

Use of platforms in Electronic Literature over time

	55	60	65	70	75	80	85	90	95	0	5	10	15	Total															
Z22		1												1															
FORTRAN				1	2	7	5							15															
ALGOL					1									1															
IBM 7070		1												1															
Email										1				1															
BASIC						1	1	1	1	2				9															
APL (A Programming Language)						1								1															
IBM 360/44			1											1															
CDC 6400				1										1															
LED Display					1							1		1															
Atari											1			1															
Apple 2							1							1															
Sinclair ZX 81						1								1															
DOS									1					1															
Minitel						1	3							4															
Commodore 64						1								1															
AutoCAD												1		1															
Audio CD														1															
C++									1					1															
Microsoft Word												1	1	4															
Mac OS								1						1															
SMS												3	1	8															
Adobe Director						1	1	1	1	3	2	1	1	12															
Amiga						1								1															
MS Windows														1															
Animated GIF								3	2	1	3	1	1	13															
HyperCard						1		3	1	2	1			8															
Storyspace						1		3	1					7															
Perl								1						1															
TADS								1	1					2															
Corel Draw								1						1															
ToolBook										1				1															
PowerPoint (Microsoft)												1	1	3															
Autodesk 3ds Max													1	1															
HTML				1		1	1	5	6	4	3	4	8	1	6	7	6	5	5	3	11	4	12	19	5	4	122		
Python												1	1								1		1	2			6		
Quicktime								1			1																	4	
Linux													1										1					2	
Adobe Acrobat																												1	
Adobe After Effects																							1		1			3	
CGI (Common Gateway Interface)																												1	
QR code																								1	1			2	
Java												1	1	2	1	1	1	1	1	1								9	
Javascript										1			3	2		3	2	5	3	1								20	
Shockwave										1	1	2	2	1	2		1	1										12	
Ruby																													1
CSS																													57
Flash																													159
Extensible Markup Language (XML)																													3
ActionScript																													12
Unreal Engine																													1
Audacity																													1
Mac OS X																													4
Google Earth																													2
Eclipse																													1
Adobe Creative Suit																													2
Wordpress																													2
Facebook																													4
Flickr																													2
Vimeo																													9
Second Life																													3
Google Books																													1
Arduino																													3
Youtube																													4
Unity																													5
Google Maps																													2
Google API																													1
Twitter																													43
Android																													17
iOS																													60
SoundCloud																													2
Apple TV																													1
Google Chrome																													4
Prezi																													1
Google Wave																													1
Kinect																													3
Final Cut Pro																													3
HTML5																													8
Rhino 3D																													1
																													716

This graph shows the number of creative works of Electronic Literature, and the platforms they are created on, from 1952 to 2016. It includes the year each platform was introduced, marked by the platform's name.

The data was retrieved from the Elmcip database, where a total of 6760 creative works were filtered to remove works with no platform label, leaving 3749 works. After filtering out works with no year of publishing and duplicate entries in the data set, 786 works remained.

This graph is based on a selection of platforms. For several reasons, some platforms were not used - the main reason being that information about the platform's release date was not found. After filtering out works using these platforms, the total number of works used to produce this graph is 716.