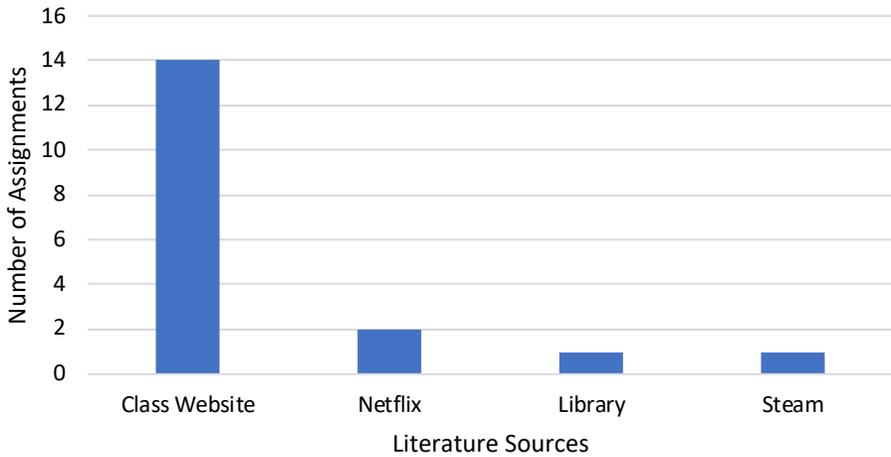


# Questus Libris: Obtaining Literature through Various Platforms

Tiffany Tran, Dr. Sarah Boyd  
University of North Carolina at Chapel Hill

<h2 style="text-align: center;">Introduction</h2>	<h3 style="text-align: center;">The Frequency of Sources used for ENGL137 Assignments</h3>  <table border="1" style="margin-left: auto; margin-right: auto;"> <caption>Data for The Frequency of Sources used for ENGL137 Assignments</caption> <thead> <tr> <th>Literature Source</th> <th>Number of Assignments</th> </tr> </thead> <tbody> <tr> <td>Class Website</td> <td>14</td> </tr> <tr> <td>Netflix</td> <td>2</td> </tr> <tr> <td>Library</td> <td>1</td> </tr> <tr> <td>Steam</td> <td>1</td> </tr> </tbody> </table>	Literature Source	Number of Assignments	Class Website	14	Netflix	2	Library	1	Steam	1	<h2 style="text-align: center;">Films</h2>
Literature Source		Number of Assignments										
Class Website	14											
Netflix	2											
Library	1											
Steam	1											
<p>Literature is all around us, even when we do not realize it. In the modern world, literature is generally known as books, or a bunch of text on papers. However, literature can also be found in televisions, video games, posters, and so much more. Many do not realize that literature is more common around us. It has been proven that literature is accessible through various sources. To test this, I became a student in ENGL137 – Literature in the Digital Age.</p>	<p>There were two shows that we were instructed to watch: The OA and Russian Doll. I utilized the Netflix platform via a friend’s account and watched every episode in the shows. The other short films that we watched were links provided by the class website, leading us to the videos from various websites.</p>											
<h2 style="text-align: center;">Reading Texts</h2>	<h2 style="text-align: center;">Conclusion</h2>	<h2 style="text-align: center;">Video Games</h2>										
<p>For the assigned readings, I was fortunate to be provided online links via my class website. These texts include: <i>Man in the Crowd</i> by Edgar Allan Poe, <i>Books and Scrolls</i> by Peter Stallybrass, and <i>Pierre: or, The Ambiguities</i> by Melville.</p> <p>One of the assigned texts was <i>The Night Circus</i> by Erin Morgenstern, which we were supposed to listen to via Audible, but I chose to pick the book up from Davis Library to read because I effectively understand the material better while reading. I also received a link for Brian Reed’s podcast called S-Town, following along with the transcript.</p>	<p>Aside from texts and books, films and video games are literature because there is a narrative, meaning that there is a story being told. Just because some of these sources were not paper did not mean that it was not literature, hence the name digital literature. Different narratives are exemplified in these works of literature, such as informative narratives and discontinuous narratives. ENGL137 expresses the evolution that literature undergoes while still maintaining its important aspects.</p>	<p>In this class, there was only one game we were assigned to play called <i>Life is Strange</i>. It is an interactive game where the player chooses the choices that their character performs, affecting the environment and other characters. I had a friend who already got the game from a Humble Bundle on Steam, and asked them to send it to me. This was doable because they had never played the game.</p>										