Mem-Eraze, a netprov

FULL TITLE TEXT

Mem-Eraze

Rebuilding our lost past one pic at a time

Mem-Eraze is a support group for those who lost their online social scrapbooks in the Mem-or-Eaze Inc. server fire and bankruptcy

CREDITS

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Mark C. Marino holds an MFA from Notre Dame and a Ph.D. from UC Riverside, where he focused on chatbots, electronic literature, games, and other new media. His works include "Marginalia in the Library of Babel" and "Stravinsky's Muse" He is the founder and editor of Bunk Magazine. He currently teaches writing at the University of Southern California. His recent work "a show of hands" is an adaptive hypertext novella. He is the Director of Communication of the Electronic Literature Organization. (portfolio here: http://www-rcf.usc.edu/~mcmarino/) His recent scholarship has launched and developed the explication of computer source code in the area he calls Critical Code Studies. When he is not masquerading as Spencer Pratt or Heidi Montag on social media, Mark writes netprov and makes homemade pasta sauce in Los Angeles.

Rob Wittig plays at the crossroads of literature, graphic design and digital culture. http://robwit.net A Silicon Valley native, he co-founded the legendary IN.S.OMNIA electronic bulletin board with the Surrealist-style literary and art group Invisible Seattle — a ground-breaking online art project of the digital age. On the basis of this work, Rob received a Fulbright grant to study the writing and graphic design of electronic literature with French philosopher Jacques Derrida in Paris. Rob's book on that work, "Invisible Rendezvous," was published Wesleyan University Press. He then embarked on a series of illustrated and designed digital fictions, including "Blue Company" a subscription novel in e-mail, "Friday's Big Meeting" a fictional chatroom with emotive photo-avatars, and "El Dorado," a horizontally scrolling travelogue (as part of an international collaboration with writers from Hamburg. Germany). Alongside his creative projects, Rob has worked in major publishing and graphic design firms in Chicago, rising to positions of creative direction and leadership of R&D teams. Rob's web fiction "Fall of the Site of Marsha" was among the first works of electronic literature to be archived in the Library of Congress. In 2011 Rob earned an MA in Digital

Culture (equivalent to a US MFA) at the University of Bergen, Norway, completing two major electronic literature projects: "Chicago Soul Exchange" and "Grace, Wit & Charm.". He is currently developing high-design, collaborative fiction in a form called netprov, networked improv narrative. Rob is Assistant professor in the Art & Design and Writing Studies departments of the University of Minnesota Duluth.

What is Netprov?

Netprov is networked improv narrative.

Netprov creates stories that are networked, collaborative and improvised in real time.

Netprov is fun as heck.

Netprov uses multiple media simultaneously.

Netprov is collaborative and incorporates participatory contributions from readers.

Netprov is experienced as a performance as it is published; it is read later as a literary archive.

Netprov is addictive; watch out, it will gobble oodles of your time.

During the performance, netprov projects can incorporate breaking news.

Netprov projects use actors to physically enact characters in images, videos and live performance.

Some writer/actors portray the characters they create.

Netprov is designed for episodic and incomplete reading.

Netprov is parlor games for the 21st century.

Netprov is usually parodic and satirical.

Some netprov projects require writer/actors and readers to travel to certain locations to seek information, perform actions, and report their activities.