Call for Submissions

Electronic Literature Collection Volume 4
Accepting submissions: 17 December 2019 - 15 March 2020


From Twine games to “physical” literature, remixes to hypertext, kinetic poetry to ARGs and Twitter bots, all types of digital literary submissions are welcome. Electronic literature (or e-lit) thrives at the intersection of digital media and textuality. The ELO offers a broad definition of e-lit as “works with important literary aspects that take advantage of the capabilities and contexts provided by the stand-alone or networked computer” (https://eliterature.org/pad/elp.html). Examples of the range of writing previously collected in Volumes 1, 2 and 3 are available at http://collection.eliterature.org.

How to submit?
Visit the ELC4 webpage to submit works you’d like to be considered for the Collection: http://eliterature.org/elc4

Entries in any language are welcome.

The ELC4 Editorial Collective seeks diversity of form, language, identity & culture. The editors particularly welcome work from
- Artists who haven’t yet published in an Electronic Literature Collection.
- Artists working in communities where e-lit is nascent, and/or e-lit representing cultures of the Middle East and North Africa, Indigenous First Peoples, and nations and islands in Asia.
- Students artists who produced work in class or on their own.

Deadline: March 15, 2020
The ELC4 Editorial Collective (in alphabetical order)
Kathi Inman Berens
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International Consultants (in alphabetical order)
Friedrich Block; Germany
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Questions?
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