

dominoa

The Winnings are the Texts



dominoa is a literary game in the Internet that appeals in equal measure to the pleasure of playing a game and the enjoyment of texts.

The game is played with pages of text from books by female Austrian authors. Beginning with identical book pages, the various different texts are arranged sequentially like pieces in a classic game of dominos.

Each text is available in seven major variations: from legible text to fractured graphical element.

Text has always had a visual aspect too. The Internet medium shifts the focus back to this context. Text is constantly being recomposed; its size and format undergo revision; it's in motion. A modified attentiveness is the result.

Do the texts also undergo change thereby?

The game in its manifold variations, texts of equal visual value juxtaposed to each other, and, as a reward, a glimpse into the structure of the website offer a possible way of relating to literature in the Internet.

For users who enjoy a game-playing challenge, there are different variants: *dominoa* for the impatient, *dominoa* for logicians, *dominoa* for the visually oriented, for purists or aesthetes are easy to expand, since various elements of the game can be combined individually.

Regardless of the respective variant played, the object of the game remains the same: to view all fields. Furthermore, each field is linked to the pages of the book from which each individual author's text was taken.

The prize for winning the game is reading texts by Ilse Aichinger, Elfriede Czurda, Elfriede Gerstl, Tonja Grüner, Elfriede Jelinek, Friederike Mayröcker, and Marlene Streeruwitz.

<http://www.servus.at/dominoa>