Digital Humanities

What is Digital Humanities?

Matthew G. Kirschenbaum, "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."


- Various responses to the Allington, Brouillette, Columbia piece, rounded up by Digital Humanities Now, here and here.

Timothy Brennan, "The Digital Humanities Bust," The Chronicle of Higher Education 64 (October 2017). The Chronicle requires a subscription to view this article, so it is Permalinked at ProQuest (login required).


Tools

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

Digital Humanities Working Group

Regional Events

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


HILT (Humanities Intensive Learning & Teaching), University of Pennsylvania, Philadelphia, PA, June 4-8, 2018.

Digital Humanities Research Institute, Graduate Center, CUNY, New York, NY June 11-20, 2018.

Keystone Digital Humanities Conference. Penn State University, State College, PA, July 16-18 2018.

Digital Pedagogies Institute Conference, Brock University, St. Catherines, Ontario, August 9-10, 2018.

For more events on a global scale, check out the Digital Library Federation’s Crowdsourced Google Calendar.

Digital Scholarship: Canisius Faculty & Students
### Overview

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.

**Local (Western New York)**

**Resources (and past events)**

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<th>THATCamp 2015 Unconference, D'Youville College</th>
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<td>Digital Humanities at Geneseo</td>
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<td>CUNY Digital Humanities Resource Guide</td>
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<td>Meaningful Gamification Academy - University at Buffalo (SUNY)</td>
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**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**

- **Google n-Gram viewer**: language statistics across Google Books.
- **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.
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.