Contents

1 Introduction *Michael Dean Clark, Trent Hergenrader, and Joseph Rein* 1

SECTION ONE Digital influences on creative writing studies 5

2 Creative writing in the age of synapses *Graeme Harper* 7

3 Screening subjects: Workshop pedagogy, media ecologies, and (new) student subjectivities *Adam Koehler* 17

4 Concentration, form, and ways of (digitally) seeing *Anna Leahy and Douglas Dechow* 29

5 Game spaces: Videogames as story-generating systems for creative writers *Trent Hergenrader* 45

6 The marketable creative: Using technology and broader notions of skill in the fiction course *Michael Dean Clark* 61

7 Two creative writers look askance at digital composition (crayon on paper) *Joe Amato and Kass Fleisher* 73

SECTION TWO Using digital tools as creative practice 89

8 Lost in digital translation: Navigating the online creative writing classroom *Joseph Rein* 91

9 Giving an account of oneself: Teaching identity construction and authorship in creative nonfiction and social media *Janelle Adsit* 105

10 Reconsidering the online writing workshop with #25wordstory *Abigail G. Scheg* 121

11 Writing with machines: Data and process in Taroko Gorge *James J. Brown, Jr* 129

12 Telling stories with maps and rules: Using the interactive fiction language "Inform 7" in a creative writing workshop *Aaron A. Reed* 141

13 Acting out: Netprov in the classroom *Rob Wittig and Mark C. Marino* 153

14 The text is where it's at: Digital storytelling assignments that teach lessons in creative writing *Christina Clancy* 165

15 Creative writing for new media *Amy Letter* 177

Author biographies 191

Index 195