

Adventure and its Ancestors

Literary machines

Arthur W. Burdett and
Richard W. Wood,
"The Machine as a
Medium of Communication"

Dalkey and
Holtzman, 1962, 1963, 1964, 1965, 1966, 1967, 1968, 1969, 1970, 1971, 1972, 1973, 1974, 1975, 1976, 1977, 1978, 1979, 1980, 1981, 1982, 1983, 1984, 1985, 1986, 1987, 1988, 1989, 1990, 1991, 1992, 1993, 1994, 1995, 1996, 1997, 1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025

Spacewar!

ELIZA

Adventure

created in "spare time"

Collaboration between two
people who hadn't met each
other.

Crowther:

"People enjoy [Adventure]...Because it's exactly the kind of thing that computer programmers do. They're struggling with an obstinate system that can do what you want but only if you can figure out the right thing to say to it."
(qtd. in Montfort 93)

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literary machines

Minsky: "There is a general
belief that machines are
capable of doing anything
we humans can do."

Colpo and
100,000,000,000 Items

Spacewar!

literary machines

Montfort: "The term is appropriated here to unite two ideas, that of an assembled text as literary and that of the computer as a machine that manipulates symbols."

Oulipo and

100,000,000,000,000 Poems

Spacewar!

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