

MIX2 DIGITAL
TEXT ON SCREENS
MAKING. DISCOVERING. TEACHING

BATH SPA UNIVERSITY
CORSHAM COURT CAMPUS 15TH-17TH JULY 2013



Text on Screens; Making/Discovering/Teaching

Bath Spa University, Corsham Court Campus.

After the success of MIX 2012, Bath Spa University is co-hosting a second MIX DIGITAL conference, in partnership with The Writing Platform. The first two days of the conference will mix academic papers with artist presentations; the third day will be a Making Day with a series of hands-on workshops.

At 'Text on Screens: Making, Discovering, Teaching' we will continue the conversation that began at MIX 2012; through a series of high quality papers and presentations of creative works we'll be talking about text on screen in the many forms it takes including fiction, videopoetry, mobile, locative, and site specific works, non-fiction, games, text-based digital art, and other electronic, hybrid forms. We'll discuss classic texts as they are re-imagined for digital platform and we will look at how these works are taught and what they mean for the future of literature.

The Making Day, Wed 17 July, will provide opportunities to attend workshops and introductory sessions run by practitioners, technologists, web designers and digital publishers. Keynotes at MIX will include **Naomi Alderman** on her prize-winning blockbuster independent game *Zombies! Run*, and the Literary Platform's **Sophie Rochester** on the intersection between writing and technology today.

Corsham Court belongs to the Methuen family and is the former home of the Bath Academy of Art. The Academy moved to the Court in 1946 and provided higher education in the subject areas of specialist art and design, teacher training, performing arts and combined arts. The main features of University work at the Centre include:

- A suite of high quality meeting rooms for use by all Schools and Departments.
- Post graduate workshops, studios and seminar rooms providing facilities for the academic Schools.
- Individual study spaces for Masters and PhD research students.
- A support service for the development of funding bids to external agencies.
- Specialist studio accommodation for post graduate students in the Bath School of Art & Design.
- Individual studios and study facilities rented to academic staff at a subsidised rate in support of scholarship and research.
- A gallery and project room bookable by all academic Schools by the day or week in support of undergraduate and postgraduate curriculum activities.

In addition to our accommodation, the formal gardens and grounds are available to University users and guests. They are to be found on the North side of the Court.

MIX2 Digital has been organised by:

Dr Kate Pullinger. Professor of Creative Writing. Bath Spa University.

Kate Pullinger's novel *The Mistress of Nothing* won the Governor General's Literary Award for Fiction in 2009, one of Canada's most prestigious literary prizes. Her prize-winning digital fiction projects *Inanimate Alice* and *Flight Paths* have reached audiences around the world. She is Professor of Creative Writing and Digital Media at Bath Spa University.

Lucy English. Reader in Creative Writing. Bath Spa University.

Lucy English is a novelist and multi-media poet. Her most recent collaborative work, *Flash*, toured the UK in 2010. She organised the 2003 conference in Performance Poetry at Bath Spa University with key speakers Charles Bernstein and Bob Holman. She was co-organiser of the MIX 2012 conference in Digital Writing at Corsham Court with key speakers Tom Konyves, Mark Amerika and Dr. Kate Pullinger. She is a Reader in Creative Writing at Bath Spa University.

Dr Donna Hancox. Leverhulme Trust Fellow. Queensland University of Technology.

Dr Donna Hancox is a lecturer in Creative Writing and Literary Studies from Queensland University of Technology, and is currently at Bath Spa University as a Leverhulme Visiting Fellow. She has been involved in researching community storytelling practices and leading storytelling projects since 2009, and has more recently been researching transmedia activism. She has presented workshops on this subject in India and Australia.

Sarah Tremlett. writer and researcher. Chelsea College of Art.

Sarah Tremlett is a screen-based poet, writer and doctoral researcher at Chelsea College of Art and Design. In conjunction with performance poet Lucy English she co-founded MIX 2012 and is currently organising the Liberated Words Poetry Film Festival at Bristol Poetry Festival as part of National Poetry Day, October 3rd, 2013.

Dr Katharine Reeve. Head of Creative Writing and Publishing. Bath Spa University.

Katharine set up the Publishing degree at Bath Spa and is Course Leader of the BA Publishing route, available to Creative Writing, English Literature, History, and Business undergraduate students. Modules have also been developed for Creative Writing and English students as well as an innovative Digital Natives module which is available as an open module to BSU first years. Previously Editorial Director and Senior Commissioning Editor for History at Oxford University Press, she is now Head of Creative Writing and Publishing at Bath Spa University.

MIX 2 CONFERENCE PROGRAMME TEXT ON SCREENS.

This year we have four main strands to the conference; Text on Screens, Text on Location, Text re-imagined and Pedagogy and we have grouped together papers and presentations in these categories.

Other papers and presentations have been grouped together to reflect shared interests or subject matter.

On Monday these topics will be introduced in a single stream and on Tuesday there are separate streams for you to choose.

MONDAY 15TH JULY_2.00-5.00pm

2pm- 3pm. Registration. tea/coffee in **Barn Foyer**

3-3.30pm introduction and welcome. **Bar**

Time	Barn
3.00-3.45	Introduction. And Key Note TBC .
3.45-5.00 20 mins each	Author, Reader, Text 1.Andy Campbell Text on Screens 2.Lyle Skains 3. Text on location/Pedagogy Brett Stalbaum 4. Text on Screens Jill Abbot

5.00pm tea/coffee cakes **Barn Foyer.**

7.30pm **Dinner at Methuen Arms.** (pre booked only)

Description of Papers and Presentations.

Monday 15th July.

Andy Campbell. Dreaming Methods.

Originally established in 2000 Dreaming Methods has developed into over 30 works of electronic literature. Andy Campbell is currently working in collaboration with other pioneering digital writers such as Kate Pullinger, Christine Wilks, Mez Breeze and David Jhave to create work that pushes the boundaries of what is possible with digital and text based narratives. In this paper he explores how these projects are created and what is the audience for them.

Andy Campbell is a writer and web developer.

Lyle Skains. The Fragmented Digital Gaze.

This paper presents research based in the practise of creating a multimodal project, Faerwhile, which examines the progression of narrative perspective from mimetic to unnatural, analysing the various narrative perspectives.

Lyle Skains is a lecturer in Writing in the School of Creative Studies and Media, Bangor University. His main area of research is Creative Writing and Digital Media exploring multimodal creativity.

Brett Stalbaum. The HiperGeo.

The HiperGeo is a GPS guided walking tour. It allows anyone to create and publish other HiperGeos for audiences to discover and follow with their feet. The basic ingredients are images, audio files and videos that are situated in a particular location by the author. This paper examines how this app can be used by a new media teacher to extend lesson plans and to create mediated walking tours.

Brett Stalbaum is from the Department of Visual Arts, University of California in San Diego.

Jill Abbott. Creating, Curating and Publishing using Apple I Books.

In February 2013 Jillian Abbott published an iBook entitled Air Quality. In this presentation she explores her journey into digital and the complex collaborative process needed to bring her project to fruition. 'Experts' appeared from nowhere and then disappeared back into the ether. She would like to share the highs, lows and how to of creating such a beast.

Jill Abbott is Adjunct Lecturer in English at Queensborough Community College, City University of New York. She is also a Grant Administrator and researcher with the Research Foundation of CUNY.

TUESDAY 16TH JULY 9.00-5.00PM

9.00-9.30 Registration. tea/coffee Barn Foyer

Time	Barn	HCI room	Conference Room	Upstairs at Stable
9.30-10.30	Pedagogy 1. Ann McBee 20 mins 2. Jill Abbott And Dr Byas. 40 mins	Talk. Make. Do. This room is available for you to have an open discussion.	Text re- imagined 1. David Hucklesby 30mins 2. Sarah Tremlett 30 mins	Talk. Make. Do. This room is available for you to have an open discussion.
10.30-11.15	Pedagogy 30mins 3. Teri Holbrook		Text re- imagined 30 mins 3. Bella Kerr and Tim Stokes	

11.15-11.45 **tea/coffee cakes. Barn Foyer**

11.45-12.45 30 mins each	Pedagogy 1. Helen Klaebe 2. Richard White	Text on location 1. Alice Kavournas 2. Lee McGowan	Text on Screens 1. Lance Dann 2. Gerry Smith
---------------------------------	---	---	---

1-2.30 PM **lunch in Methuen Arms.**

2.30-3.00	Keynote 1. Sophie Rochester
3.00-3.20	Discussion

3.20-3.45pm **tea/coffee cakes Barn Foyer.**

3.45-4.45pm	Barn	HCI room	Conference Room		
	Text on Screens	Author, reader, text.	Collaborative Projects		
	30 mins each.	20 mins each	20 mins each		
	1 Tom Abba	1. Csilly Toldy	1..Lisa Gee.		
	2.David Jackson	2Emma Pooka	2Jeffry Boehm		
		3 Amy Spencer	3. Stephen Gregg		

6-7pm Town Hall, Corsham.

Introduction by Dr Christine Slade Vice Chancellor of Bath Spa University.

Naomi Alderman on the acclaimed *Zombies Run!*

Naomi's prize winning short fiction has appeared in Prospect, on BBC Radio 4 and in a number of anthologies. In 2009 she was shortlisted for the BBC National Short Story Award.

From 2004-7 Naomi was lead writer on the BAFTA shortlisted alternative reality game Perplex City. She was written online games for Penguin, the BBC and other clients. In 2011 she wrote the Doctor Who tie-in novel *Borrowed Time*. In 2012 she co-created the top selling fitness game and audio adventure *Zombies, Run!*

In 2013 she was listed as one of Granta's New Young Writers.

Description of Papers and Presentations.

Tuesday 16th July Morning.

Ann McBee. Social Media and the Creative Writing Journal.

This paper explores an experiment in using social media as an outlet for creative work. Students were assigned a web journal meant to characterize their creative work and to create their identities as writers and poets. They were encouraged to use images, audio recordings, and videos.

Ann McBee is a teacher of creative writing

Jill Abbott and Dr Byas. Assessing Student Digital Writing

If students can incorporate multimedia into their work how can we assess this? What level of importance does technical competence and chosen medium take in assessing these student artifacts? If a three and a half minute video replaces a three page essay how do we know that our students have understood the assignment. This presentation explores the issues arising from assessing new digital writing.

Jill Abbott is Adjunct lecturer at CUNY. Dr Trikartikaningsih Byas is Associate Professor at Queensborough Community College, CUNY. Her research includes e-learning and reflective practice. She also teaches in the Graduate English programme of Hamka University in Jakarta, Indonesia.

David Hucklesby. Digital Adaptation and the book in a box.

This paper examines Marc Saporta's *Composition No1*, a novel published in 1962 as a box of loose papers to be read in a random order. By drawing contrasts between the print editions of this text and the interactive app developed for the iPad it will demonstrate questions of media specificity which arise out of the digitisation process. This paper also examines other 'books in boxes' and expands on the difficulties of developing a hypothetical digitisation.

David Hucklesby is a PhD candidate based in the Centre for Textual Studies at De Montfort University. His research compares innovative works of print literature of the Twentieth and Twenty-first Centuries, and identifies the ways in which such works reflect and react to the technology of other narrative media. Key areas of interest include the '*New Fiction*'/'*Writers Reading*' group of the late 1960s, considering authors such as B.S. Johnson, Ann Quin and Giles Gordon, and contemporary authors such as Mark Z. Danielewski, Jonathan Safran Foer and Steven Hall

Sarah Tremlett. Patterned Utterance. Voice as writing in Image.

The artist's video poem 'Patterned Utterance' will be examined as an example of a cross coded artwork between voice, image, and material entity. Sarah Tremlett explores how her work uses vocal intervention and methods of monitoring or 'reading' matter. She has used subverted vocal vibrations given from a highly sensitive scanning probe.

Sarah Tremlett is a PhD student at the Chelsea School of Art. She is currently organising 'Liberated Words' a poetry film festival in Bristol in October 2013

Bella Kerr and Tim Stokes. Re-Forming the Book

This paper examines how a passage from the novel *The Professor's House* by Willa Cather was digitally manipulated to create a short animated sequence. This idea of playing with the book form led to a new visual adaptation of the novel, one that deals with ideas of story, imagined story and the book itself. This paper examines the relationship between texts and space with reference to notions of post-modern appropriation.

Bella Kerr and Tim Stokes are from the Metropolitan University in Swansea.

Dr. Teri Holbrook. and Dr Melanie Hundley. Tricks of the Trade. Instructional moves to Help future Teachers Become Digital Creatives.

When asked to work in multi-modal digital environments future teachers often find that the expressive techniques they developed as print writers are not readily transferred to texts on screens. This paper presents a strategy to support future teachers to become digital composers and to challenge their scepticism. Two teacher educators reveal how they have encouraged their students to notice and use rhetorical strategies similar to those used by digital writers and artists and to re-imagine themselves as digital creatives.

Dr Teri Holbrook is a lecturer from Georgia State University, Atlanta and Dr Melanie Hundley is a lecturer from Vanderbilt University, Nashville.

Dr Helen Klæbe. Everything old is New Again. Using oral history methodology to teach transmedia storytelling.

In 2010 Queensland University of Technology department of Creative Industries introduced a postgraduate unit called Transmedia Storytelling. From Interviewing to Multi-Platforms. This was the first of its kind in Australia. It introduced students to the theory and practice of semi-structured interviewing techniques, oral history conventions and the art of storytelling across various platforms. In this presentation Dr Helen Klæbe gives us an overview of this unit and its achievements.

Dr Helen Klæbe is Assistant Dean in Research Communications and External Relations at QUT

Richard White. The Ridgeway Project.

The Ridgeway project delivered an installation, a website and an app and was an example of locative media using mobile technology. The work is still live and generating images which are currently being presented at the installation on a large monitor alongside a set of traditionally printed photographs by Fay Godwin. Richard discusses how schools used this project and how it raised questions about narrative and performance.

Richard White is a lecturer in Media Practice at Bath Spa University.

Alice Kavounas. Words In Air. A Poetry-in-place App.

Words in Air is a virtual map of inspiration across Britain which can be explored by the armchair traveller. The project is curating a digital archive of 300 poems by leading contemporary and classic poets. It includes work by Fleur Adcock, George Szirtes, Helen Dunmore, Keats and Edward Thomas. The App also enables the reader to experience the poem in the place which inspired it. Alice traces the development and success of this project.

Alice Kavounas is a poet and author of *Ornament of Asia* (Shearsman),. She was born in Manhattan to Greek parents."Contemporary poetry, in Kavounas's version of it, does not offer a refuge from historical brutalities, but demands a close engagement with questions of exile, identity and heritage." (TLS) Her work explores the relationship between place and memory.

Lee McGowan. Not just a Spectator Sport. The Brisbane Roars transmedia project.

The Brisbane Roar is one of Australia's most successful professional football teams and this project explores alternatives to creating a lengthy linear narrative of its history. The Brisbane Roar Project will begin construction on a non-fiction transmedia narrative that enables community members to co-create and shape the development of their club's story. The project will bring together game footage, interviews, stories and anecdotes to articulate the club's history. This presentation explores the most common approaches to football club histories and offers a brief survey of relevant non fiction transmedia projects.

Lee McGowan is a lecturer from the Queensland University of Technology.

Lance Dann. The search for form and Structure in collaborative online storytelling.

Sites such as Exquisite Forest, Zopler and Noviet offer an environment where writers may meet as equals and imaginative possibilities are unlimited. There are vast and highly active networks of fan fiction writers which can be conceived as a form of communal storytelling where narrative is fashioned and played out in real time. This paper will use examples from online writing and games communities as well as the activities of the internet 'hactivist' body. Lance will discuss his own experiences running a recent phase of the creative research project, *The Flickerman*, which, when it was broadcast on ABC Australia invited the audience to contribute.

Lance Dann is a Brighton based writer and academic.

Gerry Smith. The Northern Venetians Project

The Northern Venetians project is an exercise in collaborative electronic literature. Its participants are artists and writers from, or living in, those places which have shared the title of 'The Venice of the North'. The project will create a composite city constructed around the memories and experiences of the inhabitants of those cities.

The city will be depicted through a series of short-form prose pieces. These will depict real events and situations which say something about their writers' own Venice of the North. Gathered together, these pieces will give us a sense of the place – of what the city means for its inhabitants. This presentation will also examine Georges Perec's endotics as an approach to quotidian studies. It will present Northern Venetians as such, a site in endotics, and it will address the mechanics of the project, the gathering together of its participants, its technical requirements – and its implications for similar participatory projects.

Gerry Smith is a text-based artist. A PhD student at Edinburgh College of Art, his work examines the potential use of participatory artworks within an endotic research process. During his MFA (Intermedia) at the ECA, his exploration of reductive forms resulted in the development of his own punctuation poetry.

Tuesday 16th July Afternoon.

Dr. Tom Abba. Transposing Writing or What does Digital have to do with Books anyway?

This presentation summarizes a project funded through the AHRC's REACT Digital Economy Hub, based in Bristol. The fundholders, Dr Tom Abba and Duncan Speakman of Circumstance began with the proposition that the majority of effort toward the 'future of the book' has been devoted to forcing books into digital platforms rather than considering the formal properties of the digital medium itself. Little attention has been paid to what tablets, for example offer as storytelling platforms. The project worked with Neil Gaiman and Nick Harkaway to design and seed content, *The History of the Now* a semi-fictional portrait of our world embedded into the fabric of the city.

Dr Tom Abba is Senior Lecturer in Media at the University of the West of England.

David Jackson. Designing Games for Collaborative Storytelling.

Games that motivate players to write collaborative fiction has specific design requirements and create fictional works with particular characteristics. These can be seen as a new form of storytelling. This presentation explores developmental findings of game fiction experiments through a platform called Storyjacker (storyjacke.net) An investigation of Storyjacker will seek to illustrate a link between particular game design features and their effectiveness in producing collaborative fiction. The outcome of this project will be a refined set of design principles relevant to digital collaborative story writing.

David Jackson is a PhD student at Manchester Metropolitan University.

Csilla Toldy Metaphors in Video Poetry

The term 'poetry film' originated in the nineteen eighties when experimental film makers started to 'create a work in which all parts (visual imagery, sound, text) function to create a filmic-poetic form in which each element subsumes into a larger organic unity' (MacDonald). This paper examines the interaction of moving image, sound and text in the creation of metaphor in video poetry. She will analyse a poem by Paul Muldoon *Quoof* to discuss the possible problems that could be encountered when transferring the text onto screen and to explore the many layers of a poem.

Csilla Toldy has an MA in script writing. She is a writer/film maker and lecturer at the Open University and Queens University.

Emma Pooka Bad Influences. A work a Creative Digital Writing.

In this presentation Emma Pooka examines narrative time and poetics of blog fiction. Her current project *Bad Influences* is a blog narrative containing four characters and four fictional blogs telling the story of a global flu epidemic. She will investigate through practice and reader/participant feedback the nature of the posting process and the value of the interaction

Emma Pooka is a PhD student at Edge Hill University, Liverpool.

Dr. Amy Spencer. Read. Write. Collaborate. The Collaborative Spaces of Networked Books.

This paper examines the interaction between author, reader and text in *The Golden Notebook Project*. This was developed by the Institute for the Future of The Book who commissioned seven readers to contribute their readings in the margins of a digital version of the novel. The thresholds, boundaries, freedoms and restrictions of both the author and reader are explored.

Dr Amy Spencer is a writer based in Bristol. She has a PhD from Goldsmiths where her research focused on collaborative authorship in digital writing. She is the author of *DIY. The Rise of Lo-Fi Culture* (2005) and *The Crafter Culture Handbook* (2007)

Lisa Gee. Hayley World. Interactive Digital Biography in Progress.

This interactive digital biography grew from a desire to write the biography of the eighteenth century .author and social history influencer, William Hayley. A networked narration seemed a better option than a linear narrative. Lisa Gee is working with Michael Kowalski and his colleagues at Contentment and with her publisher at Unbound to realise this project.

Lisa Gee is an author and a judge for the 2012 New Media Writing Prize. She reviews books for the Independent.

Dr. Jeffry Boehm. Digital Interaction and the Traditional Performer.

With the advent of new technologies composers, choreographers and visual artists are beginning to explore non-traditional ways of creating. Audiences are becoming better prepared to accept immersive ways of experiencing performance. In this presentation Jeffry presents ways in which modern classical musicians can adapt to technology and interact with digital media in performance practice. He wil explore the work of Ableton Livel as the vehicle for interaction.

Dr Jeffry Boehm is a learning technologist in the School of Music and Performing Arts at Bath Spa University.

Stephen Gregg. Digital Editing and Transforming a Text.

This paper will reflect upon a project undertaken on the English degree undergraduate dissertation module, which involved building an online edition of a text by Daniel Defoe. It was an experiment for the lecturer in teaching Digital Humanities and also an exploration of the practical applications of technology. The project itself involved practical questions of digital editing and how an eighteenth century text might be transformed to be published on screen. This is an overview of the successes and challenges of this project.

Dr Stephen Gregg is a senior Lecturer in English at Bath Spa University.

MAKING DAY. WEDNESDAY 17TH JULY

A day of experimentation, collaboration and play for writers looking to learn new skills and develop their creative practice.

The MIX Making Day consists of showcases and hands on experimentation for writers, artists and academics interested in learning new skills to help the extend their creative practice. The key themes of the day are: tackling the creative process, collaborating with other creators and writing for new platforms and audiences.

Workshops are designed and led by writers, technologists and other practitioners whose work blends storytelling, creativity and digital technologies. By the end of the day participants will have created something new and be inspired to explore new creative opportunities.

The MIX Making Day is brought to you by Bath Spa University and [The Writing Platform](#) as part of the MIX Conference 15-17 July, 2013.

Programme

10:00am: **The Barn.** Welcome from **Kate Pullinger**, Writer and Professor of Creative Writing and Digital Media, Bath Spa University

10:15am: Key note by **Naomi Alderman**, Writer and Professor of Creative Writing at Bath Spa University

11:00am: An introduction to The Writing Platform and TWP bursary project showcases, hosted by **Joanna Ellis**, Associate Director, The Literary Platform.

The Fabler App: Bursary recipients, **James Wheale** and **Ben Gwalchmai**, showcase a prototype of their app which reveals story through gesture.

Creating with strangers: Bursary recipients, **Caden Lovelace** and **Laura Grace**, discuss their approach to working together.

11:45am: **Break Barn Foyer.**

12:00am: Workshop

13:00 LUNCH **Barn Foyer**

14:00pm: Workshop continued

16:30pm: Quick fire feedback from workshop groups

Workshops

Making Day attendees are invited to take part in one of the seven workshops on offer. There is a maximum of 15 places on each workshop and places will be allocated on the day on a first come first serve basis. Please come along early to avoid disappointment

Time	Barn	HCI	Conference room	Image manipulation	Image capture	Upstairs at Stable	Library
12.00-13.00	Workshop	Workshop	Workshop	Workshop	Workshop	Workshop	

13.00-14.00 **Lunch. Barn Foyer.**

Workshops session 2

14.00-16.30							
-------------	--	--	--	--	--	--	--

16.30. All groups assemble in the Barn for Quick Fire feedback

17.00 Barn. Final Words. End of conference

17.30.. Tea, Coffee, Cakes. Barn Foyer

Description of Workshops

Workshops

Making Day attendees are invited to take part in one of the seven workshops on offer. There is a maximum of 15 places on each workshop and places will be allocated on the day on a first come first serve basis. Please come along early to avoid disappointment.

Workshop 1: Improv Writing with David Varela, writer

Writing an interactive story means anticipating what your audience is going to do next – and being able to quickly ad lib when they do the unexpected. This workshop will help you exercise those improvisational muscles, making sure your interactive work is truly responsive.

David Varela is a writer and producer with experience in a huge range of media. He has written for film, theatre, radio and games, working on some of the world's most exciting transmedia projects along the way. These include *Perplex City* (for Mind Candy), *Lewis Hamilton: Secret Life* (for Reebok) and *Xi* (for Sony PlayStation). He was also script consultant on the apocalyptic fitness game *Zombies, Run!*

His most recent production was *The Seed*, a transmedia adventure combining four plays, a treasure hunt and an online story, as part of the London 2012 Cultural Olympiad. With Naomi Alderman, he teaches Arvon's residential 'Writing for Games' course.

<http://davidvarela.wordpress.com/>

Workshop 2: The Object of the Story with Lucy and Barney Heywood, Stand and Stare Collective

Objects often spark stories or memories, from the jewelry we wear to the ornaments in our homes. If you are a writer and would like to explore how digital technology is offering new platforms for telling stories, join us for this fascinating workshop. Led by artists, Lucy and Barney Heywood from Stand + Stare Collective, you will write, record and edit a short story. Using RFID technology (found in libraries and Oyster cards), you will attach your story to an object to create a unique audio experience by the end of the day.

Lucy and Barney will draw on their broad experience of writing and producing audio and video experiences. As Co-artistic Directors of Stand + Stare, their current clients and collaborators include the Royal Shakespeare Company, MOSI (Museum of Science and Industry) in Manchester, and Birmingham REP to name a few.

<http://www.standandstare.com/>

Workshop 3: Making Things Fast: How to Stay Motivated and Creative with Leila Johnston, writer, journalist and maker

This workshop will cover how to practice *making* regularly, deliberately doing things out of strong personal interests and enthusiasms rather than a commercial brief, as a sort of creative rehearsal. Using limited resources the group will create mini-projects that correspond to things they don't feel they know how to do, but to which they can bring their personal skills and passions to. These mini-projects might include: writing a song, improvising a puppet show, creating something interesting and subversive with a craft kit or a simple electronics kit, or using new live editing platform, Poetica.

Leila Johnston is Managing Editor of The Literary Platform's magazine site. She is a writer, maker and broadcaster based in Sheffield. She is the co-creator of popular geek comedy podcast Shift Run Stop, was a columnist for the BBC Comedy website, and regularly writes for WIRED UK and other publications. She is the creator of the newspaper 'Hackers!' for 'makers, players and explorers' and the author of two humour books including an interactive gamebook. Leila now speaks and writes regularly on everything from the culture of technology to creativity and science fiction.

Her choose-your-own-adventure book and iPhone app [Enemy of Chaos](#) was featured in WIRED UK in 2009, and her humour book [How to Worry Friends and Inconvenience People](#) was adapted for interactive animations by BBC Comedy in 2010. <http://finalbullet.com/>

Workshop 4: Transmedia Activism with Donna Hancox, Leverhulme Visiting Fellow, Bath Spa University

The conventions of transmedia storytelling are predominantly deployed in the area of film and television; and particularly big budget and mainstream projects. However, there is increasing interest by community and activist organisations in how they can exploit the apparent strengths of stories told across multiple media platforms to raise awareness or challenge dominant perspectives about social issues. This workshop will introduce participants to the features of this dynamic and emerging field of storytelling, and provide some innovative examples of transmedia storytelling projects. During the workshop we will guide participants as they create a plan for a project of their own and share those ideas with the group for feedback. This is a great opportunity for anyone interested in exploring new ways of telling stories and engaging audiences.

Dr Donna Hancox is a lecturer in Creative Writing and Literary Studies from Queensland University of Technology, and is currently at Bath Spa University as a Leverhulme Visiting Fellow. She has been involved in researching community storytelling practices and leading storytelling projects since 2009, and has more recently been researching transmedia activism. She has presented workshops on this subject in India and Australia.

Workshop 5: Exploring branching narrative using inklewriter with Jon Ingold

As we move to consuming fiction on devices, readers have new opportunities to invest in the narratives they encounter. In this workshop, learn how to use inklewriter to make stories that readers explore and shape, but that still surprise and delight.

inkle are the creative software company behind Dave Morris' *Frankenstein* app that recreated Mary Shelley's classic as a dialogue with the reader, and the interactive fantasy adventure story, Sorcery!

www.inklestudios.com/inklewriter

Workshop 6: Telling Stories to Our Computers. Paul Rissen

However much we like to think of computers as being fiendishly clever, the truth is that they're actually pretty thick. Life as a computer can be quite dull - all you can see is an endless stream of bits, bytes and text go past, which the humans seem delighted by.

No wonder, therefore, that we get frustrated with our machines from time to time - something which appears basic to us, they just don't understand. In this workshop, we'll explore a method for bringing the joys of storytelling to computers - helping the machines to understand the delights and drama of the narratives we construct.

This workshop will explore how the structures and narrative devices we're familiar with might translate into the world of the Web, and how this can support new ways of crafting and experiencing stories for ourselves. As well as a closer look at some of the theory, participants will have a chance to try their hand at translating stories for machines using RDF and SPARQL.

Paul Rissen is a Senior Information Architect in BBC Future Media, having served his apprenticeship working on BBC iPlayer in the year up to launch. Since then, he's worked on the BBC's /programmes platform, across BBC Knowledge & Learning, and News, and, from 2008 onwards, has been investigating the interplay between Linked Data, the Semantic Web, and storytelling.

Paul is a keen advocate of Domain Driven Design, having taught the process to design trainees and MSc students at City University and has written about it for several publications. He was a co-producer on the R&D Mythology Engine and Storybox prototypes.

<http://www.r4isstatic.com/about>

Workshop 7: Ekphrastic E-Poetry Exercises with Sarah Tremlett and guest

Bath Spa University has an exciting art collection on display at Corsham Court. Following a quick tour you will select one artwork to provide a brief and instinctive written response (which can also include photographing or using drawings to capture the subject). These will be used to create experimental e-poetry sketches, interpreting the original artworks in new ways, and using edited sound and visuals to produce short, response-based, playful e-poetry exercises. The aim is to facilitate a liberated approach which attendees can then bring to their own practice.

Sarah Tremlett is a screen-based poet, writer and doctoral researcher at Chelsea College of Art and Design. In conjunction with performance poet Lucy English she co-founded MIX 2012 and is currently organising the Liberated Words Poetry Film Festival at Bristol Poetry Festival as part of National Poetry Day, October 3rd, 2013