>Timothy Welsh</i>	212
13	The Printed Book in the Digital Age <i>Inge van de Ven</i>	233
14	Literature’s Audiopic Platform <i>Garrett Stewart</i>	250
15	Critique <i>Gabriel Hankins</i>	273
	<i>Index</i>	292