Experimental Digital Publishing

Christiane Reitz,Simone Finkmann

Experimental Digital Photography Rick Doble,2010 Thanks to the popularity of digital photography and user-generated Internet content, interest in experimental photographic techniques continues to build. This unique guide helps photographers go beyond the snapshot, flex their creative muscles, and push the boundaries of their art. Rick Doble presents a wealth of imaginative concepts, from creating ambience through a mix of flash and available light to panning the camera and zooming the lens during an exposure. He explains how to manipulate time and motion in an image, use inventive white balance methods, and paint with light in time exposures. There are even original self-portrait techniques. Put these procedures in practice and you'll make photography a riveting, even surreal, art form!---from the publisher.

Living Books Janneke Adema,2021-08-31 Reimagining the scholarly book as living and collaborative--not as commodified and essentialized, but in all its dynamic materiality. In this book, Janneke Adema proposes that we reimagine the scholarly book as a living and collaborative project--not as linear, bound, and fixed, but as fluid, remixed, and liquid, a space for experimentation. She presents a series of cutting-edge experiments in arts and humanities book publishing, showcasing the radical new forms that book-based scholarly work might take in the digital age. Adema's proposed alternative futures for the scholarly book go beyond such print-based assumptions as fixity, stability, the single author, originality, and copyright, reaching instead for a dynamic and emergent materiality. Adema suggests ways to unbind the book, describing experiments in scholarly book publishing with new forms of anonymous collaborative authorship, radical open access publishing, and processual, living, and remixed publications, among other practices. She doesn't cast digital as the solution and print as the problem; the problem in scholarly publishing, she argues, is not print itself, but the way print has been commodified and essentialized. Adema explores alternative, more ethical models of authorship; constructs an alternative genealogy of openness; and examines opportunities for intervention in current cultures of knowledge production. Finally, asking why it is that we cut and bind our research together at all, she examines two book publishing projects that experiment with remix and reuse and try to rethink and reperform the book-apparatus by taking responsibility for the cuts they make.

Designs for Experimentation and Inquiry Åsa Mäkitalo,Todd E. Nicewonger,Mark Elam,2019-06-27 Designs for Experimentation and Inquiry examines how digital media is reconfiguring the established worlds of research, education and professional practice. It reflects on the theoretical, methodological and ethical issues shaping contemporary engagements with digital learning and offers insights for both analysing and intervening in digital learning practices. This insightful volume fills a gap in the current literature by bringing together experiences from Sociocultural Studies of Learning, Science and Technology Studies, and Design Studies. Each chapter is an innovative case study, examining a different aspect of digital media's role in research, education and professional practice by exploring topics such as: Learning practices and digitalized dialogue Digital design experiments Digitally mediated collaborations Ethical digital inquiry and design Expertly researched and written, this book is a unique resource for scholars, researchers and professionals working in the fields of digital design, applied technology and the learning sciences.

Managing Digital Innovation in Publishing Frania Hall,2024-04-17 Reflecting proactively on a growing industry 'dilemma', this book explores how publishing businesses can and do successfully experiment and innovate in digital publishing through collaboration. Many sectors of publishing are still structured around print production, with digital innovation in the consumer arena generally focused on different book formats, such e-books and audiobooks, rather than on brand-new types of products. Publishers need to innovate around different sorts of content and digital formats as consumers change their media habits. However, their pricing, business and risk models, and workflows are reflective of a legacy of print publishing; and as print commands so much revenue, publishers do not want to derail their main business as they experiment. Drawing on an analysis of collaboration and network theory and four in-depth qualitative case studies in different sectors, this research suggests that collaboration, particularly engaging with the wider creative sector, is key to the sustainable development of new types of products. It points to the characteristics of a successful digital collaboration and explains how to manage publishing innovation alongside the existing business, through para-organisations. Considering novel approaches to innovation, such as iterative software-style approaches and agile project management, as well as new business models, such as those employed in games development, the author shows how introducing new people — from software developers to competitors — can help instill a collaborative mindset within the organisation and facilitate constructive experimentation. Managing Digital Innovation in Publishing will be of interest to upper-level students and researchers of (digital) publishing and related creative industries.

Experimental Animation Miriam Harris,Lilly Husbands,Paul Taberham,2019-02-14 Experimental Animation: From Analogue to Digital, focuses on both experimental animation's deep roots in the twentieth century, and its current position in the twenty-first century media landscape. Each chapter incorporates a variety of theoretical lenses, including historical, materialist, phenomenological and scientific perspectives. Acknowledging that process is a fundamental operation underlining experimental practice, the book includes not only chapters by international academics, but also interviews with well-known experimental animation practitioners such as William Kentridge, Jodie Mack, Larry Cuba, Martha Colburn and Max Hattler. These interviews document both their creative process and thoughts about experimental animation's ontology to give readers insight into contemporary practice. Global in its scope, the book features and discusses lesser known practitioners and unique case studies, offering both undergraduate and graduate students a collection of valuable contributions to film and animation studies.

Glitch-Bleep-Flarf Joey Bargsten,2018-08-15

Trustworthy Online Controlled Experiments Ron Kohavi,Diane Tang,Ya Xu,2020-04-02 Getting numbers is easy; getting numbers you can trust is hard. This practical guide by experimentation leaders at Google, LinkedIn, and Microsoft will teach you how to accelerate innovation using trustworthy online controlled experiments, or A/B tests. Based on practical experiences at companies that each run more than 20,000 controlled experiments a year, the authors share examples, pitfalls, and advice for students and industry professionals getting started with experiments, plus deeper dives into advanced topics for practitioners who want to improve the way they make data-driven decisions. Learn how to • Use the scientific method to evaluate hypotheses using controlled experiments • Define key metrics and ideally an Overall Evaluation Criterion • Test for trustworthiness of the results and alert experimenters to violated assumptions • Build a scalable platform that lowers the marginal cost of experiments close to zero • Avoid pitfalls like carryover effects and Twyman's law • Understand how statistical issues play out in practice.

Experimental Cinema in the Digital Age Malcolm Le Grice,2019-07-25 Michael Le Grice, a pioneer of 'structural film' in the 1970s and whose first video and computer works were exhibited in the late 1960s, provides a collection of his most notable essays. The essays shed light on the work of other artists and film-makers and documents a period, especially the 70s, when artists' film was at the centre of polemical debate about the nature of avant-garde and the future of radical or experimental film. The book contributes to the contemporary debates about film, video, art and new technology.

Publishing Scholarly Editions Christopher Ohge,2021-12-02 Publishing Scholarly Editions offers new intellectual tools for publishing digital editions that bring readers closer to the experimental practices of literature, editing, and reading. After the Introduction (Section 1), Sections 2 and 3 frame intentionality and data analysis as intersubjective, interrelated, and illustrative of experience-as-experimentation. These ideas are demonstrated in two editorial exhibitions of nineteenth-century works: Herman Melville's Billy Budd, Sailor, and the anti-slavery anthology The Bow in the Cloud, edited by Mary Anne Rawson. Section 4 uses pragmatism to rethink editorial principles and data modelling, arguing for a broader conception of the edition rooted in data collections and multimedia experience. The Conclusion (Section 5) draws attention to the challenges of publishing digital editions, and why digital editions have failed to be supported by the publishing industry. If publications are conceived as pragmatic inventions based on reliable, open-access data collections, then editing can embrace the critical, aesthetic, and experimental affordances of editions of experience.

Living Books Janneke Adema,2021-08-31 Reimagining the scholarly book as living and collaborative--not as commodified and essentialized, but in all its dynamic materiality. In this book, Janneke Adema proposes that we reimagine the scholarly book as a living and collaborative project--not as linear, bound, and fixed, but as fluid, remixed, and liquid, a space for experimentation. She presents a series of cutting-edge experiments in arts and humanities book publishing, showcasing the radical new forms that book-based scholarly work might take in the digital age. Adema's proposed alternative futures for the scholarly book go beyond such print-based assumptions as fixity, stability, the single author, originality, and copyright, reaching instead for a dynamic and emergent materiality. Adema suggests ways to unbind the book, describing experiments in scholarly book publishing with new forms of anonymous collaborative authorship, radical open access publishing, and processual, living, and remixed publications, among other practices. She doesn't cast digital as the solution and print as the problem; the problem in scholarly publishing, she argues, is not print itself, but the way print has been commodified and essentialized. Adema explores alternative, more ethical models of authorship; constructs an alternative genealogy of openness; and examines opportunities for intervention in current cultures of knowledge production. Finally, asking why it is that we cut and bind our research together at all, she examines two book publishing projects that experiment with remix and reuse and try to rethink and reperform the book-apparatus by taking responsibility for the cuts they make.

V Tony Harrison,1985 Tony Harrison's v. was written during the Miners' Strike of 1984-85 when he visited his parents' grave in a Leeds cemetery and found it vandalised by obscene graffiti. Channel Four's film of v. prompted extreme political and media reaction documented in the book's second edition (1989).

Electronic Publishing R. Williamson,2013-10-22 Electronic Publishing: State of the Art Report provides an overview of the state of knowledge in electronic publishing. This Report is organized into three parts: Invited Papers, Analysis, and Bibliography. The Invited Papers describe some of the problems of producing effective commercial versions of electronic document transfer systems, drawing on the experience of participants in the DOCDEL project funded by the Commission of the European Communities (CEC). These projects show many interesting and potentially important possibilities for commercial activity, in areas ranging from authoring systems designed to help the electronic origination of scientific and mathematical works, to developments in the field of storing and transmitting graphical information. The Analysis assesses major advances in electronic publishing. The Analysis is constructed by the editor of the Report to provide a balanced and comprehensive view of the latest developments in electronic publishing. The editor's personal analysis of the subject is supplemented by quotations from the Invited Papers, written by leading authorities on the subject. The Bibliography is a specially selected compilation of the most important published material on the subject of electronic publishing. Each key item in the literature is reviewed and annotated to assist in selecting the required information.

Making Things and Drawing Boundaries Jentery Sayers,2018-01-15 In Making Things and Drawing Boundaries, critical theory and cultural practice meet creativity, collaboration, and experimentation with physical materials as never before. Foregrounding the interdisciplinary character of experimental methods and hands-on research, this collection asks what it means to "make" things in the humanities. How is humanities research manifested in hand and on screen alongside the essay and monograph? And, importantly, how does experimentation with physical materials correspond with social justice and responsibility? Comprising almost forty chapters from ninety practitioners across twenty disciplines, Making Things and Drawing Boundaries speaks directly and extensively to how humanities research engages a growing interest in "maker" culture, however "making" may be defined. Contributors: Erin R. Anderson; Joanne Bernardi; Yana Boeva; Jeremy Boggs; Duncan A. Buell; Amy Burek; Trisha N. Campbell; Debbie Chachra; Beth Compton; Heidi Rae Cooley; Nora Dimmock; Devon Elliott; Bill Endres; Katherine Faull; Alexander Flamenco; Emily Alden Foster; Sarah Fox; Chelsea A. M. Gardner; Susan Garfinkel; Lee Hannigan; Sara Hendren; Ryan Hunt; John Hunter; Diane Jakacki; Janelle Jenstad; Edward Jones-Imhotep; Julie Thompson Klein; Aaron D. Knochel; J. K. Purdom Lindblad; Kim Martin; Gwynaeth McIntyre; Aurelio Meza; Shezan Muhammedi; Angel David Nieves; Marcel O'Gorman; Amy Papaelias; Matt Ratto; Isaac Record; Jennifer Reed; Gabby Resch; Jennifer Roberts-Smith; Melissa Rogers; Daniela K. Rosner; Stan Ruecker; Roxanne Shirazi; James Smithies; P. P. Sneha; Lisa M. Snyder; Kaitlyn Solberg; Dan Southwick; David Staley; Elaine Sullivan; Joseph Takeda; Ezra Teboul; William J. Turkel; Lisa Tweten.

Structures of Epic Poetry Christiane Reitz,Simone Finkmann,2019-12-16 This compendium (4 vols.) studies the continuity, flexibility, and variation of structural elements in epic narratives. It provides an overview of the structural patterns of epic poetry by means of a standardized, stringent terminology. Both diachronic developments and changes within individual epics are scrutinized in order to provide a comprehensive structural approach and a key to intra- and intertextual characteristics of ancient epic poetry.

Experiments in Digital Fundamentals David Buchla,2005-08

TREC E. Voorhees,Donna K. Harman,2005 A comprehensive review of TREC (Text REtrieval Conference). Describes TREC history, test collections, and retrieval methodology. Includes evaluations of specific tasks and perspectives on TREC from participants.

The Routledge Companion to Experimental Literature Joe Bray,Alison Gibbons,Brian McHale,2012 The Routledge Companion to Experimental Literature maps this expansive and multifaceted field, with essays on: the history of literary experiment from the beginning of the twentieth century to the present the impact of new media on literature, including multimodal literature, digital fiction and code poetry the development of experimental genres from graphic narratives and found poetry through to gaming and interactive fiction experimental movements from Futurism and Surrealism to Postmodernism, Avant-Pop and Flarf. Shedding new light on often critically neglected terrain, the contributors introduce this vibrant area, define its current state, and offer exciting new perspectives on its future.

Advances in Experimental Political Science James N. Druckman,Donald P. Green,2021-04 Novel collection of essays addressing contemporary trends in political science, covering a broad array of methodological and substantive topics.

Experimental Writing Lawrence Lenhart,Will Cordeiro,2024-02-22 An inspiring guide to the practices of contemporary experimental creative writing, this book explores experimentation within both traditional writing genres and 'post-genre' modes such as hybrid texts, Non-creative writing, textual materiality, creative re-purposing, performance and new media technologies. Combining the practices, history, social context, and philosophical backgrounds of experimental work with a broad anthology of models in-book and online, Experimental Writing gives you the toolkit of techniques and skills to confidently engage with forms previously perceived as intimidating so that you can reinvigorate your craft. In addition, the book includes sections on new approaches to the workshop model, emphasis on community and collaboration, and institutional critique. These chapters will provide you with a "big picture" perspective and the motivation to question the templates you work within, giving you the where-with-all to shape your own ideals for writing, no matter what their stylistic choices. Within its broad scope, Experimental Writing covers: - a comprehensive survey of relevant movements, texts, authors, and techniques of non-traditional forms - a survey of evolving trends with exemplars of how genres can be disrupted to help you appreciate experimental styles - demonstrations of how more diverse and innovative pedagogical interventions have the potential to inspire your creativity and create more original work - an examination of the institutional forces that have shaped the creative writing landscape you inhabit, to prompt you to re-examine the pressures, cultural biases, and power structures that have shaped both your aesthetic vision and potential future career paths - frameworks for independent research, practitioner interviews, and motivating questions to get you thinking and questioning before you encounter each new topic With each chapter accompanied by stimulating pedagogical features such as a timeline of experimental writing, free writes, games and constraints, reflections, exercises, prompts and case studies throughout, this invaluable text reveals wider horizon for your artistic endeavors and will activate your critical thinking about a range of issues and ideas. Additional online resources for this book can be found at http://www.bloomsburyonlineresources.com/experimental-writing-a-writers-guide-and-anthology.

From Print to Ebooks DPT Collective,2015 This Toolkit is meant for everyone working in art and design publishing. No specific expertise of digital technology, or indeed traditional publishing technology, is required. The Toolkit provides hands-on practical advice and tools, focusing on working solutions for low-budget, small-edition publishing. Everything in the Hybrid Publishing Toolkit is based on real-world projects with art and design publishers. Editorial scenarios include art and design catalogues and periodicals, research publications, and artists'/designer's books.

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