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[The Digital Humanities Coursebook](#) **Defining Digital Humanities** [The Bloomsbury Handbook to the Digital Humanities](#) *Digital Humanities* [Digital Humanities Pedagogy](#) **Digital Humanities in Practice** *The Emergence of the Digital Humanities* *The Digital Humanities* [Computation and the Humanities](#) **Digital Humanities** [Research Methods for the Digital Humanities](#) [Design and the Digital Humanities](#) *Disrupting the Digital Humanities* *Understanding Digital Humanities* *A New Companion to Digital Humanities* **Between Humanities and the Digital** **Digital Humanities** [Advancing Digital Humanities](#) [Critical Digital Humanities](#) **Digital Curation in the Digital Humanities** **Digital Humanities Research Methods for Creating and Curating Data in the Digital Humanities** *Digital Humanities Alternative Historiographies of the Digital Humanities* **Debates in the Digital Humanities 2016** [A Companion to Digital Humanities](#) **Digital Humanities** [Between Humanities and the Digital](#) *Information and Knowledge Organisation in Digital Humanities* *The Digital Humanities and the Digital Modern* **Big Digital Humanities** **The Digital Humanities Coursebook** [Introduction to Digital Humanities](#) [The Routledge Companion to Media Studies and Digital Humanities](#) [Doing More Digital Humanities](#) [Design and the Digital Humanities](#) **Data Analytics in Digital Humanities** [Digital History and Hermeneutics](#) **Oral History and Digital Humanities** [Hacking the Academy](#)

A New Companion to Digital Humanities Feb 14 2022 This highly-anticipated volume has been extensively revised to reflect changes in technology, digital humanities methods and practices, and institutional culture surrounding the valuation and publication of digital scholarship. A fully revised edition of a celebrated reference work, offering the most comprehensive and up-to-date collection of research currently available in this rapidly evolving discipline Includes new articles addressing topical and provocative issues and ideas such as retro computing, desktop fabrication, gender dynamics, and globalization Brings together a global team of authors who are pioneers of innovative research in the digital humanities Accessibly structured into five sections exploring infrastructures, creation, analysis, dissemination, and the future of digital humanities Surveys the past, present, and future of the field, offering essential research for anyone interested in better understanding the theory, methods, and application of the digital humanities

Digital Curation in the Digital Humanities Sep 11 2021 Archives and special collections departments have a long history of preserving and providing long-term access to organizational records, rare books, and other unique primary sources including manuscripts, photographs, recordings, and artifacts in various formats. The careful curatorial attention to such records has also ensured that such records remain available to researchers and the public as sources of knowledge, memory, and identity. Digital curation presents an important framework for the continued preservation of digitized and born-digital collections, given the ephemeral and device-dependent nature of digital content. With the emergence of analog and digital media formats in close succession (compared to earlier paper- and film-based formats) came new standards, technologies, methods, documentation, and workflows to ensure safe storage and access to content and associated metadata. Researchers in the digital humanities have extensively applied computing to research; for them, continued access to primary data and cultural heritage means both the continuation of humanities scholarship and new methodologies not possible without digital technology. Digital Curation in the Digital Humanities, therefore, comprises a joint framework for preserving, promoting, and accessing digital collections. This book explores at great length the conceptualization of digital curation projects with interdisciplinary approaches that combine the digital humanities and history, information architecture, social networking, and other themes for such a framework. The individual chapters focus on the specifics of each area, but the relationships holding the knowledge architecture and the digital curation lifecycle model together remain an overarching theme throughout the book; thus, each chapter connects to others on a conceptual, theoretical, or practical level. theoretical and practical perspectives on digital curation in the digital humanities and history in-depth study of the role of social media and a social curation ecosystem the role of hypertextuality and information architecture in digital curation study of collaboration and organizational dimensions in digital curation reviews of important web tools in digital humanities

Defining Digital Humanities Mar 30 2023 Digital Humanities is becoming an increasingly popular focus of academic endeavour. There are now hundreds of Digital Humanities centres worldwide and the subject is taught at both postgraduate and undergraduate level. Yet the term 'Digital Humanities' is much debated. This reader brings together, for the first time, in one core volume the essential readings that have emerged in Digital Humanities. We provide a historical overview of how the term 'Humanities Computing' developed into the term 'Digital Humanities', and highlight core readings which explore the meaning, scope, and implementation of the field. To contextualize and frame each included reading, the editors and authors provide a commentary on the original piece. There is also an annotated bibliography of other material not included in the text to provide an essential list of reading in the discipline. This text will be required reading for scholars and students who want to discover the history of Digital Humanities through its core writings, and for those who wish to understand the many possibilities that exist when trying to define Digital Humanities.

[The Bloomsbury Handbook to the Digital Humanities](#) Feb 26 2023 *The Bloomsbury Handbook to the Digital Humanities* reconsiders key debates, methods, possibilities, and failings from across the digital humanities, offering a timely interrogation of the present and future of the arts and humanities in the digital age. Comprising 43 essays from some of the field's leading scholars and practitioners, this comprehensive collection examines, among its many subjects, the emergence and ongoing development of DH, postcolonial digital humanities, feminist digital humanities, race and DH, multilingual digital humanities, media studies as DH, the failings of DH, critical digital humanities, the future of text encoding, cultural analytics, natural language processing, open access and digital publishing, digital cultural heritage, archiving and editing, sustainability, DH pedagogy, labour, artificial intelligence, the cultural economy, and the role of the digital humanities in climate change. *The Bloomsbury Handbook to the Digital Humanities*: Surveys key contemporary debates within DH, focusing on pressing issues of perspective, methodology, access, capacity, and sustainability. Reconsiders and reimagines the past, present, and future of the digital humanities. Features an intuitive structure which divides topics across five sections: "Perspectives & Polemics", "Methods, Tools & Techniques", "Public Digital Humanities", "Institutional Contexts", and "DH Futures". Comprehensive in scope and accessibility written, this book is essential reading for students, scholars, and practitioners working across the digital humanities and wider arts and humanities. Featuring contributions from pre-eminent scholars and radical thinkers both established and emerging, *The Bloomsbury Handbook to the Digital Humanities* should long serve as a roadmap through the myriad formulations, methodologies, opportunities, and limitations of DH. Comprehensive in its scope, pithy in style yet forensic in its scholarship, this book is essential reading for students, scholars, and practitioners working across the digital humanities, whatever DH might be, and whatever DH might become.

[Advancing Digital Humanities](#) Nov 13 2021 *Advancing Digital Humanities* moves beyond definition of this dynamic and fast growing field to show how its arguments, analyses, findings and theories are pioneering new directions in the humanities globally.

[The Digital Humanities Coursebook](#) Apr 30 2023 *The Digital Humanities Coursebook* provides critical frameworks for the application of digital humanities tools and platforms, which have become an integral part of work across a wide range of disciplines. Written by an expert with twenty years of experience in this field, the book is focused on the principles and fundamental concepts for application, rather than on specific tools or platforms. Each chapter contains examples of projects, tools, or platforms that demonstrate these principles in action. The book is structured to complement courses on digital humanities and provides a series of modules, each of which is organized around a set of concerns and topics, thought experiments and questions, as well as specific discussions of the ways in which tools and platforms work. The book covers a wide range of topics and clearly details how to integrate the acquisition of expertise in data, metadata, classification, interface, visualization, network analysis, topic modeling, data mining, mapping, and web presentation with issues in intellectual property, sustainability, privacy, and the ethical use of information. Written in an accessible and engaging manner, *The Digital Humanities Coursebook* will be a useful guide for anyone teaching or studying a course in the areas of digital humanities, library and information science, English, or computer science. The book will provide a framework for direct engagement with digital humanities and, as such, should be of interest to others working across the humanities as well.

Between Humanities and the Digital Jan 16 2022 Scholars from a range of disciplines offer an expansive vision of the intersections between new information technologies and the humanities. Between Humanities and the Digital offers an expansive vision of how the humanities engage with digital and information technology, providing a range of perspectives on a quickly evolving, contested, and exciting field. It documents the multiplicity of ways that humanities scholars have turned increasingly to digital and information technology as both a scholarly tool and a cultural object in need of analysis. The contributors explore the state of the art in digital humanities from varied disciplinary perspectives, offer a sample of digitally inflected work that ranges from an analysis of computational literature to the collaborative development of a "Global Middle Ages" humanities platform, and examine new models for knowledge production and infrastructure. Their contributions show not only that the digital has prompted the humanities to move beyond traditional scholarly horizons, but also that the humanities have pushed the digital to become more than a narrowly technical application. Contributors Ian Bogost, Anne Cong-Huyen, Mats Dahlström, Cathy N. Davidson, Johanna Drucker, Amy E. Earhart, Kathleen Fitzpatrick, Maurizio Forte, Zephyr Frank, David Theo Goldberg, Jennifer González, Jo Guldi, N. Katherine Hayles, Geraldine Heng, Larissa Hjorth, Tim Hutchings, Henry Jenkins, Matthew Kirschenbaum, Cecilia Lindh, Alan Liu, Elizabeth Losh, Tara McPherson, Chandra Mukerji, Nick Montfort, Jenna Ng, Bethany Nowviskie, Jennie Olofsson, Lisa Parks, Natalie Phillips, Todd Presner, Stephen Rachman, Patricia Seed, Nishant Shah, Ray Siemens, Jentery Sayers, Jonathan Sterne, Patrik Svensson, William G. Thomas III, Whitney Anne Trettien, Michael Widner

The Digital Humanities Sep 23 2022 This is an introduction and practical guide to how humanists use the digital to research, organize, analyze, and publish findings.

[Computation and the Humanities](#) Aug 23 2022 This book addresses the application of computing to cultural heritage and the discipline of Digital Humanities that formed around it. Digital Humanities research is transforming how the Human record can be transmitted, shaped, understood, questioned and imagined and it has been ongoing for more than 70 years. However, we have no comprehensive histories of its research trajectory or its disciplinary development. The authors make a first contribution towards remedying this by uncovering, documenting, and analysing a number of the social, intellectual and creative processes that helped to shape this research from the 1950s until the present day. By taking an oral history approach, this book explores questions like, among others, researchers' earliest memories of encountering computers and the factors that subsequently prompted them to use the computer in Humanities research. *Computation and the Humanities* will be an essential read for cultural and computing historians, digital humanists and those interested in developments like the digitisation of cultural heritage and artefacts. This book is open access under a CC BY-NC 2.5 license

The Digital Humanities Coursebook Aug 30 2020 *The Digital Humanities Coursebook* provides critical frameworks for the application of digital humanities tools and platforms, which have become an integral part of work across a wide range of disciplines. Written by an expert with twenty years of experience in this field, the book is focused on the principles and fundamental concepts for application, rather than on specific tools or platforms. Each chapter contains examples of projects, tools, or platforms that demonstrate these principles in action. The book is structured to complement courses on digital humanities and provides a series of modules, each of which is organized around a set of concerns and topics, thought experiments and questions, as well as specific discussions of the ways in which tools and platforms work. The book covers a wide range of topics and clearly details how to integrate the acquisition of expertise in data, metadata, classification, interface, visualization, network analysis, topic modeling, data mining, mapping, and web presentation with issues in intellectual property, sustainability, privacy, and the ethical use of information. Written in an accessible and engaging manner, *The Digital Humanities Coursebook* will be a useful guide for anyone teaching or studying a course in the areas of digital humanities, library and information science, English, or computer science. The book will provide a framework for direct engagement with digital humanities and, as such, should be of interest to others working across the humanities as well.

Doing More Digital Humanities May 27 2020 "As digital media, tools, and techniques continue to impact and advance the humanities, *Doing More Digital Humanities* provides practical information on how to do digital humanities work. This book offers: A comprehensive, practical guide to the digital humanities; Accessible introductions, which in turn provide the grounding for the more advanced chapters within the book; An overview of core competencies, to help research teams, administrators, and allied groups, make informed decisions about suitable collaborators, skills development, and workflow; Guidance for individuals, collaborative teams, and academic managers who support digital humanities researchers; Contextualized case studies, including examples of projects, tools, centres, labs, and research clusters; Resources for starting digital humanities projects, including links to further readings, training materials and exercises, and resources beyond; Additional augmented content that complements the guidance and case studies in *Doing Digital Humanities*"--

Understanding Digital Humanities Mar 18 2022 Confronting the digital revolution in academia, this book examines the application of new computational techniques and visualisation technologies in the Arts & Humanities. Uniting differing perspectives, leading and emerging scholars discuss the theoretical and practical challenges that computation raises for these disciplines.

Research Methods for Creating and Curating Data in the Digital Humanities Jul 10 2021 As all scholars increasingly use digital tools to support their research, and every internet user becomes used to data being available, elucidating, and engaging, the research aspects of Digital Humanities work are coming under increasing scrutiny. This volume explores the practice of making new tools, new images, new collections, and new artworks in an academic environment, detailing who needs to be involved and what their roles might be, and how they come together to produce knowledge as a collective. The chapters presented here demonstrate that creation is never neutral with political and theoretical concerns intentionally or unavoidably always being written into the fabric of what is being made, even if that's the seeming neatness of computer code. In presenting their own creative research, the writers in this volume offer examples of practice that will be of use to anyone interested in learning more about contemporary Digital Humanities scholarship and its implications.

Big Digital Humanities Oct 01 2020 Big Digital Humanities has its origins in a series of seminal articles Patrik Svensson published in the Digital Humanities Quarterly between 2009 and 2012. As these articles were coming out, enthusiasm around Digital Humanities was acquiring a great deal of momentum and significant disagreement about what did or didn't "count" as Digital Humanities work. Svensson's articles provided a widely sought after omnibus of Digital Humanities history, practice, and theory. They were informative and knowledgeable and tended to foreground reportage and explanation rather than utopianism or territorial contentiousness. In revising his original work for book publication, Svensson has responded to both subsequent feedback and new developments. Svensson's own unique perspective and special stake in the Digital Humanities conversation comes from his role as director of the HUMlab at Umeå University. HUMlab is a unique collaborative space and Digital Humanities center, which officially opened its doors in 2000. According to its own official description, the HUMlab is an open, creative studio environment where "students, researchers, artists, entrepreneurs and international guests come together to engage in dialogue, experiment with technology, take on challenges and move scholarship forward." It is this last element "moving scholarship forward" that Svensson argues is the real opportunity in what he terms the "big digital humanities," or digital humanities as practiced in collaborative spaces like the HUMlab, and he is uniquely positioned to take an account of this evolving dimension of Digital Humanities practice.

Digital Humanities in Practice Nov 25 2022 This cutting-edge and comprehensive introduction to digital humanities explains the scope of the discipline and state of the art and provides a wide-ranging insight into emerging topics and avenues of research. Each chapter interweaves the expert commentary of leading academics with analysis of current research and practice, exploring the possibilities and challenges that occur when culture and digital technologies intersect. International case studies of projects ranging from crowdsourced manuscript transcription to computational reconstruction of frescoes are included in each chapter, providing a wealth of information and inspiration. QR codes within each chapter link to a dedicated website where additional content, such as further case studies, is located. Key topics covered include: • studying users and readers • social media and crowdsourcing • digitization and digital resources • image processing in the digital humanities • 3D recording and museums • electronic text and text encoding • book history, texts and digital editing • open access and online teaching of digital humanities • institutional models for digital humanities. Readership: This is an essential practical guide for academics, researchers, librarians and professionals involved in the digital humanities. It will also be core reading for all humanities students and those taking courses in the digital humanities in particular.

[A Companion to Digital Humanities](#) Mar 06 2021 This Companion offers a thorough, concise overview of the emerging field of humanities computing. Contains 37 original articles written by leaders in the field. Addresses the central concerns shared by those interested in the subject. Major sections focus on the experience of particular disciplines in applying computational methods to research problems; the basic principles of humanities computing; specific applications and methods; and production, dissemination and archiving. Accompanied by a website featuring supplementary materials, standard readings in the field and essays to be included in future editions of the Companion.

Digital Humanities Jul 22 2022 *Digital Humanities: An Introduction for Librarians* gives a brief history of the field, before dives deeper into the digital scholarly activity taking a two-pronged approach, involving active researchers in the field and using real research projects as case studies throughout.

Digital Humanities Dec 15 2021 As the twenty-first century unfolds, computers challenge the way in which we think about culture, society and what it is to be human: areas traditionally explored by the humanities. In a world of automation, Big Data, algorithms, Google searches, digital archives, real-time streams and social networks, our use of culture has been changing dramatically. The digital humanities give us powerful theories, methods and tools for exploring new ways of being in a digital age. Berry and Fagerjord provide a compelling guide, exploring the history, intellectual work, key arguments and ideas of this emerging discipline. They also offer an important critique, suggesting ways in which the humanities can be enriched through computing, but also how cultural critique can transform the digital humanities. *Digital Humanities* will be an essential book for students and researchers in this new field but also related areas, such as media and communications, digital media, sociology, informatics, and the humanities more broadly.

[Design and the Digital Humanities](#) Apr 26 2020

[Digital History and Hermeneutics](#) Feb 23 2020 As a result of rapid advancements in computer science during recent decades, there has been an increased use of digital tools, methodologies and sources in the field of digital humanities. While opening up new opportunities for scholarship, many digital methods and tools now used for humanities research have nevertheless been developed by computer or data sciences and thus require a critical understanding of their mode of operation and functionality. The novel field of digital hermeneutics is meant to provide such a critical and reflexive frame for digital humanities research by acquiring digital literacy and skills. A new knowledge for the assessment of digital data, research infrastructures, analytical tools, and interpretative methods is needed, providing the humanities scholar with the necessary munition for doing critical research. The Doctoral Training Unit "Digital History and Hermeneutics" at the University of Luxembourg applies this analytical frame to 13 PhD projects. By combining a hermeneutic reflection on the new digital practices of humanities scholarship with hands-on experimentation with digital tools and methods, new approaches and opportunities as well as limitations and flaws can be addressed. [Design and the Digital Humanities](#) May 20 2022 This is an essential practical guide for academics, researchers and professionals involved in the digital humanities, as well as designers working with them. It prepares readers from both fields for working together, outlining disciplinary perspectives and lessons learned from more than twenty years of experience, with over two dozen practical exercises. The central premise of the book is a timely one – that the twin disciplines of visual communication design and digital humanities (DH) are natural allies, with much to be gained for researchers, students and practitioners from both areas who are able to form alliances with those from the other side. The disciplines share a common fundamental belief in the extraordinary value of interdisciplinarity, which in this case means that the training, experience and inclinations from both fields naturally tend to coincide. The fields also share an interest in research that focuses on humanities questions and approaches, where the goal is to improve understanding through repeated observation and discussion. Both disciplines tend to be generative in nature, with the ultimate end in many cases of designing and creating the next generation of systems and tools, whether those be intended for dealing with information or communication. The interdisciplinary nature of this book is both a strength and a challenge. For those academics and practitioners who have worked with the other discipline, this will be a much-welcomed handbook of terminology, methods and activities. It will also be of interest to those who have read about, seen presented and used the outcomes of successful design and DH collaborations, and who might be interested in forming similar partnerships. However, for all they have in common, design and digital humanities also have significant differences. This book discusses these issues in the context of a variety of research projects as well as classroom activities that have been tried and tested. This book will provide both design and the digital humanities with a better mutual understanding, with the practical intention of working effectively together in ways that are productive and satisfying for everyone involved. Design education has a long history, a presence in many post-secondary institutions, and a robust market for educational and practice-based literature. The Digital Humanities community, in contrast, is much younger, but rising rapidly, both academically and within industry. Both design and DH are collaborative disciplines, with much in common in terms of vision, but with confusing overlap in terminology and ways-to-practice. The book describes and demonstrates foundational concepts from both fields with numerous examples, as well as projects, activities and further readings at the end of each chapter. It provides complete coverage of core design and DH principles, complete with illustrated case studies from cutting-edge interdisciplinary research projects. *Design and the Digital Humanities* offers a unique approach to mastering the fundamental processes, concepts, and techniques critical to both disciplines. It will be of interest to those who have been following previous work by bestselling authors in the fields of visual

communication design and the digital humanities, such as Ellen Lupton, Steven Heller, Julianne Nyhan, Claire Warwick and Melissa Terras. This guide is suitable for use as an undergraduate or masters-level text, or as an in-the-field reference guide. Throughout the book, terms or concepts that may not be familiar to all readers are carefully spelled out with examples so that the text is as accessible as possible to non-technical readers from a range of disciplines.

Digital Humanities Jan 28 2023 A visionary report on the revitalization of the liberal arts tradition in the electronically inflected, design-driven, multimedia language of the twenty-first century. *Digital Humanities* is a compact, game-changing report on the state of contemporary knowledge production. Answering the question “What is digital humanities?,” it provides an in-depth examination of an emerging field. This collaboratively authored and visually compelling volume explores methodologies and techniques unfamiliar to traditional modes of humanistic inquiry—including geospatial analysis, data mining, corpus linguistics, visualization, and simulation—to show their relevance for contemporary culture. Written by five leading practitioner-theorists whose varied backgrounds embody the intellectual and creative diversity of the field, *Digital Humanities* is a vision statement for the future, an invitation to engage, and a critical tool for understanding the shape of new scholarship.

Hacking the Academy Dec 23 2019 On May 21, 2010, Daniel J. Cohen and Tom Scheinfeldt posted the following provocative questions online: “Can an algorithm edit a journal? Can a library exist without books? Can students build and manage their own learning management platforms? Can a conference be held without a program? Can Twitter replace a scholarly society?” As recently as the mid-2000s, questions like these would have been unthinkable. But today serious scholars are asking whether the institutions of the academy as they have existed for decades, even centuries, aren’t becoming obsolete. Every aspect of scholarly infrastructure is being questioned, and even more importantly, being hacked. Sympathetic scholars of traditionally disparate disciplines are canceling their association memberships and building their own networks on Facebook and Twitter. Journals are being compiled automatically from self-published blog posts. Newly minted PhDs are forgoing the tenure track for alternative academic careers that blur the lines between research, teaching, and service. Graduate students are looking beyond the categories of the traditional CV and building expansive professional identities and popular followings through social media. Educational technologists are “punking” established technology vendors by rolling out their own open source infrastructure. Here, in *Hacking the Academy*, Daniel J. Cohen and Tom Scheinfeldt have gathered a sampling of the answers to their initial questions from scores of engaged academics who care deeply about higher education. These are the responses from a wide array of scholars, presenting their thoughts and approaches with a vibrant intensity, as they explore and contribute to ongoing efforts to rebuild scholarly infrastructure for a new millennium.

Critical Digital Humanities Oct 13 2021 Can established humanities methods coexist with computational thinking? It is one of the major questions in humanities research today, as scholars increasingly adopt sophisticated data science for their work. James E. Dobson explores the opportunities and complications faced by humanists in this new era. Though the study and interpretation of texts alongside sophisticated computational tools can serve scholarship, these methods cannot replace existing frameworks. As Dobson shows, ideas of scientific validity cannot easily nor should be adapted for humanities research because digital humanities, unlike science, lack a leading-edge horizon charting the frontiers of inquiry. Instead, the methods of digital humanities require a constant rereading. At the same time, suspicious and critical readings of digital methodologies make it unwise for scholars to defer to computational methods. Humanists must examine the tools—including the assumptions that went into the codes and algorithms—and questions surrounding their own use of digital technology in research. Insightful and forward thinking, *Critical Digital Humanities* lays out a new path of humanistic inquiry that merges critical theory and computational science.

Disrupting the Digital Humanities Apr 18 2022 All too often, defining a discipline becomes more an exercise of exclusion than inclusion. *Disrupting the Digital Humanities* seeks to rethink how we map disciplinary terrain by directly confronting the gatekeeping impulse of many other so-called field-defining collections. What is most beautiful about the work of the *Digital Humanities* is exactly the fact that it can’t be tidily anthologized. In fact, the desire to neatly define the *Digital Humanities* (to filter the DH-y from the DH) is a way of excluding the radically diverse work that actually constitutes the field. This collection, then, works to push and prod at the edges of the *Digital Humanities* -- to open the *Digital Humanities* rather than close it down. Ultimately, it’s exactly the fringes, the outliers, that make the *Digital Humanities* both heterogeneous and rigorous. This collection does not constitute yet another reservoir for the new *Digital Humanities* canon. Rather, its aim is less about assembling content as it is about creating new conversations. Building a truly communal space for the digital humanities requires that we all approach that space with a commitment to: 1) creating open and non-hierarchical dialogues; 2) championing non-traditional work that might not otherwise be recognized through conventional scholarly channels; 3) amplifying marginalized voices; 4) advocating for students and learners; and 5) sharing generously and openly to support the work of our peers.

Digital Humanities Feb 02 2021 Where do the digital humanities really come from? Are they really news? What are the theoretical and technical influences that participate in this scientific field that arouses interest and questions? This book tries to show and explain the main theories and methods that have allowed their current constitution. The aim of the book is to propose a new way to understand the history of digital humanities in a broader perspective than the classic history with the project of Robert Busa. The short digital humanities perspective neglects lots of actors and disciplines. The book tries to show the importance of other fields than humanities computing like scientometry, infometry, econometry, mathematical linguistics, geography and documentation.

Digital Humanities Jun 08 2021 As the twenty-first century unfolds, computers challenge the way in which we think about culture, society and what it is to be human: areas traditionally explored by the humanities. In a world of automation, Big Data, algorithms, Google searches, digital archives, real-time streams and social networks, our use of culture has been changing dramatically. The digital humanities give us powerful theories, methods and tools for exploring new ways of being in a digital age. Berry and Fagerjord provide a compelling guide, exploring the history, intellectual work, key arguments and ideas of this emerging discipline. They also offer an important critique, suggesting ways in which the humanities can be enriched through computing, but also how cultural critique can transform the digital humanities. *Digital Humanities* will be an essential book for students and researchers in this new field but also related areas, such as media and communications, digital media, sociology, informatics, and the humanities more broadly.

The Routledge Companion to Media Studies and Digital Humanities Jun 28 2020 50. Making Things to Make Sense of Things: DIY as Research and Practice -- 51. Environmental Sensing and "Media" as Practice in the Making -- 52. Approaching Design as Inquiry: Magic, Myth, and Metaphor in Digital Fabrication -- Glossary of Acronyms and Initialisms -- Glossary of Projects -- Index

Digital Humanities Pedagogy Dec 27 2022 “The essays in this collection offer a timely intervention in digital humanities scholarship, bringing together established and emerging scholars from a variety of humanities disciplines across the world. The first section offers views on the practical realities of teaching digital humanities at undergraduate and graduate levels, presenting case studies and snapshots of the authors’ experiences alongside models for future courses and reflections on pedagogical successes and failures. The next section proposes strategies for teaching foundational digital humanities methods across a variety of scholarly disciplines, and the book concludes with wider debates about the place of digital humanities in the academy, from the field’s cultural assumptions and social obligations to its political visions.” (4e de couverture).

Oral History and Digital Humanities Jan 22 2020 Exploring the developments that have occurred in the practice of oral history since digital audio and video became viable, this book explores various groundbreaking projects in the history of digital oral history, distilling the insights of pioneers in the field and applying them to the constantly changing electronic landscape of today.

Debates in the Digital Humanities 2016 Apr 06 2021 Pairing full-length scholarly essays with shorter pieces drawn from scholarly blogs and conference presentations, as well as commissioned interviews and position statements, *Debates in the Digital Humanities 2016* reveals a dynamic view of a field in negotiation with its identity, methods, and reach. Pieces in the book explore how DH can and must change in response to social justice movements and events like #Ferguson; how DH alters and is altered by community college classrooms; and how scholars applying DH approaches to feminist studies, queer studies, and black studies might reframe the commitments of DH analysts. Numerous contributors examine the movement of interdisciplinary DH work into areas such as history, art history, and archaeology, and a special forum on large-scale text mining brings together position statements on a fast-growing area of DH research. In the multivalent aspects of its arguments, progressing across a range of platforms and environments, *Debates in the Digital Humanities 2016* offers a vision of DH as an expanded field—new possibilities, differently structured. Published simultaneously in print, e-book, and interactive webtext formats, each DH annual will be a book-length publication highlighting the particular debates that have shaped the discipline in a given year. By identifying key issues as they unfold, and by providing a hybrid model of open-access publication, these volumes and the *Debates in the Digital Humanities* series will articulate the present contours of the field and help forge its future. Contributors: Moya Bailey, Northeastern U; Fiona Barnett; Matthew Battles, Harvard U; Jeffrey M. Binder; Zach Blas, U of London; Cameron Blevins, Rutgers U; Sheila A. Brennan, George Mason U; Timothy Burke, Swarthmore College; Rachel Sagner Buurma, Swarthmore College; Micha Cárdenas, U of Washington–Bothell; Wendy Hui Kyong Chun, Brown U; Tanya E. Clement, U of Texas–Austin; Anne Cong-Huyen, Whittier College; Ryan Cordell, Northeastern U; Tressie McMillan Cottom, Virginia Commonwealth U; Amy E. Earhart, Texas A&M U; Domenico Fiormonte, U of Roma Tre; Paul Fyfe, North Carolina State U; Jacob Gaboury, Stony Brook U; Kim Gallon, Purdue U; Alex Gil, Columbia U; Brian Greenspan, Carleton U; Richard Grusin, U of Wisconsin, Milwaukee; Michael Hancher, U of Minnesota; Molly O’Hagan Hardy; David L. Hoover, New York U; Wendy F. Hsu; Patrick Jagoda, U of Chicago; Jessica Marie Johnson, Michigan State U; Steven E. Jones, Loyola U; Margaret Linley, Simon Fraser U; Alan Liu, U of California, Santa Barbara; Elizabeth Losh, U of California, San Diego; Alexis Lothian, U of Maryland; Michael Maizels, Wellesley College; Mark C. Marino, U of Southern California; Anne B. McGrail, Lane Community College; Bethany Nowvieskie, U of Virginia; Julianne Nyhan, U College London; Amanda Phillips, U of California, Davis; Miriam Posner, U of California, Los Angeles; Rita Raley, U of California, Santa Barbara; Stephen Ramsay, U of Nebraska–Lincoln; Margaret Rhee, U of Oregon; Lisa Marie Rhody, Graduate Center, CUNY; Roopika Risam, Salem State U; Stephen Robertson, George Mason U; Mark Sample, Davidson College; Jentery Sayers, U of Victoria; Benjamin M. Schmidt, Northeastern U; Scott Selisker, U of Arizona; Jonathan Senchyne, U of Wisconsin, Madison; Andrew Stauffer, U of Virginia; Joanna Swafford, SUNY New Paltz; Toniesha L. Taylor, Prairie View A&M U; Dennis Tenen; Melissa Terras, U College London; Anna Tione; Ted Underwood, U of Illinois, Urbana–Champaign; Ethan Watrall, Michigan State U; Jacqueline Wernimont, Arizona State U; Laura Wexler, Yale U; Hong-An Wu, U of Illinois, Urbana–Champaign.

Introduction to Digital Humanities Jul 30 2020 Introduction to Digital Humanities is designed for researchers, teachers, and learners in humanities subject areas who wish to align their work with the field of digital humanities. Many institutions are encouraging digital approaches to the humanities, and this book offers guidance for students and scholars wishing to make that move by reflecting on why and when digital humanities tools might usefully be applied to engage in the kind of inquiry that is the basis for study in humanities disciplines. In other words, this book puts the “humanities” before the “digital” and offers the reader a conceptual framework for how digital projects can advance research and study in the humanities. Both established and early career humanities scholars who wish to embrace digital possibilities in their research and teaching will find insights on current approaches to the digital humanities, as well as helpful studies of successful projects.

Between Humanities and the Digital Jan 04 2021 Scholars from a range of disciplines offer an expansive vision of the intersections between new information technologies and the humanities. *Between Humanities and the Digital* offers an expansive vision of how the humanities engage with digital and information technology, providing a range of perspectives on a quickly evolving, contested, and exciting field. It documents the multiplicity of ways that humanities scholars have turned increasingly to digital and information technology as both a scholarly tool and a cultural object in need of analysis. The contributors explore the state of the art in digital humanities from varied disciplinary perspectives, offer a sample of digitally inflected work that ranges from an analysis of computational literature to the collaborative development of a “Global Middle Ages” humanities platform, and examine new models for knowledge production and infrastructure. Their contributions show not only that the digital has prompted the humanities to move beyond traditional scholarly horizons, but also that the humanities have pushed the digital to become more than a narrowly technical application. Contributors Ian Bogost, Anne Cong-Huyen, Mats Dahlström, Cathy N. Davidson, Johanna Drucker, Amy E. Earhart, Kathleen Fitzpatrick, Maurizio Forte, Zephyr Frank, David Theo Goldberg, Jennifer González, Jo Guldi, N. Katherine Hayles, Geraldine Heng, Larissa Hjorth, Tim Hutchings, Henry Jenkins, Matthew Kirschenbaum, Cecilia Lindhé, Alan Liu, Elizabeth Losh, Tara McPherson, Chandra Mukerji, Nick Montfort, Jenna Ng, Bethany Nowvieskie, Jennie Olofsson, Lisa Parks, Natalie Phillips, Todd Presner, Stephen Rachman, Patricia Seed, Nishant Shah, Ray Siemens, Jentery Sayers, Jonathan Sterne, Patrik Svensson, William G. Thomas III, Whitney Anne Trettien, Michael Widner

Research Methods for the Digital Humanities Jun 20 2022 This volume introduces the reader to the wide range of methods that digital humanities employ, and offers a practical guide to the study, interpretation, and presentation of cultural material and practices. In this instance, the editors consider digital humanities to include both the use of computing to understand cultural material in new ways, and the application of theories and methods from the humanities to interpret new technologies. Each chapter provides a step-by-step guide to cutting-edge methodologies so that students can make informed decisions about the methods they use, consider ethical practices, follow practical procedures, and present their work effectively. Readers will develop practical and reflexive understandings of the software and digital devices that they study and use for research, and the book will help new researchers collaborate and contribute to their scholarly communities, and to public discourse. As contemporary humanities work becomes increasingly interdisciplinary, and increasingly permeated by and with digital technologies, this volume helps new researchers navigate an evolving academic environment. Humanities and social sciences students will find this textbook an invaluable resource for assessing and creating digital projects.

Information and Knowledge Organisation in Digital Humanities Dec 03 2020 Information and Knowledge Organisation explores the role of knowledge organisation in the digital humanities. By focusing on how information is described, represented and organised in both research and practice, this work furthers the transdisciplinary nature of digital humanities. Including contributions from Asia, Australia, Europe, North America and the Middle East, the volume explores the potential uses of, and challenges involved in, applying the organisation of information and knowledge in the various areas of Digital Humanities. With a particular focus on the digital worlds of cultural heritage collections, the book also includes chapters that focus on machine learning, knowledge graphs, text analysis, text annotations and network analysis. Other topics covered include: semantic technologies, conceptual schemas and data augmentation, digital scholarly editing, metadata creation, browsing, visualisation and relevance ranking. Most importantly, perhaps, the book provides a starting point for discussions about the impact of information and knowledge organisation and related tools on the methodologies used in the Digital Humanities field. Information and Knowledge Organisation is intended for use by researchers, students and professionals interested in the role information and knowledge organisation plays in the Digital Humanities. It will be essential reading for those working in library and information science, computer science and across the humanities. The Open Access version of this book, available at www.taylorfrancis.com, has been made available under a Creative Commons Attribution-Non Commercial-No Derivatives 4.0 license.

Digital Humanities Aug 11 2021 "Included are chapters on the basics, on emerging methods and genres, and on the social life of the digital humanities, along with "case studies," "provocations," and "advisories." These persuasively crafted interventions offer a descriptive toolkit for anyone involved in the design, production, oversight, and review of digital projects. The authors argue that the digital humanities offers a revitalization of the liberal arts tradition in the electronically inflected, design-driven, multimedia language of the twenty-first century. Written by five leading practitioner-theorists whose varied backgrounds embody the intellectual and creative diversity of the field, *Digital Humanities* is a vision statement for the future, an invitation to engage, and a critical tool for understanding the shape of new scholarship." [Taken from Overview].

Data Analytics in Digital Humanities Mar 25 2020 This book covers computationally innovative methods and technologies including data collection and elicitation, data processing, data analysis, data visualizations, and data presentation. It explores how digital humanists have harnessed the hypersociality and social technologies, benefited from the open-source sharing not only of data but of code, and made technological capabilities a critical part of humanities work. Chapters are written by researchers from around the world, bringing perspectives from diverse fields and subject areas. The respective authors describe their work, their research, and their learning. Topics include semantic web for cultural heritage valorization, machine learning for parody detection by classification, psychological text analysis, crowdsourcing imagery coding in natural disasters, and creating inheritable digital codebooks. Designed for researchers and academics, this book is suitable for those interested in methodologies and analytics that can be applied in literature, history, philosophy, linguistics, and related disciplines. Professionals such as librarians, archivists, and historians will also find the content informative and instructive.

Alternative Historiographies of the Digital Humanities May 08 2021 "Alternative Historiographies of the Digital Humanities examines the process of history in the narrative of the digital humanities and deconstructs its history as a straight line from the beginnings of humanities computing. By discussing alternatives histories of the digital humanities that address queer gaming, feminist game studies praxis. Cold War military-industrial complex computation, the creation of the environmental humanities, monolingual discontent in DH, the hidden history of DH in English studies, radical media praxis, cultural studies and DH, indigenous futurities, Pacific Rim post-colonial DH, the issue of scale and DH, the radical, indigenous, feminist histories of the digital database, and the possibilities for an antifascist DH, this collection hopes to re-set discussions of the DH straight, white origin myths. Thus, this collection hopes to reexamine the silences in such a straight and white masculinist history and how power comes into play to shape this straight, white DH narrative." --Page 4 of cover

The Emergence of the Digital Humanities Oct 25 2022 The past decade has seen a profound shift in our collective understanding of the digital network. What was once understood to be a transcendent virtual reality is now experienced as a ubiquitous grid of data that we move through and interact with every day, raising new questions about the social, locative, embodied, and object-oriented nature of our experience in the networked world. In *The Emergence of the Digital Humanities*, Steven E. Jones examines this shift in our relationship to digital technology and the ways that it has affected humanities scholarship and the academy more broadly. Based on the premise that the network is now everywhere rather than merely “out there,” Jones links together seemingly disparate cultural events—the essential features of popular social media, the rise of motion-control gaming and mobile platforms, the controversy over the “gamification” of everyday life, the spatial turn, fabrication and 3D printing, and electronic publishing—and argues that cultural responses to changes in technology provide an essential context for understanding the emergence of the digital humanities as a new field of study in this millennium.

The Digital Humanities and the Digital Modern Nov 01 2020

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- [The Bloomsbury Handbook To The Digital Humanities](#)
- [Digital Humanities](#)
- [Digital Humanities Pedagogy](#)
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