Abstract

This output is composed of a series of visual notes pertaining to the “Poetics of the Algorithm” conference organized by the ACME group at the University of Liége, Belgium, on June 16-18 2016. These notes were taken during the presentations and are accompanied by representations of the speaker themselves.

These visual notes do not seek to capture the entirety of the arguments presented, but rather to provide a snapshot and keepsake of the event, while also pointing towards the concepts and references around which these presentations were structured. While these drawings were shared on social networks during the conference, they were meant as a form of personal note-taking and may
therefore reflect the idiosyncrasies of the note-taker more than those of the presenters themselves. These visual notes are by Peter Wilkins.

**Keywords**

comics scholarship; comics studies; visual notes; graphic scholarship; conference proceedings

**Visual Notes**

Please click on the images to enlarge them.

Thursday 16 June 2016. 9h-9h30. Anthony Rageul (Université Rennes 2, artist), “De la jubilation de concevoir des ‘récits-interfaces’”

Thursday 16 June 2016. 9h-9h30. Yannis La Macchia (graphic artist), “Narration par fragments”

Thursday 16 June 2016. 11h45-12h45. Ilan Manouach. “Shapereader: Tactile storytelling for the visually impaired”


Friday 17 June 2016. 9h-10h30. Vendela Grundell (Stockholm University), “Interfacing Poetics: Glitch Art Transforming Spectatorship”
Friday 17 June 2016. 10h45-11h30. Loraine Furter (Hybrid Publishing Group), “Hidden Histories, Public Libraries”

Friday 17 June 2016. 10h45-11h30. Robert Rapoport (Leuphana University), “The Poetics of the AI Video Edit: Projection, Synch, Phase”

Friday 17 June 2016. 11h30-12h30 Sarah Kember (Goldsmiths, University of London) “iMedia: What or Where is the i in iMedia?”
Friday 17 June 2016. 13h-14h30. Jonathan Impett (Orpheus Institute & Middlesex University), “Building with the Unnamable: Code, Music and Operational Discourse”


Friday 17 June 2016. 14h45-15h45. Sylvie Fabre (Université d'Artois), “Du lecteur à l'utilisateur: l’expérience de la lecture sur écran, entre raison graphique et raison numérique”
Friday 17 June 2016. 14h45-15h45. Dane Watkins (Falmouth University), “Smudging the Interface: How Can the Aesthetics of Comics Enhance the Usability of User Interfaces?”

Friday 17 June 2016. 16h-17h. Gregory Ulmer (University of Florida) “Electracy: the Digital Apparatus”

Saturday 18 June 2016. 9h-10h30. Simon Grennan (University of Chester) and Ian Hague (London College of Communications), “Medium, knowledge, structure: capacities for choice and the contradiction of medium-specificity in games and comics”
Saturday 18 June 2016. 11h-12h. Markku Eskelinen (independent researcher) “Cybertextuality in 3D: a Historical-Theoretical-Practical Framework for Re-Reading Literature”

Saturday 18 June 2016. 13h30-14h45. Mark R. Johnson & Darren J. Reed (University of York), “Towards Participatory Game Design”

Saturday 18 June 2016. 13h30-14h45. Fanny Barnabé (Université de Liège), “La narration vidéoludique : de la notion de ‘récit’ à celle d’“univers fictionnel”.”
Saturday 18 June 2016. 13h30-14h45. David Myers (Loyola University New Orleans), “Possible Stories and Literal Games”

Saturday 18 June 2016. 17h-18h. Natalie Berkman (Princeton University), “L’Oulipo numérique”

Saturday 18 June 2016. 17h-18h. Catherine Lenoble and An Mertens (Algolit), “Exercices de style with algorithms #Digital avant-gardes”

References


Labarre, Nicolas (2016). A Series of Visual Notes by Nicolas Labarre Pertaining to the “Poetics of the

Priego, Ernesto (2016). #algopoetics Conference Day 1 (Thursday 16 June), #algopoetics Conference Day 2 (Friday 17 June) and #algopoetics Conference Day 3 (Saturday 18 June). Storify. The three resources are available from https://poeticsofthealgorithm.wordpress.com/2016/06/17/algopoetics/. [Accessed 14 July 2016].