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 Education64 (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
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.

General Resources
| **Historypin** | Digital Humanities Zotero Group Library | Library of MS-DOS Games at Archive. org |
| **Pox in the City** | Play the Past: Cultural Heritage and Games | University of Virginia Library Scholar's Lab |
| **Walden: A Game** | Roy Rosenzweig Center for History and New Media | Introduction to Mapping and GIS at QGIS |
| **Biblion** | Boston Digital Humanities Consortium | Digital Humanities BootCamp at UCLA |
| **True Size Of** | The Programming Historian | Ehistory |
| **slavevoyages.org** | Digital Historians | Digital Humanities Now |
| **Voyageur Contract Database** | The Getty Search Gateway | The British Library (on Flickr) |
| **PRDH** | Digital Library Confederation's Digital Events Calendar | The Digital Journal Syllabus (frequently has DH-related pedagogical resources.) |
| **Buffalo Architecture Map** | | |
| **Ancient World Mapping Center Conference 2016** | | |
| **Dougherty, Jack, and Kristen Nawrotzki,** *Writing History in the Digital Age* | | |

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.