

Timeline

This time line includes only the events mentioned in this book.

<i>BCE</i>	
2100 circa	<i>Epic of Gilgamesh</i> is written down
760 circa	Homer writes down the collectively authored mythic histories of the Greek people, <i>Iliad</i> and <i>Odyssey</i>
370 circa	Socrates writes <i>Phaedrus</i> in which Plato decries writing
<i>CE</i>	
300 circa	Hosidius Geta writes the earliest known Virgilian Cento <i>Medea</i>
1241 circa	<i>Decretals of Gregory</i> , glossae ordinariae shows dialogue in manuscripts
1250	Matthew Paris includes volvelle that determines changing lunar date at Easter in <i>Chronica Majora</i>
1305	Ramon Llull includes volvelles in <i>Ars Magna</i> as a mechanical means of generating theological truths
1455	Gutenberg uses moveable type to print the 42-line bible
1474	Johannes Mueller includes volvelle in his printed book <i>Kalendar</i> to compute events such as eclipses
1524	Johan Stoeffler uses lift-the-flap moveables in <i>Elucidatio Fabricae ususque astrolabii</i> , his treatises on mathematics, astronomy, and astrology
1591 circa	Pietro Bertelli introduces moveables that were socially inspired in his lift-the-flap image <i>Cortigiana Veneza (Venetian Courtesan)</i>
1597	Receipts for teams of three or more playwrights evidence collaborative writing for plays
1651	Georg Philipp Harsdörffer creates a poetic volvelle, the <i>Denckring or Five-fold Thought-ring</i>
1693	John Locke writes <i>Some Thoughts on Education</i> and advocates enjoyable learning
1717	Actor Manager John Rich introduces Panto to the British theatre
1719	Daniel Defoe writes <i>Robinson Crusoe</i>

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1765	Printer Robert Sayer creates the first harlequinades
1790s	Paper dolls are introduced in books
1810	Samuel and Joseph Fuller begin publishing their <i>Paper Figure Adventures</i> such as <i>The History and Adventures of Little Henry</i>
1837	Charles Dickens completes 20th installment of <i>The Pickwick Papers</i>
1844	Alexander Dumas completes 139th installment of <i>The Count of Monte Cristo</i>
1851	Harriet Beecher Stowe writes <i>Uncle Tom's Cabin</i> (40 installments)
1856 circa	Thomas Dean incorporates pop-ups in his new series <i>New Scenic Books</i>
1860	Thomas Dean begins to publish pull-tab books such as <i>The Royal Punch and Judy</i>
1907	<i>Mutt and Jeff</i> newspaper comic appears as strip sequence
1914	<i>Perils of Pauline</i> film series started
1915	Movies are no longer produced without scripts but by production teams
1936	Henry Luce buys <i>Life Magazine</i> and changes its emphasis from weekly news to photojournalism
1944	Vannevar Bush writes <i>As We May Think</i> for the Atlantic Monthly
1962	McLuhan publishes <i>The Gutenberg Galaxy</i>
1962	Steve Russell, Peter Samson, Wayne Witaenem, Martin Graetz develop <i>Spacewars</i> on the PDP-1
1962– 1964	Joseph Weizenbaum writes <i>ELIZA</i> program at MIT Artificial Intelligence Lab
1965	Ted Nelson works with Dr. Andries van Dam to develop first hypertext-based system, coins term hypertext at ACM conference
1965	MIT implements its email system MAILBOX
1967	Marshall McLuhan discusses <i>The Medium is the Message</i>
1968	Doug Engelbart demos NLS system that provides tools for collaboration in computer environment in <i>The Mother of All Demos</i>
1968	Julia Kristeva introduces Mikhail Bakhtin's work to the western world with her translation of his work into French
1968– 1970	Terry Winograd develops <i>SHRDLU</i> , an early AI language system at MIT
1969	ARPA funds a project to network computers. The network, ARPANET, becomes the basis for the Internet
1969	Will Packard writes <i>The Adventures of You on Sugarcane Island</i> , the first interactive adventure book. It was published in 1976 by Vermont Crossroads Press
1970	Ted Nelson creates interactive catalogue <i>Labyrinth</i> for the <i>Software</i> exhibit in New York
1971	Project Gutenberg gets a life
1972	Italo Calvino writes the novel <i>Invisible Cities</i>
1973	Talkomatic, the first online chat system, is created at the University of Illinois
1974	Gary Gygax and Dave Arneson develop fantasy tabletop role-playing game <i>Dungeons & Dragons</i>
1975– 1976	Will Crowther designs the first digital text adventure, <i>Adventure</i>
1977	Barthes declares <i>Death of the Author</i>
1977– 1979	David Lebling, Marc Blank, Timothy Anderson, and Bruce Daniels collaborate to write <i>Zork</i> while at MIT

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1978	Andrew Lippman develops the first hypermedia system to create the <i>Aspen Movie Map</i>
1978	Roy Trubshaw develops the first multi-user adventure called <i>MUD</i> while a student at Essex University
1979	The first of the <i>Choose Your Own Adventure</i> books, <i>Cave of Time</i> , is published. 180 CYOA books are produced between 1979 and 1998
1979	Jean Sherrard, Larry Stone, James Winchell, and Phillip Wohlstetter start the writing collective <i>Invisible Seattle</i>
1979	<i>Zork</i> designers Marc Blank and Dave Lebling start Infocom
1980	Compuserve releases CB Simulator, a subscriber online service that facilitates chat rooms and bulletin boards
1981	Commodore introduces the VIC-20 home computer
1981	IBM introduces the personal computer (PC) with MS-DOS basic software
1982	Drexel University requires all students to own a personal computer
1982	Word Perfect is introduced
1983	Microsoft Word is introduced
1983	<i>Invisible Seattle Literary Computer Project</i> opens at Bumbershoot Arts Festival in Seattle
1983	Clair Colquitt of <i>Seattle Invisibles</i> starts the literary blog <i>IN.S.OMNIA</i>
1983	Apple introduces Lisa, the first personal computer with a graphical interface
1984	Apple replaces Lisa with Macintosh, which is faster, has a mouse, and is cheaper
1984	Hewlett Packard introduces the LaserJet laser printer
1984	Michael Joyce and Jay Bolter meet at MIT and begin to work on Storyspace, a hypertext editing system for authors
1984	Infocom publishes <i>The Hitchiker's Guide to the Galaxy</i> video game and includes "feelies" such as Peril Sensitive Sunglasses in the package
1986	Eastgate Systems begins to publish hypertext literary works using Michael Joyce's <i>afternoon</i> as a test for Storyspace
1987	HyperCard is released for Macintosh and AppleIGS
1987	Amanda Goodenough creates first graphical hypertext, <i>Inigo Gets Out</i> , using HyperCard
1988	Graphics are added to MUDs in the Lucasfilm game <i>Habitat</i> . Graphical MUDs are later called MMORPGs
1989	Tim Berners-Lee invents the World Wide Web
1992	Robert Coover introduces students to the <i>Hypertext Hotel</i>
1992	The Mosaic browser is introduced
1993	Deena Larson publishes the hypertext <i>Marble Springs</i> and asks readers to participate in creating the story by sending her new text
1993	Graham Nelson designs Inform, a system for writing interactive fiction. Inform 7 is released in 2006
1994	Netscape Navigator released: first browser that lets average user work interactively with the Internet
1994	Kiss.com, the first online dating site, is registered in December
1994	Justin Hall starts his personal blog Links.net that he keeps as a diary for 11 years
1994	Steve Mann begins to record his daily existence non-stop on <i>Lifelog</i>
1995	Michael Joyce publishes <i>Victory Garden</i>

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1995	trAce Online Writing Community is launched
1995	Marjorie Luesebrink begins work on the hypermedia novel <i>Califa</i> under the writing name M.J. Coverley
1995	CompuServe produces the first online live conference for Mick Jagger and the Rolling Stones
1997	Andrew Weinreich launches SixDegrees.com, the first site oriented towards social networking rather than a special interest group
1997	Jorn Barger begins to use the word weblog, which is shortened to blog in 1999
1998	William Gillespie, Scott Rettberg, Dirk Stratton and friends begin the hypertext novel <i>The Unknown</i>
1998–1999	Teri Hoskin and Sue Thomas edit the <i>Noon Quilt</i>
1999	Evan Williams and Meg Hourihan launch Blogger.com
1999	The Electronic Literature Association is established
1999	Rob Wittig writes chatroom narrative <i>Friday's Big Meeting</i>
2000	Eastgate Systems publishes the hypermedia novel <i>Califa</i>
2001	<i>Blue Company 2002</i> , an email narrative written by Scott Rettberg and Rob Wittig is performed for the first time
2002	Johanthan Abams creates Friendster.com which calculates a users connections to other users and shows their network of friends
2002	Diego Doval starts blog novel <i>Plan B</i>
2002	Rob Wittig starts fictional blog <i>robwit.net</i>
2003	Chris DeWolfe and Tom Anderson found MySpace.com. Members can now customize the look of their profiles
2003	As Belle de Jour, Brook Magnanti starts her blog <i>Diary of a London Call Girl</i>
2004	The image and video hosting website, Flickr.com, is founded
2005	Steve Chen, Chad Hurley, Jawed Karim found YouTube.com, a video sharing website
2005	Producer Ian Harper works with author Kate Pullinger to create <i>Inanimate Alice</i>
2006	Facebook.com enters the public domain after 2 years as a Harvard University network
2006	Jack Dorsey, Evan Williams, Biz Stone and Noah Glass create the microblog Twitter.com that uses short 140 character messages
2006	Larry Smith and Rachel Fershleiser launch online magazine <i>SMITH</i>
2007	David Karp founds Tumblr.com, a microblogging platform and social networking website
2008	<i>The Book View Café</i> is launched
2008	<i>Mad Men</i> Twitter accounts appear
2009	Dylan Meconis begins first interactive Twitter novel <i>Dame Jetsam</i>
2009	Ben White, who uses Twitter to create one-tweet stories, starts <i>Nanoism</i> , a Twitter fiction journal
2009	The Royal Opera House engages Twitter users in collaborating to compose <i>The Twitter Opera</i> entirely of tweets
2009	Neil Gaiman undertakes a collective Twitter fiction for the BBC that results in the fairy tale audio book <i>Hearts, Keys, and Puppetry</i>
2010	Paul Sciarra, Evan Sharp, and Ben Silbermann found Pinterest.com, an image sharing website

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


2010	Kevin Systrom and Mike Krieger launch Instagram.com, which lets users take pictures and videos, and share them on social networking platforms
2011	Stanford University students Evan Spiegel, Bobby Murphy, and Reggie Brown create Snapchat.com, a video messaging application that attaches a set time of 1–10 s for how long recipients can view images before they are deleted
2012	OD Kobe launches Pheed.com, a social networking site that includes live broadcast and pay-per-view options
2014	Grammarly publishes crowd-sourced novel <i>The Lonely Wish-Giver</i>
2015	Grammarly publishes crowd-sourced novel <i>Frozen by Fire</i>

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1		Fortran punch card. Photo: Arnold Reinhold. https://commons.wikimedia.org/wiki/File:FortranCardPROJ039.agr.jpg ASUS smart phone. Pubic Domain. https://upload.wikimedia.org/wikipedia/commons/8/8a/ASUS_Mobile_ZenFone6_20141109.jpg
2		Manuscript Leaf with Marriage Scene, from <i>Decretals of Gregory IX</i> . Metropolitan Museum http://www.metmuseum.org/collection/the-collection-online/search/468476
3		Diagrams of Ramon Llull, <i>Figure One</i> https://commons.wikimedia.org/wiki/File:Ramon_Llull_-_Ars_Magna_Tree_and_Fig_1.png <i>Ars Magna Figure Four</i> http://libguides.nec.edu/content.php?pid=399520&sid=3337061
5		Raimundus Lullus, Thomas le Myésier Badische Landesbibliothek. http://www.blb-karlsruhe.de/http://commons.wikimedia.org/wiki/File:Codex_St_Peter_Perg_92_11v.jpg
6		<i>Fuenffacher Denckring der Teutschen Sprache Kunstgruendig anroeisend</i> Beinecke Rare Book & Manuscript Library http://brbl-dl.library.yale.edu/vufind/Record/3545854
7		<i>Astrolabe</i> by Johan Stoeffler Digital Rare Book Collection Vienna University Observatory http://www.univie.ac.at/hwastro
8		Pietro Bertelli: Courtesan and Blind Cupid Heilbrunn Timeline of Art History. The Metropolitan Museum of Art http://www.metmuseum.org/toah/works-of-art/55.503.30

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#	Image	Reference
9		<i>Queen Mab or The Tricks of Harlequin</i> Ellen G. K. Rubin http://www.populady.com
10		<i>Beauty and the Beast</i> Public Domain University of North Texas Libraries, Special Collections http://www.library.unt.edu/rarebooks/exhibits/popup2/introduction.htm
11		<i>Moveable Book of the Royal Punch & Judy</i> Public Domain University of North Texas Libraries, Special Collections http://www.library.unt.edu/rarebooks/exhibits/popup2/introduction.htm
12		<i>The History and Adventures of Little Fanny</i> Ellen G. K. Rubin. http://www.populady.com/about01-history.shtml
13	 	<i>The Cave of Time Cover</i> Copyright Bantam. <i>The Cave of Time Narrative Map</i> Dr. Mark Sample http://www.samplereality.com/gmu/fall2008/343/wp-content/uploads/2008/09/caveoftime.jpg
14		<i>NLS Mother of All Demos</i> SRI International http://www.sri.com Doug Engelbart Institute http://dougengelbart.org
15– 21		<i>Invisible Seattle Computer Literary Project (All images)</i> Rob Wittig http://robwit.net
22		<i>Victory Garden Sampler page</i> Eastgate Systems, Inc. http://www.eastgate.com/VG/VGStart.html
23– 24		<i>Califa</i> Marjorie Coverley Luesebrink http://califa.us
25		<i>SHRDLU</i> United States Government Image https://en.wikipedia.org/wiki/File:SHRDLUs_World.gif
26		<i>Adventure PDP 10 Screen</i> https://en.wikipedia.org/wiki/Colossal_Cave_Adventure#/media/File:ADVENT_--_Crowther_Woods.png
27		<i>Noon Quilt</i> Sue Thomas http://tracearchive.ntu.ac.uk/quilt/info.htm

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#	Image	Reference
28– 29		<i>Inanimate Alice</i> Ian Harper https://www.facebook.com/InanimateAlice
30		<i>Friday's Big Meeting</i> Rob Wittig http://www.robwit.net/fbm/
31		<i>Twitter Opera</i> ROH blog http://www.roh.org.uk/news/twitter-opera-day-2-5-the-tweets-take-us-to-the-desert
32		<i>Twitterdammerung</i> with Hannah Pedley and Andrew Slater Lloyd Davies http://www.aqamera.com
33		<i>Hearts, Keys, and Puppetry</i> Copyright 2010 BBC Audiobooks America
34– 35		<i>Romeo and Juliet/Book of the Future</i> Udita Menon
36– 58		<i>Romeo and Juliet on Facebook: After Love Comes Destruction</i> Micheal Auger, Alan Correa, Rebecca Nunez, Neshat Piroozan, Brett Pawson

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