Historical and ethnographic research has typically been rooted in a specific site or community. In contrast, digital humanities seek to break these boundaries by offering new forms of analysis and collaboration. The field of digital humanities is characterized by its interdisciplinary nature, combining perspectives from the humanities, social sciences, and computer science. It uses digital tools and methods to explore complex cultural phenomena, making it a powerful tool for research and education.

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. Catharines, Ontario, August 9-10, 2018.

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

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

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

MapStory - storytelling through maps.
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 (Communication Studies) 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 Liberal Arts at Hilbert College.

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

General Resources

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<td>UNC Charlotte/J. Murrey Atkins Library's Digital Scholarship Lab</td>
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Infinite Ulysses
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.