

Digital Writing in the Age of AI

August 2025 - IIT Jodhpur

Google Meet: <https://meet.google.com/jcy-awtq-jwq>

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Resources

- Learning HTML and other coding:
 - [Codecademy](https://www.codecademy.com/)
 - [W3schools](https://www.w3schools.com/)
- [Electronic Literature Collection](#), Vols. 1-4 (2006 - 2022)
- [Antología Lit\(e\)Lat](#), Vol. 1 (2020)
- [Indian Electronic Literature Anthology](#)
- [The NEXT](#)
- Additional materials will be posted on the course document.

Course Outline:

Day 1: Digital Writing and Electronic Literature

Morning session (10:00-1:00): Theoretical Framework and Data Sources

- Welcoming remarks
- Digital Writing Genres:
 - [Digital Writing and Access: Using AI to Bridge Digital Divides](#)
 - Genres in the [Electronic Literature Collection, Vol. 4](#) (ELC4)
 - Digital Writing examples:
 - [Know Your Meme](#)
 - Lyric Videos: [Eye Know](#), [Right Action](#)
 - [Digital Journalism / Digital Storytelling](#)
 - [Comics](#)
 - [Neal.fun](#)
- Course overview:
 - Theoretical frameworks and thinking about data sources.
 - Artistic, Literary, and Activist Bots
 - Hacking a Digital Work
 - Using AI for Digital Writing

- Publishing Digital Writing
 - Creating Hypertexts and Video Games
- Workshop:
 - Thinking about data sources and digital writing, examples:
 - Sharing a corpus: [Walt Whitman](#), [Moby Dick](#), and [Frog and Toad](#) bots
 - Speculative work based on lived experiences: [Juracán Borinqueño](#)
 - Critique of Language Choices: [Consequences](#)
 - Critique of Immigration Policies: [Punch Flag Fire](#)
 - Presenting Protest Slogans: [Tiny Protests / Protestitas](#), [Tiny Protests 2023](#), [Tiny Protests 2025](#), [No Kings Haiku](#)
 - Brainstorming data sources, stories we may want to tell, preparing our data for digital writing, thinking of bots and other structures.

Afternoon session (2:00-5:00): Artistic, Literary, and Activist Bots

- Introduction to bots
 - From [Eliza to Gen AI: A Literary History of Bot-Making](#)
 - [ELC3 Bot Collection](#)
 - [Artistic and Literary Bots in Bluesky](#)
 - Leonardo Flores' bots:
 - Tiny Protests / Protestitas ([ELC4](#))
 - Taco Hell ([bot](#)) ([HTML](#))
 - Juracán ([bot](#)) ([HTML](#))
- [Tracery](#) and [Blue Bots Done Quick!](#)
- Workshop: [Bluesky Bot Workshop](#)

Day 2: Cyborg Digital Writing

Morning session (9:00-1:00): Hacking a Digital Work

- Learning HTML and other coding:
 - [Codecademy](#)
 - [W3schools](#)
- Reading Code:
 - “[Taroko Gorge](#)” ([original](#))
 - “[The Two](#)”
 - “[An Aspect of Love, Alive in the Ice and Fire](#)” by Gwendolyn Brooks
 - “[Forever Gwen Brooks](#)” by Lillian–Yvonne Bertram
- Leonardo Flores:
 - It's Complicated ([HTML](#))
 - Taco Hell ([bot](#)) ([HTML](#))
 - Juracán ([bot](#)) ([HTML](#))
- Workshop: Hacking a Digital Work
 - [A cyborg digital writing primer](#)
- [Folder to share your hacked works.](#)

Afternoon session (2:00-5:00): Using AI for Digital Writing

- Workshop: Using AI to Create a Digital Work

- [A cyborg digital writing primer](#)
- [Folder to share your AI Coded Works](#)

Day 3: Digital Writing Publications and Platforms

Part 1 (1:00-3:00): Publishing Digital Writing

- Digital poetry publication venues
 - [The New River](#)
 - [Taper](#)
 - [Filter](#)
 - [The HTML Review](#)
 - [Ensemble Park](#)
 - [Using Electricity book series](#)
 - [The Electronic Literature Collection](#)
 - [The New Media Writing Prize](#)
 - [Re-mediate](#)
 - [IFComp](#)
 - [ELO Awards](#)
 - [DH Awards](#)
- Exploring [Taper](#)
- My *Taper* Works
 - [Tiny Protests/Protestitas](#) (2018)
 - [Juracán](#) (2019)
 - [Social](#) (2020)
 - [Tentative](#) (2023)
 - [Estranged](#) (2023)
 - [Mood Music](#) (2023)
 - [Thought Clock](#) (2024)
 - [Consequences](#) (2025)
- Workshop: Creating works for *Taper* #15
 - [Call for Submissions](#)
 - Meeting the Taper constraint
 - What to modify in the template
 - Using style tags in the body
 - Meeting the size constraint
 - Removing documentation
 - Using single letter variables and divs
 - Substitution method for arrays
 - Removing unnecessary spaces and line breaks
 - Simplifying and focusing the work
 - Tools:
 - [Byte Counter](#)
 - [W3C Validator](#)
 - [Upload your Taper Drafts here.](#)

Part 2 (3:00 - 4:00): Creating Hypertexts and Video Games

- Other Interactive Digital Writing Platforms

- [Twine](#) (hypertext & text-based games) examples:
 - [Queers in Love at the End of the World](#)
 - [C ya laterrrr](#)
- [Bitsy](#) (8-bit browser based games) examples:
 - [Lines of Force](#)
 - [Under a Star Called Sun](#)
- [Inklewriter](#) (choice-driven writing platform) examples:
 - [Living Will](#)
 - [Inkle Studios](#)