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, Golumbia 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

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

MapStory - storytelling through maps.

Geocaching
Digital Scholarship: Canisius Faculty & Students

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

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

- 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
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**

**Bibliography**

**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**

**Richard Grusin, Dark Side of the Digital Humanities Part II**

**Boston Digital Humanities Consortium**

**Digital Humanities BootCamp at UCLA**

**Miriam Posner’s Blog**

**The Programming Historian**

**Ehistory**

**William G. Thomas’s Blog**

**Digital Historians**

**Digital Humanities Now**

**Google Cultural Institute**

**The Getty Search Gateway**

**The British Library (on Flickr)**

**An Excellent Introduction to Mapping and GIS**

**Digital Library Confederation’s Digital Events Calendar**

**The Digital Journal Sylabus** (frequently has DH-related pedagogical resources.)

**HASTAC (Humanities, Arts, Sciences, and Technology Alliance and Collaboratory)**

**NINES (Networked Infrastructure for Nineteenth-Century Electronic Scholarship)**

**Center for Digital Research in the Humanities (University of Nebraska-Lincoln.)**

**dhcommons.org**: Linking scholars for DH collaboration.

**Digital Humanities at UCLA**

**Digital Humanities Initiative at Buffalo (UB)**

**Stanford Digital Tools Humanities**

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