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

- 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

Geocaching

Inkscape for Vector Graphics

Figma for Vector Graphics

FireAlpaca for Digital Painting

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.

**Voyant**: Web-based toolset for text analysis and Computer-Assisted Interpretation in the Humanities.
- 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

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### Infinite Ulysses

Alex Wellerstein’s **NukeMap**: a nuclear weapons simulator using Google Maps GIS Data.

### Historypin

**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](https://literarylab.stanford.edu/).

**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 multiformality” 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

**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)**

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

**Digital Humanities at UCLA**

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

**Digital Humanities Quartery**

**Digital Humanities Zotero Group Library**

**Library of MS-DOS Games at Archive.org**

**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 (frequently has DH-related pedagogical resources.)**

**Hear UR**: Student Podcasting at University of Rochester.

**Migration Trail**: using digital, dynamic maps, video, audio, and social media to tell immigration stories.