

Contents

Incipit: Evolutionary Textual Environment	1
A Digital Humanities Experiment	1
From the <i>Book</i> to the <i>Archive</i>	5
Modeling Literary Performativity	11
Cross-over View	16
1 From Archive to Simulator	19
Metamedia and Simulation	19
The Persistence of the Codex	24
Digital Scholarly Editing	26
From Textual Marks to Textual Fields	30
Modeling a Virtual <i>Book of Disquiet</i>	36
Beyond the Bibliographic Horizon	42
Reader-function	48
Editor-function	49
Author-function	50
Book-function	51
Simulation Layers	52
2 Reading as Simulation	57
Modeling the Life of Reading	57
Marginalists and Extractors: Traces and Trails	62
Intertext as Hypertext: A Network of Quotations	66
Critical Reception as Reading Practice	73
Reading Protocols	79
Social Media Reception as Reading Practice	88
Visualizing the Spacetime of Reading	94
3 Editing as Simulation	101
From Edition to Meta-Edition	101
Document, Text, Book, Work	107

Exploding the Book: Editing as Process	115
Encoding and Visualizing Variation	117
From Meta-Edition to Virtual Edition	121
4 Writing as Simulation	131
Writing Acts in the <i>Book of Disquiet</i>	131
The Kinetics of Writing	143
Fragment, Book, Self	153
From Handwriting to Language Processing	159
Disquiet Variations	163
<i>Machines of Disquiet</i>	169
5 Living on in the Web	179
Digital Libraries and Networked Books	179
Textual Instability and Modular Variability	188
The Dynamic Digital Archive and the Library	191
The Monograph, the Work, and the Archive	194
Explicit: No Problem Has a Solution	199
Foresight	199
Hindsight	204
Acknowledgments	207
References	210
Index	227