

## THURSDAY, OCTOBER 4

**09.00-18.00 Registration at Instituto Franklin - UAH**

**09.00-10.30 Panel Sessions. Session 1**

A. Digitalization and Preservation of Literature (Room: A. Carpentier)

i. Flores, Leonardo (University of Puerto Rico: Mayagüez). "E-Publishing 2.0: Re imagining the Publication and Preservation of Electronic Literature"

ii. Tosca, Susana (University of Copenhagen) "Down With the Ivory Tower: New Communities of Readers and Authors Online"

*Moderator: Maya Zalbidea Paniagua*

B. E-poetry and social movements (Room: L. Rosales)

i. Renjel, Daniela (Universidad Católica de Chile) "La noción/nación de Anuar Elías: ¿(Des)Instalando un lenguaje nacional?"

ii. Dye, Carla (The University of Texas, Arlington). "Occupy to Identify"

iii. Martín González, Matilde (Universidad de La Laguna, Tenerife) "Editing Experimental Poetry Digitally: The Case of Dusie.org"

*Moderator: Hasnaa El Hannach*

**10.30-11.00 Coffee Break**

**11.00-12.30 Panel Sessions. Session 2**

A. Editing and Archiving Electronic Literature (Room: A. Carpentier)

i. Brito, Manuel (University of La Laguna) "Editing E-Repositories of American Innovative Poetry: Forging a New Space for Reflection"

ii. Zimmermann, Heiko (University of Trier). "Performance and Social Interaction: New Challenges for the Archiving of Digital Writing"

iii. Pablo-Núñez, Luis (Universidad Complutense de Madrid). "Enlazar y archivar la literatura digital: las características de recuperabilidad de información en los repositorios de literatura electrónica"

*Moderator: Michael J. Maguire*

B. Close readings of Electronic Literature in the US and Europe (Room: L. Rosales)

i. Van Dijk, Yra (University of Amsterdam). "Picking up the Pieces: History and Memory in Three Works of European Digital Literature"

ii. Bernstein, Mark (Eastgate Systems, Inc). "Revisiting Classic Hypertext Fictions"

*Moderator: Maya Zalbidea Paniagua*

**12.30- 13.00 Opening of Conference and Welcome (L. Rosales)**

**13.00-14.00 Plenary Lecture: John Cayley (Brown University) (Room: L.Rosales)**

**16.00-17.30 Panel Sessions. Session 3**

A. Gender and (Cyborg) Identity (Room: Cervantes)

- i. Saponjic Jovanovic, Evelina (Universidad Complutense de Madrid). " 'Golpe de gracia' and 'This is how you will die'-digital storytelling and its convergence with micronarratives and videogames
- ii. Vázquez Amer, Magdalena (Universitat de les Illes Balears) "Author Rebooted. J.K. Rowling's Interactive Platforms as a means to Reinvent her Genre for Cyber Readers"

*Moderator: Esther Claudio*

B. Gender and Dramatical/Performative Constructions in Videogames (Room:Gerardo Diego)

- i. García Martín, Ruth (Universidad de Castilla-la Mancha). "Resistencias y subversiones a la heteronormatividad androcéntrica a través de los videojuegos"
- ii. Cole, Sara (University of Maryland). "Interactive Digital Play as Identity: Gender Construction through Talk about Video Games"

*Moderator: Giovanna di Rosario*

**17.30-18.30 Alcalá de Henares Guided Tour.**

**FRIDAY, OCTOBER 5**

**09:00-18:00 Registration at Instituto Franklin - UAH**

**9.00-10.30 Panel Sessions. Session 2**

A. Innovative Theoretical Approaches of Interactive Aesthetics (Room: Luis Rosales)

- i. Maguire, Michael J. (University College Dublin) "Eating the Pudding. A Personal theory of Electronic Literature"
- ii. Mencía, María (Kingston University, London) "Transient Self-Portrait"
- iii. Megías, José Manuel Lucía (Universidad Complutense de Madrid) "Elogio del texto digital: hacia la segunda textualidad"

*Moderator: Maya Zalbidea Paniagua*

B. Teaching Electronic Literature and Renewing the Educational Curricula (Room: Cervantes)

- i. Perea Villena, María Jesús, García Pérez, Juan Félix, Moreno García, María Dolores. "Contemporary Literature Revisited, Intertextualities, Hyperlinks and its Didactics Applications"
- ii. De Vivo, Fabio (University of Macerata) "eLiterature formalization and pedagogical implications" (via Skype)
- iii. Plaza, Noelia (University of Extremadura). "Literatura y Web 2.0 en la clase de ESL en Bachillerato: una propuesta didáctica"

*Moderator: María Jesús Perea Villena*

C. Textualities and E-Readers in the Digital Age (Room: J. Guillén)

- i. Alaya Mallagray, Elisa (Universidad Complutense de Madrid) "'As Long as you Don't Choose, Everything Remains Possible': Jaco Van Dormael's Mr. Nobody. Hypertext and nuclear structures."
- ii. Zanón, Esther (Universidad Complutense de Madrid) "J.R.R. Martin y la interrelación autor-lector en la web 2.0."
- iii. Nicolaescu, Mădălina and Mihai, Adriana (University of Bucharest). "Formatting Shakespeare for the Digital Age"

*Moderator: María Begoña Díez Sanz*

### **10.30-11.00 Coffee Break**

#### **11.00-12.30 Panel Sessions. Session 3**

A. Feminist Theories, Body and Gender in Cyberspace (Room: J. Guillén)

- i. Sotelo, Xiana (Universidad Francisco de Vitoria/Universidad Complutense de Madrid). "Power Puff- Intersectional Users: Empowerment in Disrupting Identities and Deconstructing Social and Cultural Hierarchies"
- ii. Zalbidea Paniagua, Maya (Universidad La Salle). "Body and (Cyber)Space in Electronic Literature"
- iii. Aslan, Adile (Universidad Complutense de Madrid). "Can Psychoanalysis and Feminism Act with Solidarity for Woman Condition in This World?"

*Moderator: Xiana Sotelo*

B. Gender and Sexuality (Room: R. Alberti)

- i. Baelo-Allué, Sonia (Universidad de Zaragoza) "Electronic Literature and the Emergence of "Mommy Porn": The Case of Fifty Shades of Grey"
- ii. Revelles Benavente, Beatriz (Universitat Oberta de Catalunya). "Re(con)figuring "Gender" as a Relational and Dynamic Concept: Discussing Toni Morrison's work in Facebook"

*Moderator: Sara Cole*

**13.00-14.00 Plenary Lecture: María Goicoechea " 'Icy You...Jouicy Me': Some Tendencies Regarding Authorial Identity on the Web" (Universidad Complutense de Madrid) (Room: Luis Rosales)**

#### **16.00-17.30 Panel Sessions. Session 4**

A. Comparative Literature and Cultural Semiotics (Room: G. Diego)

- i. Muñoz Sánchez, Tania (Universidad Complutense de Madrid) "Deep Surface in Terms of Interaction Connectivity and Multimodality"
- ii. Abril Hernández, Ana (Universidad Complutense de Madrid). "Inanimate Alice: A Semiotic Analysis Focusing on Interpersonal Intercultural Engagement"
- iii. Hasnaa El Hannach (Universidad Complutense de Madrid) "Intersubjective Experiences in Susan Gibb's Blueberries and Gilman's Yellow Wallpaper"

*Moderator: Ana Abril Hernández*

B. Multimedia Technologies, Appliances and Semiotics in Electronic Literature (Room: Luis Rosales)

- i. Marino, Mark (University of Southern California) "Reading the Desert Code of The Transborder Immigrant Tool" (via Skype)
- ii. Gervás, Pablo (Universidad Complutense de Madrid) "Computer poets and computer storyteller: form and content in automated generation of literary text"
- iii. López-Varela, Asunción (Universidad Complutense de Madrid) "Navigating Electronic Literature: Perceptual and Reading Process in Stuart Mouthrop's Deep Surface."

*Moderator: Asunción López-Varela*

**17.30-19.00 Panel Sessions. Session 5**

A. Experimental Digital Poetry (Room: J. Guillén)

- i. Abdali, Ali (Islamic Azad University of Ilam). "Electronic Poetry and Signifiers Game in Artificial Intelligence" (via Skype)
- ii. Correa Díaz, Luís (University of Georgia) "La poesía cibernética latinoamericana todavía in print... (desde los 50/60 hasta principios del 2000)"
- iii. García Tartera, Francisco (Universidad Camilo José Cela). "La competencia digital vista por los estudiantes universitarios"

*Moderator: Francisco J. García Tartera*

B. Electronic Poetry (Room: R. Alberti)

- i. Di Rosario, Giovanna (Hermeneia/Universitat de Barcelona). "Electronic Poetry: What Has It Become?"
- ii. Doménech, Oreto (University of Barcelona). "V Universe: poesía, intertextualidad y género"

*Moderator: Maya Zalbidea Paniagua*

C. Interactivity, Videogames and Webcomics (Room: Cervantes)

- i. Rosendo, Nieves (Universidad de Granada). "El lugar de la narrativa en los videojuegos: libros de maravillas y mapas del tesoro"
- ii. Fuster Burguera, Javier (Universitat de les Illes Balears). "The Interactive Reader: Dystopic Immersion in Grand Theft Auto".
- iii. Díez Sanz, María Begoña (Universidad de Santiago de Compostela). "La dialéctica entre personaje y usuario como desafío tensional de una interfaz teatral en los videojuegos"

*Moderator: Tania Muñoz Sánchez*

**21.00 Closing dinner at El Parador**

PROVISIONAL