数字人文

数字人文工作小组

区域活动

全球数字人文研讨会，密歇根州立大学，3月22-23日，2018。

我们的（数字）人性：讲故事、媒体组织和社会正义，勒high大学，伯利恒，PA，4月20-22日，2018。

HILT（人文密集型学习与教学），宾夕法尼亚大学，费城，PA，6月4-8日，2018。

数字人文研究学院，研究生中心，CUNY，纽约，NY，6月11-20日，2018。

 Keystone数字人文会议，宾夕法尼亚州立大学，州立学院，PA，7月16-18日，2018。

数字教学方法会议，布罗克大学，St. Catherine，安大略，8月9-10日，2018。

要了解全球范围的活动，请检查数字图书馆基金会的众包谷歌日历。

数字奖学金：卡尼斯尤斯学院

教师及学生

什么是数字人文？

Matthew G. Kirschenbaum, “什么是数字人文，以及它在英语系的做什么？”

Anne Burdick, Johanna Drucker, Peter Lunenfeld, Todd Presner, and Jeffrey Schnapp, Digital Humanities. (联接全文)。

- 本文的最终总结部分可以在这里访问：A Short Guide to the Digital_Humanities。

数字人文的辩论。这个项目，最初是作为一篇论文收集的论文，现在是一个在线的、开放访问的“社交阅读平台。”


- 各种对Allington、Brouillette、Golumbia的回应，由Digital Humanities Now收集，和在这里。

Timothy Brennan, “The Digital Humanities Bust,” The Chronicle of Higher Education 64（2017年10月）。要求订阅查看此文章，因此它被Permalinked在ProQuest（登录所需）。

- Sarah Bond, Hoyt Long, and Ted Underwood: “Digital” is not the Opposite of Humanities, Chronicle of Higher Education（2017年11月）。 Chronicle在线提供了该文章的链接，供没有订阅的人查看。

工具

Omeka for web-based publishing (via Linux)。

Neatline adds geographic and timeline tools to Omeka

Hypercities - “Thick” Mapping

Python Language

“R” Language and Environment

Code Academy

Sharemap - free online Geographic Information System for mapmaking。

OKmap
Coptic Scriptorium

- Rebecca S. Krawiec, (Religious Studies & Theology), Editor and Encoder/annotator, Translator.

Religion in Western New York

- Jonathan Lawrence, (Religious Studies & Theology), Creator.

Przemyslaw Moskal, (Digital Media Arts) New Media, Digital & Gaming Artist.

Canisius College Video Institute

- co-directed by Barbara Irwin and Jamie O'Neil (Digital Media Arts).

Fire & Sword Video Series

- Canisius College Video Institute Students

De Imperatoribus Romanis

- Thomas Banchich, co-founder and contributor.
- Classics student works

Build Temples Not Walls

- Professor Erin Warford Adjunct Professor of Classics

Overview is a visualization and analysis tool designed for sets of documents

MapStory - storytelling through maps.

GeoCaching

Inkscape for Vector Graphics

GIMP: Gnu Image Manipulation Program

Video Game Resources

WikiEdu - Resources for learning and teaching about and with Wikipedia.

Comic Life - application for developing comics, available for desktop (Computers) and mobile (tablets). 30-day trials, academic discounts available for full versions.

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.la: 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.

JSTOR Datasets: text mine publications held at JSTOR.

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)

Open Data For All of Buffalo

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 1989

Projects hosted at Omeka.net.

Railroads and the Making of Modern America

Infinite Ulysses

General Resources
Alex Wellerstein’s NukeMap: a nuclear weapons simulator using Google Maps GIS Data.

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.

Hear UR: Student Podcasting at University of Rochester.
Migration Trail: using digital, dynamic maps, video, audio, and social media to tell immigration stories.