

# World Fan Literature

adapting world literature through world building and fan culture

Seminar (MA, Modul „Verlage als Medienunternehmen«)  
Simon Andreasen | Gerhard Lauer | Anke Vogel

blocks online (<https://us02web.zoom.us/j/82623292142>)

and in person (HS VI, Jakob-Welder-Weg 4 | Haus des Buches, Frankfurt)

## Description

In this course, we are exploring how world building can be used to create fan fiction from world literature. The course is a collaboration between the Gutenberg University and the National Film school of Denmark. In the course, the National Film school will produce a world Wikipedia from the three novels Gilgamesh, Beowulf and Shakuntala. The students at the Gutenberg University will get access to the three world wikies, and in three teams of 5 students produce fanfiction and BookTok videos utilizing the world wikies.

The course runs as a combination of lectures, workshops, and individual work. As this is a practical research-based project, all material being published through the world wikies is open source. All other material being made outside the wikies, such as the actual fan fictions being made, belong to the creators.

The format is a joint seminar in blocks (online and in person). It starts from three classic books of world literature: Beowulf, Gilgamesh, Shakuntala. The course will be held in English. The course runs from April to July 2023. The format is a joint seminar in blocks (online and in person). It starts from three classic books of world literature: Beowulf, Gilgamesh, Shakuntala.

## Learning objectives

Students learn to understand and apply creative processes to write fan fiction. Specifically, they learn how to build fictional worlds in a transmedial environment and learn to make use of digital assisted writing environments (Wiki, AI etc.). Finally, they reflect concepts of world literature and fan fiction in theory and practice.

## Assessment

For “Studienleistung“ (just pass/fail) and for „Modulprüfung“ (with grades) the final presentation of the mock-up project is mandatory.



17.04.2023 - online	Introduction: What are story-worlds, let's explore Wikis, reflect and ask questions
24.04.2023 - online	World Fan Fiction: Lectures on fanfiction and heroic epics, breakout secessions for the first creations, and again questions
2./3.05.2023 - in attendance 00 311 – HS VI, Jakob-Welder-Weg 4	Creating and sharing worlds: Developing a fan fiction, learn to make use of AI and social media Writing strategies: Start to write, learn to identify target groups, learn about the perspective of publishers
3./4.07.2023 – in attendance Haus des Buches, Frankfurt	Work phase, then show and discuss the mock-ups

### First ideas

[https://docs.google.com/document/d/1Zd8gOU6PsvN5vI4dh\\_IUH\\_M9cMgvTxLzo9Txubj\\_IMo/edit](https://docs.google.com/document/d/1Zd8gOU6PsvN5vI4dh_IUH_M9cMgvTxLzo9Txubj_IMo/edit)

### Reflections

<https://docs.google.com/document/d/1XAMtrW5fXNC9kxQA2FSjcieS7aJYG2ov1VRNaADsHa0/edit>

### Wiki

<https://sites.google.com/filmskolen.org/beowulfworldmanual/start>  
<https://sites.google.com/filmskolen.org/gilgamesh-world-manual/start>  
<https://sites.google.com/filmskolen.org/shakuntalaworldmanual/start>

### AI tools

Overview: <https://www.schabi.ch/seite/ki-und-schule>  
AI Valley, <https://www.theaivalley.com/>  
Bing Image Creator, <https://www.bing.com/create>  
Blue Willow, <https://www.bluewillow.ai/>  
Canva and Magic Write, <https://www.canva.com/magic-write/>  
CapCut, <https://www.capcut.com/>  
ChatGPT, <https://openai.com/blog/chatgpt>  
crAlyon, <https://www.crayon.com/>  
Dall-e-2, <https://openai.com/product/dall-e-2>  
DreamStudio, <https://dreamstudio.ai/generate>  
Jasper AI, <https://www.jasper.ai/>  
Leonardo AI, <https://leonardo.ai/>  
Midjourney, <https://www.midjourney.com/home/>  
Mosaic ML, <https://www.mosaicml.com/>



JOHANNES GUTENBERG  
UNIVERSITÄT MAINZ

Neuroflash, <https://neuroflash.com/de/>  
Playground AI, <https://playgroundai.com/>  
Smodin, <https://smodin.io/>  
Wavtool, <https://wavtool.com/>  
You.com, <https://you.com/>

### Websites of Storyworld builders

Jörg Gihle, <https://joergihle.de/>  
Henry Jenkins, <http://henryjenkins.org/>  
Jesper Juul, <https://www.jesperjuul.net/>  
Alex McDowel, <http://worldbuilding.institute/>  
Marie Lauren Ryan, <http://www.marilaur.info/>  
John Truby, <https://truby.com>

### Literatur

Damrosch, D. (2003). *What Is World Literature?*. Princeton University Press.  
Damrosch, D. (2009) (eds.). *The Longman Anthology of World Literature*. Pearson Longman.  
Davis, P. et al. (eds.) (2004). *The Bedford Anthology of World Literature*. Bedford/St. Martin's.  
D'haen, T., Damrosch, D., & Kadir, D. (eds.) (2011). *The Routledge Companion to World Literature*. Routledge.  
Jüdt, D. (2023). *Von der Idee zur Graphic Novel. Erzählen mit Bildern*. Schmidt.  
Moretti, F. (2000). Conjectures on World Literature. *New Left Review* 1, 54–68.  
Prendergast, C., (ed.) (2004). *Debating World Literature*. Verso.  
Puchner, M., et al. (eds.) (2012). *The Norton Anthology of World Literature*. W. W. Norton.  
Thomsen, M. R. (2008). *Mapping World Literature. International Canonization and Transnational Literatures*. Continuum.  
Wrede, M., & Sperber, A. (2023). *... und dann? Wie Kinderbücher Gestalt annehmen. Illustration, Storyboard, Charakter*. Mainz.  
World Literature Data Collective, <https://worldliteraturedatacollective.wordpress.com/>