**Digital Humanities Working Group**

**Regional Events**


Global Digital Humanities Symposium, Michigan State University, March 22-23, 2018.

*For more events on a global scale, check out the Digital Library Federation's Crowd-Sourced Google Calendar.*

**Digital Scholarship: Canisius Faculty & Students**

**What is Digital Humanities?**

Matthew G. Kirshenbaum, *"What is Digital Humanities, and What's it Doing in English Departments?"*

Anne Burdick, Johanna Drucker, Peter Lunenfeld, Todd Presner, and Jeffrey Schnapp, *Digital_Humanities*. (Link to Full Text).

- A paper copy is available in Bouwhuis Library.
- The final, summative section of this book is available here: A Short Guide to the Digital_Humanities).

*Debates in the Digital Humanities.* This project, initially a paper collection of essays, is now an online, open-access "social reading platform."


A skeptical view of the Digital Humanities: Daniel Allington, Sara Brouillette, David Golumbia, *"Neoliberal Tools (and Archives): A Political History of the Digital Humanities."*

- Various responses to the Allington, Brouillette, Golumbia piece, rounded up by Digital Humanities Now, [here](#) and [here](#).

**Tools**

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<tr>
<th>Tool</th>
<th>Description</th>
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<tr>
<td>Omeka</td>
<td>for web-based publishing (via Linux).</td>
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<td>Neatline</td>
<td>adds geographic and timeline tools to Omeka.</td>
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<td>Hypercities</td>
<td>- &quot;Thick&quot; Mapping</td>
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<td>Python Language</td>
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<td>&quot;R&quot; Language and Environment</td>
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<td>Code Academy</td>
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<tr>
<td>Sharemap</td>
<td>- free online Geographic Information System for mapmaking.</td>
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<td>OKmap</td>
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<tr>
<td>Overview</td>
<td>is a visualization and analysis tool designed for sets of documents.</td>
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<td>MapStory</td>
<td>- storytelling through maps.</td>
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<td>Geocaching</td>
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<td>Inkscape for Vector Graphics</td>
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<td>GIMP: Gnu Image Manipulation Program</td>
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<td>Video Game Resources</td>
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<tr>
<td>WikiEdu</td>
<td>- Resources for learning and teaching about and with Wikipedia.</td>
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<tr>
<td>Comic Life</td>
<td>- application for developing comics, available for desktop (Computers) and mobile (tablets). 30-day trials, academic discounts available for full versions.</td>
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Local (Western New York) Resources (and past events)

THATCamp 2015 Unconference, D’Youville College
Digital Humanities at Geneseo
CUNY Digital Humanities Resource Guide
Meaningful Gamification Academy - University at Buffalo (SUNY)

Digital Scholarship: Other Examples

Adam Crymble on Distant Reading
Edward Ayer’s The Valley of the Shadow
The Perseus Project at Tufts University
Claudio Saunt’s Invasion of America.
Papers of the War Department, 1784-1800
Kelly, Rushford, and Gustin, Making the History of 1969
Projects hosted at Omeka.net.
Railroads and the Making of Modern America
Infinite Ulysses
Alex Wellerstein’s NukeMap: a nuclear weapons simulator using Google Maps GIS Data.

QGIS - Free/Open Source Geographic Information System
Import Spreadsheet (or Google Forms) data into Google My Maps. Great for getting simple geospatial data quickly into Google Maps.

For students, faculty and staff, Canisius College has available on PCs in OM 111 (Financial Markets Lab) ArcGIS, a powerful Geographic Information System (GIS).

Canisius College Faculty have access to Adobe Create Cloud Suite, which includes a variety of powerful media tools including Photoshop, Illustrator, and Premier. Contact the Help Desk (x8340) for details.

Google News Archive: Historical newspaper runs. In the 2000s, Google scanned in microfilmed editions of newspapers from around North America, and possible some from Europe. Google stopped this project, but have left the archive in place.

Chronicling America: Historical U.S. newspaper runs at the Library of Congress.

dp.ai: Digital Public Library of America. Search and access digital collections (images, texts, artifacts, video) at many public libraries around the United States. Includes API.


- a crude example of analysis: Conrad’s Lord Jim. (Text downloaded from Project Gutenberg)


Lost Worlds: Explorations in Humanities Game Design. A blog by Elizabeth Goins

Gapminder: Visualization of global economic, social, and other development data.

Explain Everything: a tablet based whiteboarding tool. Produce video or slideshow presentations featuring markup of raster images or video. Collaborate with several creators simultaneously.

General Resources

THATCamp
UNC Charlotte/J. Murrey Atkins Library’s Digital Scholarship Lab

Digital Humanities Quarterly
Digital Humanities Zotero Group Library
Library of MS-DOS Games at Archive.org

Journal of Digital Humanities
Play the Past: Cultural Heritage and Games
University of Virginia Library Scholar’s Lab

Wendy Hui Kyong Chun, Dark Side of the Digital Humanities Part I
Roy Rosenzweig Center for History and New Media
Introduction to Mapping and GIS at QGIS
**Historypin**: a collaborative, geographic archive of historical photography.

**Pox in the City**: an interactive, 3D strategy game about nineteenth century urban epidemics and vaccinations

**Walden: A Game**: experience Thoreau’s Walden Pond through a 3D interactive game

**Biblion**: an iOS app by New York Public Library, featuring interactive presentation of library collections.

**True Size Of**: an interactive map that shows the relative size of nation-states, adjusted on a Mercator.

**slavevoyages.org**: a database of the Trans-Atlantic slave trade.

**Voyageur Contract Database**: includes around 35,900 New French and Canadian fur trade contracts created between 1714 and 1830.

**PRDH**: biographic/demographic database of New French colonists, compiled from surviving documents, primarily Catholic parish registers.

**Buffalo Architecture Map**

**Ancient World Mapping Center Conference 2016** (Session recordings via YouTube)


There are plenty of examples of computational literacy analysis at the Stanford Literary Lab.

**Create Caribbean**: a Research Institute at Dominica State College, supporting digital projects in Caribbean History.

**Digital Mitford**: Online scholarly edition of the works of Mary Russell Mitford. Also source for learning TEI/XML for literary study.

**Six Degrees of Sir Francis Bacon**: Digital depiction and analysis of Sir Francis Bacon’s social connections.

**Homer Multitext**: Exploring the "evolution and the resulting multiformity" of Homer’s Iliad and Odyssey, in historical contexts.

**James Monroe Museum Political Cartoons**: Undergraduate Student Project, built in Omeka. Digitized political cartoons with historical context.

**Urban Humanities Initiative at UCLA**: Incorporating humanities interpretive approaches and urban design practices.

**American Panorama**: a digital atlas series created at the University of Richmond’s Digital Scholarship Lab.

**SNCC Digital Gateway**: digital exhibition and archive exploring the history of the Student Nonviolent Coordinating Committee, a major organization within the African American civil rights movement of the 1960s and 1970s.