

# > hello, world!

Launching the Center for Digital Narrative



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## Directors' Highlights

It is now more than a year since we found out we were awarded funding to build this Center, and seven months since our launch. This past year has been occupied with the activities of opening the Center, most importantly with hiring an exceptional staff and group of researchers.

We have focused on outward-facing activities to spread the word about our research and introduce our work to a broader audience. There have been several exhibitions curated by Center researchers, including the "Wild Media: Wired Wilderness" exhibition at the iDMAa conference, the "More Than Meets AI" exhibition at the Worth Ryder Gallery at UC Berkeley, and the "Introducing the Center for Digital Narrative Exhibition" which was at the Bergen University Library. We also have a biweekly podcast called "Off Center" featuring interviews with experts on various aspects of digital narrative.

Our opening in December was the last of several events we have organized to launch the Center, our research, and those of the projects affiliated with it. We are now in

the process of moving into our buildings in Langes gate with a team that will numbers over 25 people, including 7 first-year Ph.D. students.

CDN has already marked success in winning grants. We launched the Center with two Norwegian Research Council grants already in hand for the Extending Digital Narrative project I'm leading and the Understanding Male Gamers project led by Kristine Jørgensen. We have small Peder Sather for Advanced Study grant which is funding AI research with UC Berkeley, and we are part of UiB LeadAI grant, which is helping to funding postdoc research in AI. A researcher affiliated with the Center, Gabriele de Seta, recently won a Trond Mohn foundation grant, which will bring a total of five researchers focused on algorithmic folklore into the Center.

We can say now that we have reached to end of the beginning of the Center for Digital Narrative, as we launch into the next phase of our research.



**Scott Robert Rettberg**  
Professor and Center Director



# CDN in short

RESEARCH ON NARRATIVES THAT  
SHAPE OUR FUTURE

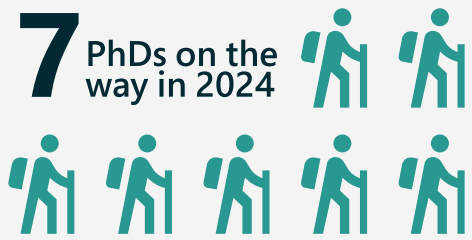
Contemporary life is increasingly driven by digital narratives. Yet we lack a comprehensive and cross-sectoral understanding of how digital narratives function, to what ends they are being used, and how they are shaping culture now and in the future.

The Center for Digital Narrative (CDN) is a Norwegian Centre of Research Excellence funded by the Norwegian Research Council from 2023-2033.

CDN focuses on algorithmic narrativity, new environments and materialities, and shifting cultural contexts. We will investigate how the interactions of human authors with non-human agents result in new narrative forms, how the materiality of digital narratives have changed, and how cultural contexts are reshaping the use and function of digital narrative.

CDN intends to establish Norway as a world leader in innovative humanities research and train a new generation of humanities researchers who will be ready to address future challenges. CDN will deepen our knowledge of how digital technologies impact one of the most fundamental human activities: how we tell the stories that shape our lives and understanding of the world.

CDN addresses this need by developing an interdisciplinary theoretical framework for digital narrative in six integrated nodes: **Electronic Literature**, **Computer Games and Interactive Digital Narrative**, **Computational Narrative Systems**, **Social Media and Network Narratives**, **Extended Digital Narratives**, and **Artistic Integrated Research**.



# Introducing the Center for Digital Narrative



# Launching with an E-Lit Focus

by Scott Robert Rettberg

Although we are doing research that addresses all of the different modalities of digital narratives addressed by the CDN, each node will have a specific focus period. During that time we will dedicate more resource to developing new insights and activities in that area. As we launch the CDN, we are beginning with a focus on Electronic Literature (e-lit), new literary genres that are specific to digital media, with several efforts led by Professor Joseph Tabbi.

Several of our first hires are focusing on e-lit: PhD researcher Tegan Pyke is working on a study of the history and epistemology of electronic literature databases with a focus on reducing bias and increasing diversity in the open access research resources of the field. PhD researcher Jasmine Matthey is doing research on emerging forms of electronic literature in South Africa. Postdoctoral researcher Hannah Ackermans is both producing research on accessibility and electronic literature, and leading CDN's PAIG (publications and infrastructure group) work.

The CDN is developing new research in electronic literature, supporting existing publishing efforts, and

developing new research infrastructure, and is already making essential contributions to the e-lit field.

PAIG is a workgroup within the center that is taking on a number of projects related to publishing and research infrastructure, particularly of electronic literature. We have historically played an important international leadership role in e-lit, in part through our development of the ELMCIP Electronic Literature Knowledge Base, a leading open-access research database. We are making significant changes to this resource, including editing and refining its contents, opening it up as wikidata, and eventually evolving it into a new research platform focused on digital narrative. Our research technologist, Coin Robinson, is developing and implementing these platform changes.

PAIG is also taking a significant role in supporting the publication of the *electronic book review*, taking on many editorial tasks essential to the publication of one of the Web's most important open-access peer review journals, which has been essential to the development of e-lit as field.

## Electronic Literature

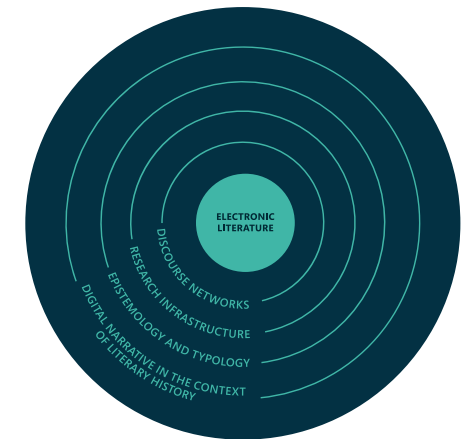
The objective of this research is to develop a critical and methodological apparatus and vocabulary that can enable us systematically, and collectively to analyze and compare both established and emergent forms of digital narrative.

Electronic literature, often abbreviated as "e-lit", challenges traditional literary conventions and expands creative possibilities, fostering cultural enrichment and encouraging critical thinking about the intersection of technology and literature.

Research in this node will include **Digital Narrative in the Context of Literary History**, considering how digital genres relate to and extend the literary tradition; **Epistemology and Typology**, developing and defining critical vocabularies; **Research Infrastructure**, examining how collectively developed research platforms, databases, and archives are now shaping the literary field; and **Discourse Networks**, studying how the circulation

of knowledge via global networks is both enabling genres and shaping their reception.

Library and archival systems, critical editions, and glossaries have been developed over centuries to support traditional humanities research, but they do not accommodate the complexities that have emerged in digital works. The ELMCIP Electronic Literature Knowledge Base, the world's largest research database in the field of electronic literature, hosted by CDN, provides a strong foundation for information about creative and critical works, together with the authors, events, and actors that are now emerging in the e-lit field. But the field requires a better



conceptual apparatus: a well-articulated and shared critical vocabulary upon which research infrastructures and creative practices (and platforms) can be built. So, as a successor to the ELMCIP Knowledge Base, a more creative, critical, conceptually ranging critical, and tangibly Living Glossary is now under development.

Refining this shared vocabulary and research infrastructure within an emerging Digital Narrative Database will provide a basis for comparative analysis across past and present forms of digital narrative.

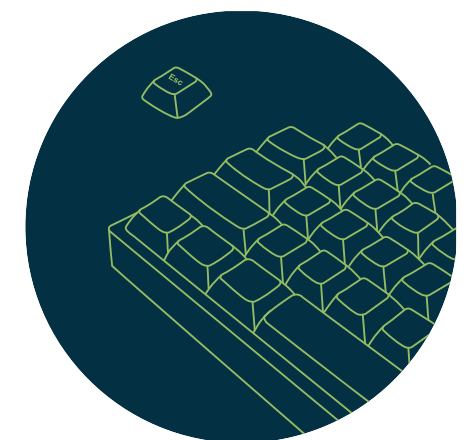
## Computational Narrative Systems

Using methods from narrative theory, computational creativity, and computer science, we explore historical storytelling systems and advance the state of the art in narrative generators.

Computers can model narrative and storytelling, the way we represent events and connect them to one another, and to our thinking, and make sense of the world. The **Computational Narrative Systems** research node focuses on how computers model narrative. The node works to understand, combine, and extend story generators from the past sixty years. Reimplementing working versions of these enables new types of research and

teaching. The process of developing a new version, and focusing on the system's most important aspects, is also a way of thinking about these systems and better understanding their historical importance.

The work within this node includes developing computational narrative systems—formal models of narrative, some generative, some not. These can be used for many types of inquiry. For instance, modeling both different narra-



tives and different cultural frameworks could help us discern why some stories are understood as meaningful in particular cultural contexts—while the same stories are perplexing to people in other cultures. In the same way, we can compare the way in which different systems represent the process of generating a narrative and thus better understand this process.



Photo: CDN



# Computer Games and Interactive Digital Narrative

The object of this research is to understand the functions of agency, materiality, interactivity, and play as elements that shape our experience of algorithmic narratives.

Videogames offer a unique platform for exploring complex narratives, fostering empathy, and providing players with agency in virtual worlds. Understanding how videogames impact player experiences and influence their perceptions can inform not only the gaming industry but also broader discussions on digital culture, entertainment, and the evolving landscape of storytelling in the digital age.

The **Computer Games and Interactive Digital Narrative** research node studies the intersection between player and game in the shaping of narrative experiences.

How does agency and play affect the way we understand narratives? How does the algorithmic logic of computer games affect the way we interact with narratives? What is the role of emotion, immersion, and empathy in creating narrative experiences in computer games? These are some of the questions that this node explores.

To answer these and other questions, the research node will use player-centric methods. It will combine ethnographic research, biometric studies, and co-design to understand current interactive



digital narratives, as well as explore the potential for new forms of narratives that combine an algorithmic logic with play and agency to better understand the myriads of stories out there, including marginalized stories that previously have been overlooked.

The goal is to understand how the digital has affected the way we tell stories with games, and to develop better research methodologies to study this.

# Social Media and Network Narratives

The objective of this research is to discover how social narratives emerge from fragmented contributions on the internet and how these are influenced by individuals, organizations, and algorithms.

Narratives are one of the main ways we make sense of our lives and of our place in the world—and social media are an important platform for that.

The **Social Media and Network Narratives** research node explores the emergence of social narratives on the internet, influenced by individuals, organizations, and algorithms.

We tell stories about ourselves with photos and posts on Facebook or Instagram or TikTok or Snapchat. Some of these stories are anonymous and are shared and discussed almost like gossip

- the AITA (Am I the Asshole?) forum on Reddit is a great example. Someone tells a story about a tricky situation and everyone else discusses who was in the right and who was, well, an asshole.

There are fictional versions of stories like that too. For instance, the TV show SKAM created fictional Instagram and YouTube accounts for the main characters, so their social media activities were part of the overall story.

There are viral stories and urban myths that spread on social media. Deeply problematic narratives, like conspiracy theories



or political propaganda, are also circulated in these environments.

This node will analyze specific stories in social media and ask big questions: Do different stories work in social media than in print or face to face? How are AI and recommendation algorithms affecting the kinds of stories we tell?

# Extending Digital Narrative

The objective of this research is to explore the narrative potential of emerging technologies to understand how they will shape future storytelling genres.

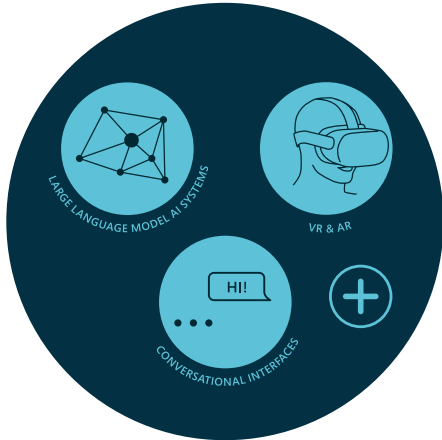
The rapid pace of technological development enables innovative digital narrative and storytelling methods, presenting both opportunities and challenges to society.

The **Extending Digital Narrative** research node, or **XDN**, explores the potential of emerging technologies that also present us with new environments for storytelling. These include large language model AI systems, virtual and augmented reality, conversational interfaces, and other platforms yet to come.

Although these three modes of digital narrative are distinct, they are already intersecting in compelling ways. The use

of AI for example is a thread that now runs through all of these forms of emerging narrative: when we speak and converse with a smart speaker we are engaging and transacting with an AI system, and many next-generation immersive narratives feature interactions with responsive dialogue engines.

Researchers in this node will document and analyze key works in these emerging genres, develop creative experimental works that test their affordances and constraints, and study their impacts on audiences, both to understand the present, and the future of narrative in digital environments.



# Artistic Integrated Research

The objective is to produce experimental artistic research exploring emerging forms of digital narrative, to foster artistic research across the nodes and develop new ways of integrating this research into cultural contexts.

Digital art bridges the gap between creativity and innovation, expanding creative expression and strengthening societal bonds while pushing the boundaries of what's possible. These contributions enrich culture, drive technological progress, and inspire new forms of communication and expression.

The **Artistic Integrated Research** node within CDN, or AIR, is underpinned by a vital understanding: Any digital technology, any new device or code, software or hardware, technique or methodology, site or situation, can be used to read, write or situate a digital narrative.

A hand-held projector can be used to place hidden digital works in forests. Software for large game studios can create narratives that change based on location or use machine learning. Or imagine walking through a natural history museum and finding animated AI narratives hidden amongst the dinosaurs and climate change exhibits.

Research at AIR will focus on creative outcomes, digital art, and writing. Creations that live in art galleries; institutions like libraries, universities, and sometimes delivered through digital platforms to large global audiences. Experimental

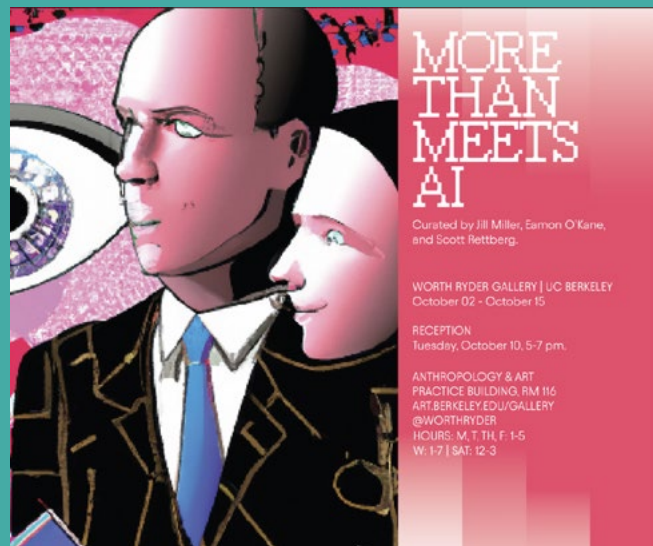


tion with theme and focus is also central, emphasizing digital writing and art that engages with critical themes, and explores all storytelling media as a powerful literary element.

The why and where these creative works exist will also be examined. How can we reach new audiences, changing how they understand narrative experience? Lastly and importantly, much of AIR's research will happen across the CDN. The AIR node has no thematic boundaries and will seek to coax scholars, students, writers, artists, and technologists into developing ground-breaking research, to birth new creative trajectories.

# 2023 Activities

## EXHIBITIONS



"More than meets AI" exhibition's poster  
Photo: CDN

<https://art.berkeley.edu/news/2023/10/9ai>



### More than meets AI

"More than Meets AI" conducts an artistic investigation of artificial intelligence and its role in creativity, narrative and artistic innovation. We do so from a critically engaged perspective, one that both encounters with the new creative potentialities of AI for the arts and literature, while also considering some of the significant challenges AI poses for our culture and society, as well as the place of contemporary AI art in relation to historical work in electronic literature.

A new version of this exhibition will be presented in Bergen in 2024.

The exhibition features artworks by: Birgitte Aga, Mez Breeze, Roderick Coover, Edgar Fabian Frias, Micol Hebron, Carl Hugo Hernqvist, David Jhave Johnston, Asma Kazmi, Alison Knowles, Alinta Krauth, KairUs (Linda Kronman and Andreas Zingerle), Patrick Lichty, Theo Lutz, Coral Manton, Talan Memmott, Avital Meshi, Jill Miller, Nick Montfort, Jason Nelson, Eamon O'Kane, Mario de la Ossa, Sonya Rapoport, Scott Rettberg, Mario Santamaria, Alex Saum, Sasha Stiles, and Victor H. Yngve.

### Wild Media: Wired Wilderness

An exhibition of digital art concerning more-than-human pasts, presents, and futures.

#### International Digital Media & Art Association

**Exhibition Curator:** Alinta Krauth

**Director:** Davin Heckman, Creative Digital Media, Winona State University

**Technical:** Jason Nelson, Center for Digital Narrative

<http://www.dpoetry.com/idmaa/>



Opening night at the Humanities Library, UiB. Bergen.  
Ph. Jessie van Balkom

<https://www.uib.no/en/cdn/165755/introducing-center-digital-narrative>



### Introducing the Center for Digital Narrative

This exhibition presents researchers and practitioners who are working at the cutting edge of digital narrative. You learn about the research and methods behind these projects, and how they address various cultural and social issues. You have the chance to experience different forms of digital narratives, such as digital poetry and large-scale projections. The exhibition shows several historical and contemporary digital narrative projects from the last twenty years and includes an exhibit of books about relevant subjects.

## PODCAST



<https://podcasters.spotify.com/pod/show/off-center>



Throughout 2023 we published 12 episodes of our podcast Off Center. In each episode, Scott Rettberg is joined by a researcher from the center or other academics in the field for an interesting discussion of their expertise.

"We're calling this podcast Off Center, and the reason for that is that I think we often encounter academics

as sort of removed, off in some ivory tower, away from everyday life. And what I'm hoping is that we're going to be able to encounter researchers and artists working in this field as people and look at the sort of odd sides of digital culture," says Scott Rettberg in the first episode and continues:

"The things that we normally don't think about or talk about in an academic environment. Things like funny memes, right? And how those are shaping our culture—but trying to take a slightly different angle to the questions that we're addressing and to present them in a different way than we do in things like research papers or conferences. And that goes along with what we're trying to do at the Center through events like exhibitions, where we're going to be trying to reach other kinds of audiences than you would if you were just publishing peer review journal articles."

The biweekly podcast series brings academic research closer to you in an enjoyable and understandable way, easily accessible on your favourite podcast service. The podcast is produced by Jessie van Balkom.



CENTER OPENING



Opening event, December 2023  
Ph. Jessie van Balkom

“Digital storytelling and narrative are a large part of our lives, but we lack a complete understanding of this. We still do not sufficiently understand how they work, how they are used, and how they shape the culture around us,” said UiB Rector Margareth Hagen when the Center for Digital Narrative (CDN) was opened on 11 December, pointing to the work that the center will do over the next ten years.

Also present for the occasion was Executive Director of the Research Council of Norway, Benedicte Løseth, who handed over the plaque showing that the center is one of nine new Centers for Excellence in Research (SFF). In her speech, she highlighted what the SFF scheme is and should be - a basis for building new environments and disciplines, and giving them room to expand their knowledge:

“I must say that it warms me that the centre’s core is humanistic research and development in fields such as artificial intelligence. Within a range of topics - from electronic literature, game studies, digital culture, and calculations - they will promote the understanding of digital narratives. They have the potential to be a light house, and show the way forward.”

The incident took place in the building that will become the center’s home, Langes gate 1. Administration and researchers will move in here over the New Year.

The happening took place in the building that will become the center’s home, Langes gate 1. Administration and researchers will move in here over the New Year. The evening was then concluded with a tour of the exhibition Introduction to the Center for digital narratives, on display at the HF library.

DISSEMINATION AND COMMUNICATION



Jill Rettberg at BBCs studio  
Ph. Jill Rettberg

CDN researchers had 18 media appearances in the half a year it was open in 2023. Among these was Jill Rettberg’s visit to BBCs *Start the Week*, the British public broadcasters Monday morning show.





# New People in 2023



**Tegan Pyke**  
PhD in Electronic Literature



**Lai-Tze Fan**  
Professor II in Electronic Literature node



**Nick Montfort**  
PI in Computational Narrative Systems node



**Rafael Pérez y Pérez**  
Professor II in Computational Narrative Systems node



**Doris Rusch**  
Professor II in Computer Games and Interactive Digital Narrative node



**Lin Prøitz**  
Professor II in Social Media and Network Narratives node



**Caitlin Fisher**  
Professor II in Extending Digital Narrative node



**Valeria Antezana Acosta**  
Research Assistant



**Jessie van Balkom**  
Research Assistant



**Ola Roth Johnsen**  
Administrative Project Leader



**Daniel Johannes Flaten Rosnes**  
Research Assistant



**David Jhave Johnston**  
Postdoctoral Fellow (XDN project)



**Colin Robinson**  
Research Technologist



**Drew Keller**  
Research Assistant



**Ida Martine Gard Rysjedal**  
PhD (UMG project)

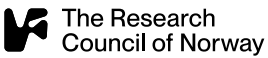


**Hannah Ackermans**  
Postdoctoral Fellow in Electronic Literature



**Andreas Hadsel Opsvik**  
Communications Advisor

# Affiliated Projects



The core objectives of XDN (**Extending Digital Narrative**) are to document, map, and analyze these emerging genres of digital narrative from the standpoint of affect and identification, cyborg authorship, and perhaps most importantly, cultural impact. We are still in the early days of understanding both how these technologies are being used to create new forms of storytelling and how they affect society more broadly. But there are already remarkable examples of digital narrative works that harness the narrative potentiality of these technologies. XDN will explore and analyze three types of digital narrative:

- Immersive: Virtual reality and augmented reality narratives that situate the viewer within an immersive

visual field.

- Conversational: Textual works featuring conversational models of interactivity, such as Interactive Fiction, which language artists are building upon in creating works that engage with aural through new devices.
- Generative: Machine generated or AI/neural network-driven narratives that are produced algorithmically, blending to varying degrees human authorship and computational text generation.

The XDN project will run from 2023-2027, and is financed by the Research Council of Norway, project number 335129.



Caitlin Fisher's talk during XDN and UMG kick-off seminar  
Ph: Jessie van Balkom





UiB's Rector Margareth Hagen, Jill Rettberg, Scott Rettberg, Jason Nelson, Joe Tabi, and Kristine Jørgensen during CDN's opening event  
Ph: Jessie van Balkom

## UMG

**Understanding Male Gamers** will investigate male gamer experiences of game culture as a contested space where a hypermasculine subculture is challenged by diversity. With an interdisciplinary team of scholars, the project will break new ground by combining game studies and masculinity studies in offering a new experience-centric theory of the relationship between the gamer identity and masculinity that goes beyond reductionist ideas of toxic masculinity. The project will



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The Research  
Council of Norway

create insight into experiences of male marginalization in light of the contestation of game culture, and thus provide a new understanding of the relationship between game culture and online movements relating to anti-feminism and the alt-right.

UMG has received funding from the Research Council of Norway, project number 335530, and will run from 2023-2028.

## ALGOFOLK

**Algorithmic Folklore** seeks to find how algorithms shape people's everyday creativity, and how creative practices shape automated systems. Examples of algorithmic folklore that this project will collect, analyze and compare include: the urban legends through which users make sense of machine learning models such as GPT-3; the folk theories through which people interpret the decisions of social media algorithms such as the TikTok video recommendation; or the cycles of humorous memes co-created through generative artificial intelligence systems. Given the novelty and rapid technological advancement of these tools, this project is likely to encounter genres of algorithmic folklore that, at the time of writing, have yet to emerge.



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This project will impact both academic and public debates about the role of technological automation in society, synergizing with the activities of units such as the Center for Digital Narrative. The theorization of algorithmic folklore will advance current understandings of how people creatively respond to automated systems; the global comparative scope of the project will expand scholarly knowledge of everyday creativity beyond Anglocentric contexts; the archival collection of algorithmic folklore will document an important moment in the history of digital culture.

ALGOFOLK has received funding through the Trond Mohn Foundation Starting Grant and will run from 2024 to 2028.

# Crunching Numbers

## ACCOUNTS 2023 REGNSKAP OG ØKONOMIRAPPORT 2023

	Regnskapsbeløp
EGENINNSATS	1.949.001
Tekn/Adm	903.787
Frikjøp	1.305.717
Prof II	659.409
Rekrstillinger	86.838
Vit.ass.	359.577
XDN production costs	16.705
VR/AI	3.357
Core group travel	135.974
Advisory board	-
Arrangementskostnader	289.899
Dissemination	50.046
Guest researcher stays	-
Programming design	36.000
PAIG	15.433
Forskningsopphold	-
Other costs	7.694
Total SFF funding	5.819.438



# Appendices

## I. 2023 publications

### PEER-REVIEWED ARTICLES IN SCIENTIFIC JOURNALS

**Johnston, William David** Embodied AI: An Extended Data Definition. Electronic Book Review (EBR) 2023 (1553-1139)

**Montfort, Nicholas** Exhibiting Computational Language Art. MAST - The Journal of Media Art Study and Theory 2023 Vol. 4 (2)

**Ackermans, Hannah** Maria Leontine Unfolding Community in Electronic Literature. Revista de Comunicação e Linguagens 2023 (2183-7198) Vol. (58)

**Montfort, Nicholas; Perez Y Perez, Rafael** Computational Models for Understanding Narrative. Revista de Comunicação e Linguagens 2023 (2183-7198) Vol. (58)

**Rettberg, Scott Robert** Cyborg Authorship: Writing with AI – Part 1: The Trouble(s) with ChatGPT. Electronic Book Review (EBR) 2023 (1553-1139)

### CHAPTERS IN BOOKS AND ANTHOLOGIES

**Montfort, Nicholas.** “Different Ways of Narrating with Curve-ship-js” TextGenEd: Teaching with Text Generation Technologies.

**Montfort, Nicholas** “Learning about Text Technology through the LLM Generation of Papers” TextGenEd: Teaching with Text Generation Technologies.

**Montfort, Nicholas** Exploring Early Text Generators through Remix and Modification. 2023

### SCIENCE POLICY

**Storsul, Tanja; Rettberg, Jill Walker; Brandtzæg, Petter Bae; Frigessi, Arnoldo; Strumke, Inga; Mahler, Tobias; Krogstie, John; Pettersen, Klas Henning; Lyngstad, Cathrine Pihl; Andreassen, Eirik mfl.** 1. notat fra rådgivende ekspertgruppe for KI-satsingen: Nåsituasjon og forventninger. 2023, 5 ss.

**Rettberg, Jill Walker** Generative AI poses a risk to European culture. UiB/NORCE Policy briefs, New Challenges to Democracy

### TALKS

**Montfort, Nicholas** Seventy Years of Computer-Generated Literature in English. VAL Symposium 2023, 2023-11-17 00:00:00.0 - 2023-11-17 00:00:00.0

**Kielland, Torger; Rettberg, Jill Walker** UiB AI #7 Drømmer androider om digital opphavsrett? Om opphavsrett og frembringelser generert ved hjelp av kunstig intelligens. UiB AI #7 Drømmer androider om digital opphavsrett? Om opphavsrett og frembringelser generert ved hjelp av kunstig intelligens 2023, 2023-09-22 00:00:00.0 - 2023-09-22 00:00:00.0

**Montfort, Nicholas** Using Computational Literary Art to Read Watt: Megawatt, Nanowatt, and ppg-256. Beckett Seminar 2023, 2023-11-17 00:00:00.0 - 2023-11-17 00:00:00.0

**Rettberg, Scott Robert; Nelson, Walter Jason; Rettberg, Jill Walker; Lichty, Patrick; Memmott, Talan** Alwriting: Text to Image Generation as a Mode of Digital Narrative. ELO 2023 Conference: Overcoming Divides: Electronic Literature and Social Change 0, 2023-07-12 00:00:00.0 - 2024-01-15 00:00:00.0

**Montfort, Nicholas** Output, Hardcopy, and Using Electricity (on the panel Print Manifestations and Materiality: On computer-generated books in Electronic Literature). ELO Conference 2023, Overcoming Divides 2023, 2023-07-12 00:00:00.0 - 2023-07-15 00:00:00.0

**Rettberg, Scott Robert; Memmott, Talan; Rettberg, Jill Walker; Nelson, Walter Jason; Lichty, Patrick** Alwriting: Relations Between Image Generation and Digital Writing. ISEA 2023: International Symposium of Electronic art 2023, 2023-05-15 00:00:00.0 - 2023-05-22 00:00:00.0

**Montfort, Nicholas** Free (Libre) Software: Practices and Politics. ELO Conference 2023, Overcoming Divides 2023, 2023-07-12 00:00:00.0 - 2023-07-15 00:00:00.0

**Rettberg, Jill Walker** Embracing Failure and Bias: Using Generative AI in Qualitative Research. Generative Methods - AI as Collaborator and Companion in the Social Sciences and Humanities 2023, 2023-12-06 00:00:00.0 - 2023-12-08 00:00:00.0

**Montfort, Nicholas** Computer-Generated Narrative’s Wild Ride since the 1960s. CulturIA Seminar 2023, 2023-12-19 00:00:00.0 - 2023-12-19 00:00:00.0

**Rettberg, Jill Walker** Using computational methods to analyse distributed agency in more-than-human assemblages. TIK9015 – STS Methodologies: Practice-Oriented Document Analysis 2023, 2023-11-08 00:00:00.0 - 2023-11-09 00:00:00.0

**Rettberg, Jill Walker** KI: den gode hyrde eller falsk profet – hvem kan vi egentlig stole på? . KOMPASS 2023: Kunnskapsdepartementets årskonferanse 2023, 2023-08-28 00:00:00.0 - 2023-08-28 00:00:00.0

**Rettberg, Jill Walker** Fremtidens Duo: AI + mennesket. Fremtidens Duo: AI + mennesket 2023, 2023-10-03 00:00:00.0 - 2023-10-03 00:00:00.0

**Rettberg, Jill Walker** Samspillet mellom mennesker og AI. Fremtidens Duo: AI + mennesket 2023, 2023-10-03 00:00:00.0 - 2023-10-03 00:00:00.0

### PODCAST EPISODES

**Episode 1:** Introducing the Center for Digital Narrative, with Jill Walker Rettberg

**Episode 2:** The Electronic Book Review and Building the Field of Electronic Literature, with Joseph Tabbi

**Episode 3:** Artistic Research and Digital Writing, with Jason Nelson

**Episode 4:** Meme Culture, Social Media, and the January 6th Insurrection with Ashleigh Steele

**Episode 5:** AI, Computational Creativity, and Media Production with Drew Keller

**Episode 6:** Gendered AI and Editorial Labour in Digital Culture with Lai-Tze Fan

**Episode 7:** Computational Narrative Systems and Platform Studies with Nick Montfort

**Episode 8:** Fanfiction as a Form of Digital Narrativity with Flourish Klink

**Episode 9:** Hypertext as Technology and Literature with Robert Arellano

**Episode 10:** Immersive Storytelling in Augmented Reality and Virtual Reality with Caitlin Fisher

### OTHER

**Pyke, Tegan** The New Media Writing Prize 2022 Winners: “Anonymous Animal”, “Future is Uncertain, Memory is Real”, and “Penrose Station”. Revista de Comunicação e Linguagens 2023 (2183-7198) Vol. 58, s. 142-149

**Episode 11:** Filmmaking and Combinatory Cinema with Roderick Coover

**Episode 12:** Existential Transformative Game Design with Doris Rusch



## II. CDN Team

### CORE GROUP



**Scott Rettberg**  
Professor and Center  
Director



**Jill Walker Rettberg**  
Professor and Deputy  
Director



**Joseph Tabbi**  
Professor and Principal  
Investigator



**Nick Montfort**  
Professor and Principal  
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**Kristine Jørgensen**  
Professor and Principal  
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**Jason Nelson**  
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### POSTDOCTORAL RESEARCH FELLOWS

**Hannah Ackermans**

**David Jhave Johnston**  
Extending Digital Narrative project

### PHD CANDIDATES

**Tegan Pyke**

**Ida Martine Gard Rysjedal**  
Understanding Male Gamers project

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**Valeria Antezana Acosta**, research assistant

**Daniel Johannes Flaten Rosnes**, research assistant

**Drew Keller**, research assistant

**Jessie van Balkom**, research assistant

### ADMINISTRATION

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