

Chris Joseph PRESS

General

“Chris Joseph, author, artist, coder, thinker, scholar and collaborator in all things digital literature and art, has a wonderful blog/site to explore.”

Jason Nelson, Netpoetic, netpoetic.com/2009/07/calls-for-work-and-chris-joseph

“[Chris Joseph]...is one of the most well-known cyberspace’s net.artists... [he] has created a long collection of works in this area. A visit to his site is an obligation to one who wants to know excellent web.art.”

Regina Celia Pinto, Rhizome, www.rhizome.com/discuss/view/16893

Inanimate Alice

“Who says that hypertext stories are all like “difficult listening music” and made only for adults?... I am looking forward to playing with the other installments soon.”

Steven D. Krause, Professor of English Language and Literature, Eastern Michigan University, USA, www.stevendkrause.com/academic/blog/?p=733

“Check out Inanimate Alice... it will suck you right into its tale”

Roger Sutton, Editor in chief of The Horn Book, Inc., www.hbook.com/blog/2006/12/for-alice-fan-in-mourning.html

“...a wonderful throwback to early interactive media work which mixed audio, video, text and images in simple ways but to powerful effect.”

Bob Stein, Director, Institute for the Future of the Book, www.futureofthebook.org/blog/archives/2006/06/inanimate_alice.html

“...exploding the spine that has straight-jacketed creators”

Martyn Daniels, Booksellers Association, bookseller-association.blogspot.com/2009/09/digital-novels-that-break-spines.htm

“How can we encourage a digital native to read literature today? Perhaps the answer lies in a compelling new interactive digital initiative that is chalk full of flashy features, but is primarily a graphic novel with strong narrative elements and comprehensive aids for teachers to follow: Inanimate Alice... is a high quality literary experience told in a new form. It opens up the wonder of story-telling to a wider range of students and learning styles. Inanimate Alice is perfect for those not generally inclined toward reading, whether they have actual barriers to reading text or because they are visual learners or otherwise not geared to learning by written text. Inanimate Alice is a new way for digital natives to enjoy reading today.”

Teach Magazine, www.teachmag.com/alice.html

“This is a clever and original approach to making reading interactive... “

Alison Pegg, blogpegg.blogspot.com/2010/01/inanimate-alice.html

“Inanimate Alice is a particularly exciting example of a multimedia, interactive narrative which combines digital photographs, video, printed text, drawing, painting and sound. The narrative is

progressive and increasingly complex, not to mention absorbing and engaging.”

Bill Boyd, literacyadviser.wordpress.com/2009/12/21/i-want-to-tell-you-a-digital-narrative/

“Who or what is Inanimate Alice? It’s sort of a book, sort of a movie, sort of a game, and totally cool.”

May Spector, Pao Alto City Library, paclteens.blogspot.com/2008/07/inanimate-alice.html

“Incredible multimedia storytelling.”

Paul Wilkinson, 24 learning 24learning.blogspot.com/2008/07/inanimate-alice.html

“Have you caught up with Inanimate Alice yet? It is digital storytelling at its most delicious.”

Curriculum Materials Information Services (CMIS) Australia Fiction Focus cmisevalff.edublogs.org/2008/06/24/inanimate-alice/

“Inanimate Alice is a Learning Gem... With the release of Inanimate Alice Episode 4 ‘Hometown’ I am even more convinced that this type of multimedia story is the future of e-reading.”

Learning Gems, bookjewel.edublogs.org/2008/06/24/inanimate-alice-is-a-learning-gem/

“A very creative take on digital storytelling, there’s nothing else like it on the net.”

Kris Abel, CTV, www.ctv.ca

“Not only is it one of the best pieces of flash fiction I have ever seen, but it’s suitable for children... just breathtaking in aesthetics and design.”

Angela A. Thomas, Senior lecturer in English and Arts Education, Sydney University, Australia, www.angelaathomas.com

“...pioneering material that is already surprisingly accomplished and opens up new writing dimensions.”

Martin Goodman, www.martingoodman.com/soyouwanttobeawriter/2006_06_01_soyouwanttobeawriter_archive.html

“Push[es] flash to new levels of expression. It is a real multimedia tour de force... I definitely recommend this to anyone who wants to see what see the new kinds of narration that networked computer can deliver!”

Gavin Stewart, betwixtandbetween.blogspot.com/2006/02/inanimate-alice-is-up.html

“...a wonderfully innovative online text”

Darcy Moore, darcymoore.wordpress.com/2008/06/24/inanimate-alice/

“...a sophisticated but user-friendly digital story that incorporates text, dynamic sound and visuals, music, and interactivity.”

Art Daily, www.artdaily.com/index.asp?int_sec=2&int_new=24857

“I’ve just experienced the just-released “Episode 4: Hometown” of the haunting multimedia-interactive story, Inanimate Alice and can say that it is just as enjoyable and unique as the previous three.”

Monica Edinger, Educating Alice, medinger.wordpress.com

“Inanimate Alice serves as both entertainment and a peek into the

future of literature as a fusion of multimedia technologies. The haunting images and accompanying music and text weave a remarkably gripping tale that must be experienced to be believed... Get ready for thirty minutes of multimedia bliss."

John Bardinelli, Jay is Games,

jayisgames.com/archives/2008/06/inanimate_alice_episode_4.php

"Episode 4 of the super-stylish interactive story Inanimate Alice is out now. If you've never experienced it, interactive fiction is part story, part game. I've reported on Alice before because I think it's unique and really beautiful. (Wait till you hear the music. I'm so into it. It's like the soundtrack for a spooky-cool movie...) [Episode 4] feels more realistic than the others before it because it makes use of photography in addition to digital images."

Katie Haegele, Books, Inq., booksinq.blogspot.com/2008/06/little-alice.html

"Beautifully designed, brilliantly inventive"

Edward Picot, Hyperliterature Exchange, hyperex.co.uk

"...it's not about the device, it's about the experience. and the experience is not about what you or I think of as "reading" because that is not what will happen. I was profoundly struck by inanimatealice.com. People should take a look at that production. imagine that, and imagine that *authored* easily, and portable, and you see a glimpse of the near future."

Peter Brantley, Executive Director for the Digital Library Federation,

radar.oreilly.com/peter/

"It's funky, clever, daring, invokes cool visualizes, sets the mood with edgy music and tells a great story."

Scott Orn, Lighthouse Capital Partners,

www.kennykellogg.com/2007/10/you-know-it-when-you-see-it.html

"The story is told with child-like innocence by Alice in an almost poetic fashion and is told through some very sophisticated and design oriented animation. Very stylish work."

Revelation Film Festival, Perth, Australia, www.revelationfilmfest.org

"It is way cooler than an e-book, because you interact with the story...I would encourage you to go visit Inanimate Alice. You'll enjoy your time."

N. Wilson, Childhood Bibliophile,

chbibliophile.blogspot.com/2007/06/inanimate-alice.html

"A fine example of what can be done using new media tools to create narrative for the web. The balance of text, imagery and audio in the story gives the narrative a pace perfectly suited to the medium."

Randy Adams, www.runran.net

"...that extraordinary thing, a genuinely original, engrossing piece of narrative using Flash."

relaxedparents.com/2006/10/14/inanimate-alice/

"...the 'digital drama' everyone's talking about"

Kelly Herold, Big A little a,

kidslitinformation.blogspot.com/2006/12/inanimate-alice.html

"Let me be clear. I'm not talking about a game or a virtual environment. I'm definitely not talking about a toy or a movie. I'm talking about a new medium that integrates the narrative form of a

book with new ways of telling the story which are digital. And now I think I've found the first completed instance of it. "

Kristen McLean, Executive Director, The Association of Booksellers for Children,
pixiestixkidspix.wordpress.com/2007/01/04/trendwatch-inanimate-alice/

"It's no secret that I love my action games, my platformers, my rhythm games, my survival horror and adventure games. But... I've practically ignored web-based interactive games/art like Inanimate Alice, which is close to a crime in my book."

Glenn Turner, The New Gamer,
thenewgamer.com/content/journals/g_turner/2007/01/resolute_being_a_happier_gamer_in_2007

"...do check out inanimate alice, an online serial children's/YA story told with interactive media... It's a fast-paced, mysterious story, and the pictures and sounds support the text. It's thoroughly absorbing, as good as having your own little movie, or, since it's interactive, your own little game."

Tanita S. Davis, Finding Wonderland: The WritingYA Weblog,
tanitasdavis.com/blog/2007_01_01_archive.html

Remixworx

"Beyond the high quality of the works presented, the collaborative axis of remixworx is more than respectable, and the sheer variety of types of works (stylistically/aesthetically)—kinetic visual poems often combining text/animation/sound—appearing on the site is marvelous."

'Encapsulating E-Poetry 2009: Some views on contemporary digital poetry'
by Chris Funkhouser, Associate Professor in Humanities and Social Sciences at the New Jersey Institute of Technology, USA,
www.brown.edu/Research/dichtung-digital/2009/Funkhouser/index.htm#14

Urbanalities

"An audio track to die for and some of the hippest graphics a browser can browse: geometric, dynamic, with funky lettering. The texts may not be all that profound but for sheer pizzazz this takes some beating."

Edward Picot, The Hyperliterature Exchange,
edwardpicot.com/linksindividualworks.php

"Described by the authors as "A short story-poem-comic strip-musical." Not interactive, but making use of randomized, but thematically related content. Whatever else it is, this is clearly a form of Dadaist poetry."

Scott Rettberg, cofounder of the Electronic Literature Organization, Associate professor of digital culture at the University of Bergen, Norway,
retts.net/2006/03/08/wherefore-genre/

Eisenstein's Monster

"Playing around with these body parts actually makes you aware of how very interesting they are as "expressive devices of communication". And the site is beautifully executed."

Stefan Lindfors, Third Place Gallery, Sweden

The Breathing Wall

“...as an experiment it’s too interesting to ignore... the strength of the writing here is in the storytelling... There are plenty of new media pieces long on style but short on narrative substance, and The Breathing Wall makes a refreshing change in that respect. Furthermore it has enough interesting ideas and arresting moments to be well worth our attention... a fascinating experiment”

Edward Picot, Hyperventiliterature, The Hyperliterature Exchange, hyperex.co.uk/reviewbreathingwall.php

‘Blurring the Boundaries’, Guardian, UK

www.guardian.co.uk/technology/2004/jul/29/books.media

391.org

“With the integration of interactivity, abstract representations, Cabaret-like collaboration, audience, chance, interactive simultaneous poetry, interactive photomontage, and manifestos, MADA has redefined Dada online. These elements are interwoven in such a way that they are similar to the traditional Dada practices but also fit in terms of new media structures... This delivery of “Access Points” online re-iterates chance, new progress and the possibility that the new or undisclosed is still plausible but is contingent on decoding and understanding one’s access points.”

Sherrie Law, ed. KC Solano, in review of 391-29: Access Points for Digital Visions 2004, , Vancouver, Canada, www.ontherundesign.com/Artists/391org.htm

Turnbaby

“The experimental studies of Thomas Alva Edison (two films, end of 19th century) and a video of b’toch bet are presented in short sequences and stills. Moving pictures, video sequences and simultaneous presentations with possibilities for changes via click operations constitute net configurations of the photographic and filmic montage. The historicizing element is reduced to a short form of the relations between cultures of body movements and the history of media. “Turnbaby” constitutes an exemplary actualization of the visual net possibilities.”

Thomas Dreher, Ludwig-Maximilians University, Munich, iasl.uni-muenchen.de/links/NATippe.html

“Turnbaby bring(s) Edison’s early experiments with moving pictures into the 21st century.”

Helen Varley Jamieson, Rhizome, rhizome.org/editorial/870