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 Genesee
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

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

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
<table>
<thead>
<tr>
<th><strong>Alex Wellerstein’s NukeMap</strong></th>
<th><strong>Journal of Digital Humanities</strong></th>
<th><strong>University of Virginia Library Scholar's Lab</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Alex Wellerstein’s NukeMap: a nuclear weapons simulator using Google Maps GIS Data</td>
<td>Play the Past: Cultural Heritage and Games</td>
<td>University of Virginia Library Scholar's Lab</td>
</tr>
<tr>
<td>Historypin: a collaborative, geographic archive of historical photography</td>
<td><strong>Wendy Hui Kyong Chun, Dark Side of the Digital Humanities Part I</strong></td>
<td>Introduction to Mapping and GIS at QGIS</td>
</tr>
<tr>
<td>Pox in the City: an interactive, 3D strategy game about nineteenth century urban epidemics and vaccinations</td>
<td>Roy Rosenzweig Center for History and New Media</td>
<td><strong>Richard Grusin, Dark Side of the Digital Humanities Part II</strong></td>
</tr>
<tr>
<td>Walden: A Game: experience Thoreau’s Walden Pond through a 3D interactive game</td>
<td>Boston Digital Humanities Consortium</td>
<td>Digital Humanities BootCamp at UCLA</td>
</tr>
<tr>
<td>True Size Of: an interactive map that shows the relative size of nation-states, adjusted on a Mercator.</td>
<td>The Programming Historian</td>
<td>Ehistory</td>
</tr>
<tr>
<td>slavevoyages.org: a database of the Trans-Atlantic slave trade.</td>
<td>Digital Historians</td>
<td>Digital Humanities Now</td>
</tr>
<tr>
<td>Voyageur Contract Database: includes around 35,900 New French and Canadian fur trade contracts created between 1714 and 1830.</td>
<td>Google Cultural Institute</td>
<td>The Getty Search Gateway</td>
</tr>
<tr>
<td>PRDH: biographic/demographic database of New French colonists, compiled from surviving documents, primarily Catholic parish registers.</td>
<td>The Getty Search Gateway</td>
<td>The British Library (on Flickr)</td>
</tr>
<tr>
<td>Buffalo Architecture Map</td>
<td>An Excellent Introduction to Mapping and GIS</td>
<td>The Digital Journal Sylabus (frequently has DH-related pedagogical resources.)</td>
</tr>
<tr>
<td>Ancient World Mapping Center Conference 2016 (Session recordings via YouTube)</td>
<td>Digital Library Confederation’s Digital Events Calendar</td>
<td>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.)</td>
</tr>
<tr>
<td>There are plenty of examples of computational literacy analysis at the Stanford Literary Lab.</td>
<td>Stanford Digital Tools Humanities</td>
<td>Stanford Digital Tools Humanities</td>
</tr>
</tbody>
</table>