



affected by standardization and will not display correctly in most current browsers. That said, the work predicted its own obsolescence, with its slow decay seen as part of its performance. This aspect of the work has been most recently observed by Zach Whalen, who states, “Lexia to Perplexia’s gradual obsolescence, prolonged only by backward-compatibility, is just the final part of its fictive performance.”

In 2000 the work was awarded the trAce/Alt-X New Media Writing Award, and received an honorable mention from the 2000 Electronic Literature Organization Awards

### **Publication/Exhibition**

Institute of Contemporary Art – London  
Technopoetry Festival – Georgia Tech  
HT01 Reading Room  
Iowa Review Web  
Electronic Book Review  
trAce Online Writing Community  
Electronic Literature Collection Volume 1

### **Presentations and Readings**

Digital Art and Culture 2001 Brown University/Providence RI  
Incubation Conference / Nottingham UK

### **Critical Writing on the work**

*Posthyperfiction: Practices in Digital Textuality* - Scott Rettberg  
*Reading Writing Interfaces: From the Digital to the Bookbound* - Lori Emerson  
*Visualizing la(e)ng(-u-)age* - Deena Larsen  
*An Emerging Canon? A Preliminary Analysis of All References to Creative Works in Critical Writing Documented in the ELMCIP Electronic Literature Knowledge Base* - Scott Rettberg  
*Electronic Literature Publishing and Distribution in Europe* - Markku Eskelinen, Giovanna Di Rosario  
*Developing an Identity for the Field of Electronic Literature: Reflections on the Electronic Literature Organization Archives* - Scott Rettberg  
*"Terminal Hopscotch": Navigating Networked Space in Talan Memmott's Lexia to Perplexia* - Lisa Swanstrom  
*Comedies of Separation: Toward a Theory of the Ludic Book* - Brian Kim Stefans  
*From Synesthesias to Multimedia: How to Talk about New Media Narrative* - Daniel Punday  
*Cyborg Tactics and Perilous Hermeneutics in Lexia to Perplexia Shifts in materiality across space* - Daniel Carter  
*Travels in Cybertextuality. The Challenge of Ergodic Literature and Ludology to Literary Theory* - Markku Eskelinen  
*Dada Redux: Elements of Dadaist Practice in Contemporary Electronic Literature* - Scott Rettberg  
*Tekstspill i hypertekst. Koherensopplevelse og sjangergjenkjennelse i lesing av multimodale hyperfiksjoner* - Hans Kristian Rustad  
*New Media Literary: Hypertextual, Cybertextual, and Networked* - Katarina Peovic Vukovic  
*Exploiting Kairos in Electronic Literature: A Rhetorical Analysis* – Cheri Crenshaw  
*Electronic Literature: New Horizons for the Literary* - N. Katherine Hayles  
*Born Digital: Writing Poetry in the Age of New Media* - Maria Engberg

*Avatars of Story* - Marie-Laure Ryan  
*Poetics in the Expanded Field: Textual, Visual, Digital . . .* - Barrett Watten  
*A New Media Reading Strategy* - Cheryl E. Ball  
*Narrative and the Split Condition of Digital Textuality* - Marie-Laure Ryan  
*Metaphoric Networks in Lexia to Perplexia* - N. Katherine Hayles  
*Talan Memmott's "Lexia to Perplexia"* - Thomas Dreher  
*Creating Screen-Based Multiple State Environments: Investigating Systems of Confutation* -  
Donna Leishman  
*Genre Trouble: Narrativism and the Art of Simulation* - Espen Aarseth  
*Print Is Flat, Code Is Deep: Rethinking Signification in New Media* - N. Katherine Hayles  
*Multimedia Criticism* - Eric Dean Rasmussen  
*Destination Unknown: Experiments in the Network Novel* - Scott Rettberg  
*Interferences: [Net.Writing] and the Practice of Codework* - Rita Raley  
*The Code is not the Text (unless it is the Text)* - John Cayley  
*Writing Machines* - N. Katherine Hayles  
*Reveal Codes: Hypertext and Performance* - Rita Raley