

DH:

Introduction

Welcome

Today

- Introductions
- What is DH?
- A partial history
- Project examples
- Course syllabus
- Play the Game
- Introduction to Twine
- Open game with Twine
- Add a room
- Add another room
- Discussion
- Summary



Olympia SM-9 De Luxe (1970).
Mr. Martin's Website: The
Typewriter Museum.
[http://www.mrmartinweb.com/
type.htm#olympia](http://www.mrmartinweb.com/type.htm#olympia)





Google news

Search Archive

Search the Web

[Archive Search Help](#)

[The Telegraph - Apr 30, 1983](#) [Browse this newspaper »](#) [Browse all newspapers »](#)

In Romania, typewriter called 'dangerous weapon'

BUCHAREST, Romania (AP) — Romanians now must seek police permission for owning a potentially dangerous weapon — the typewriter.

The law, signed by President Nicolae Ceausescu last month and put into effect this week, apparently is designed to curb clandestine leaflets critical of his Communist government.

—Typewriters will be denied to people who have a criminal record or pose "a danger to public order or state security."

—Police must be notified within 24 hours of the loss or theft of a typewriter, and their rental or use outside the registered owner's homes is forbidden.

—Penalty for failure to comply with the law is \$240

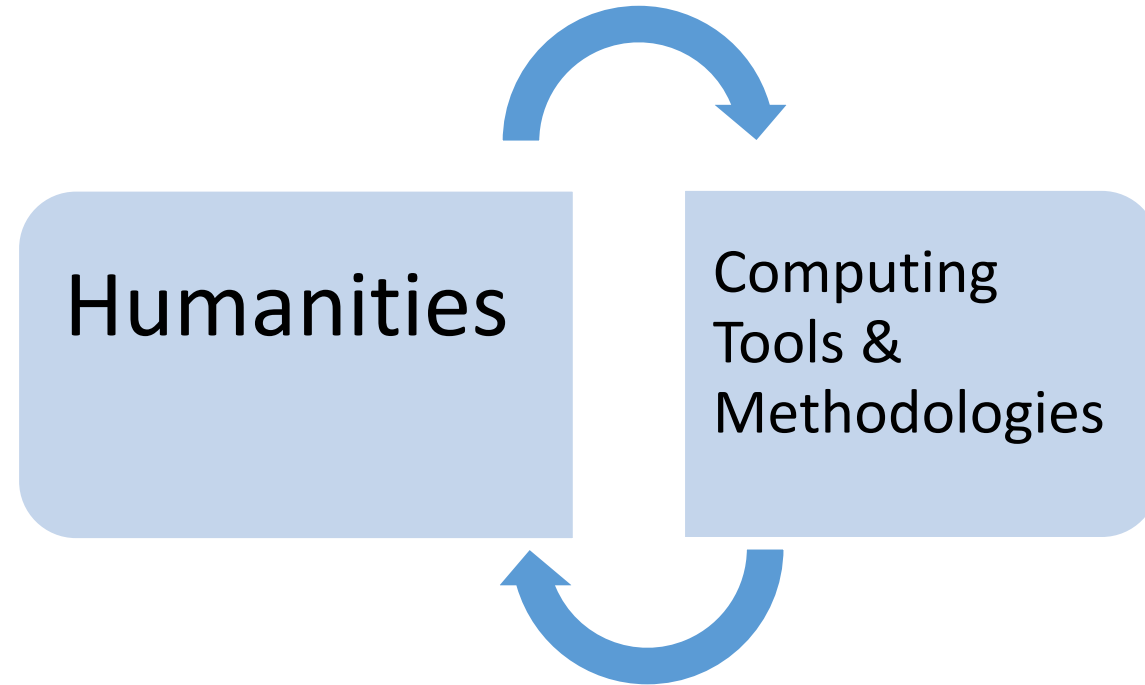
The Telegraph, April 30, 1983.

Digital Humanities (DH)

Overview

Digital Humanities (DH)

DH: at the fluctuating intersections of the humanities with computing



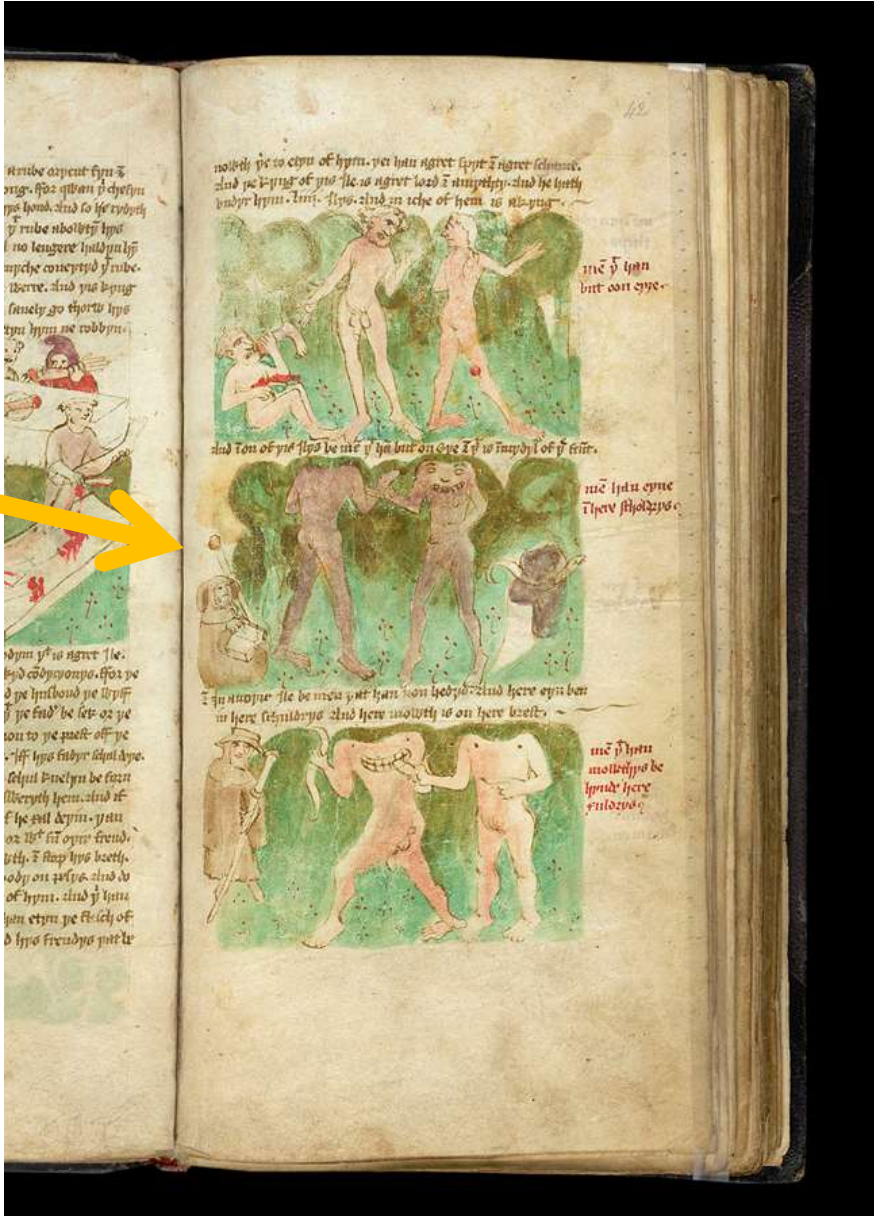
British Library, MS. Harley
3954. The Book of John
Mandeville.

(my sketch, c. 2007)



British Library, MS. Harley
3954. The Book of John
Mandeville.

(now.)



Dictionary of Old English

The **DICTIONARY** *of* **OLD ENGLISH: A to H**

University of Toronto

Home Browse List of Texts Docs

Headword



The **DICTIONARY** *of* **OLD ENGLISH**

2016

The 2016 Release of the *Dictionary of Old English: A to H* online has been produced in part with the support of the Canada Foundation for Innovation through the TAPoR project, the Social Sciences and Humanities Research Council of Canada, the National Endowment for the Humanities, the British Academy, the Andrew W. Mellon Foundation, the Salamander Foundation, and the Triangle Community Foundation, among others.

Middle English Dictionary



Welcome to the electronic Middle English Dictionary. The print *MED*, completed in 2001, has been described as "the greatest achievement in medieval scholarship in America." Its 15,000 pages offer a comprehensive analysis of lexicon and usage for the period 1100-1500, based on the analysis of a collection of over three million citation slips, the largest collection of this kind available. This electronic version of the MED preserves all the details of the print MED, but goes far beyond this, by converting its contents into an enormous database, searchable in ways impossible within any print dictionary. (For help on the available searches, click [here](#).)

Lookups: look for a word as a head word or part of a form section (headword and variant forms).

Search the MED entries: look for words, phrases and other features, such as parts of MED stencils, in designated parts of the entries.

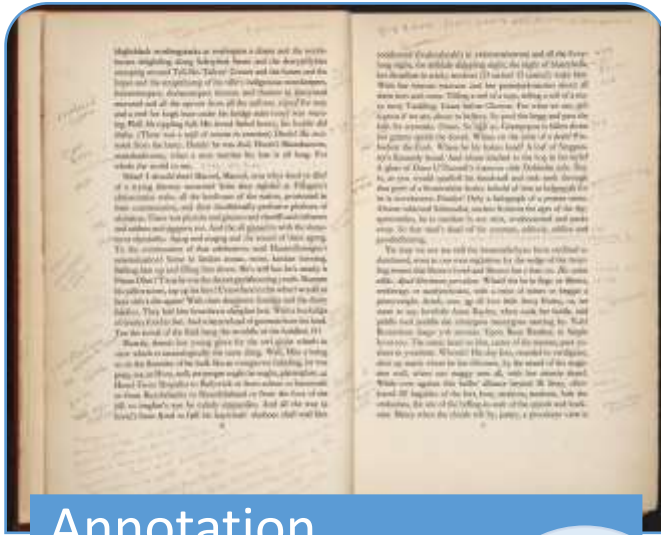
Search the MED quotations: look for quotations including specified words and phrases and/or restrict your search to quotations from a particular work or date.

Attention Macintosh Users: If you are using Netscape 4.0 or above, thorn (þ) and eth (ð) will appear as a double question mark (??).

The Middle English Dictionary is now freely available. See the [press release](#) for more information.

[HyperBibliography](#) | [MED](#) | [Corpus](#) | [Related Resources](#) | [About](#) | [Help](#) | [Main](#)

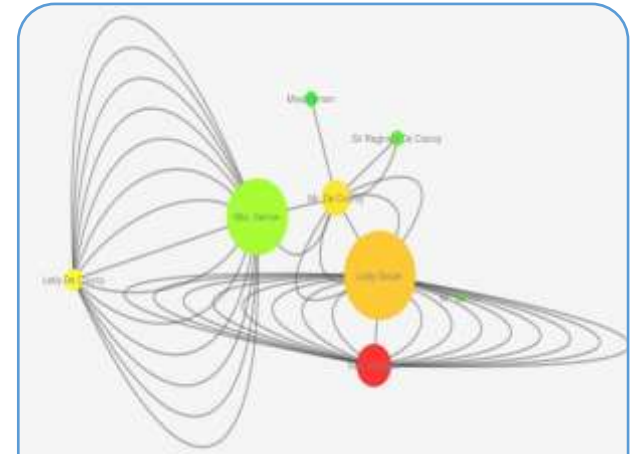
Analysis & Interpretation



Annotation,
Comparison,
Close Reading



Computational
Analysis



Visualization

Fingerprints of Wonder in Old English

Junius



Vercelli



Andreas: 27
Elene: 28

Research Materials: Medieval Manuscripts and Social Media

Cat paws in a fifteenth-century manuscript (photo taken at the Dubrovnik archives by @EmirOFilipovic, disseminated by Eric Kwakkel)



Humanities' Data

quelque un des deux, ou l'un des deux, qui se présentait, ou ne devait pas présenter lui-même sa défense. Si l'État était directement intéressé à une affaire, si par exemple il s'agissait d'un procès de haute trahison, il ne fallait pas qu'en un cas aussi grave la défense de l'intérêt public fût abandonnée à l'initiative privée. La république désignait donc des orateurs, chargés de la représenter, et de soutenir l'accusation. Dans tous ces cas, il avait bien fallu déroger à la règle, et admettre que le plaideur se pouvait faire représenter par autrui. De même, s'il s'agissait d'un laboureur, d'un vigneron, d'un matelot ou d'un soldat, dont la langue indocile se montrait rebelle à la parole, il devenait bien difficile d'appliquer la loi. C'eût été vraiment perdre le temps des juges, et aussi se moquer d'eux que de leur produire un plaideur absolument incapable d'exposer le premier mot de son affaire. N'était-ce pas d'ailleurs une injustice criante que de pauvres vieux soldats blanchis sous le harnais, qui dans maints combats s'étaient couverts d'une glorieuse renommée, fussent ainsi

Text



Images & Maps



Sounds & Music



Films



Live or Digital Performances

ābēcēdē

→ abecedaria

Noun, f.; 1x m. or n.

Att. sp.: F: abecede.

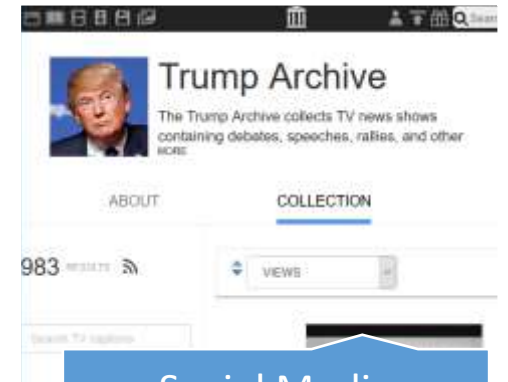
M. or N.: abecedes.

3 occ. (mainly in ByrM)

a. an ABC, the
'in alphabet

Words, Languages,
Grammars

se abecedes



Social Media
Archives

Humanities' Data

Humanities' data has depth in small universes. Our material has the capacity to unfold inwards, as it were, to disclose layer upon layer of insights and connections, within a comparatively tiny amount of data--almost an inverse matryoshka, as it were, where each inner doll is bigger and more complex than the one encasing it.



Photo: BrokenSphere - Own work, CC BY-SA 3.0,
<https://commons.wikimedia.org/w/index.php?curid=3773186>



Doll carved by Zvezdochkin, painted by Malyutin - Sergiev Posad Museum of Toys, Russia, Public Domain,
<https://commons.wikimedia.org/w/index.php?curid=5051554>

History

Father Roberto Busa, S. J. (1913-2011)

*Index Thomisticus (1950s – 1980s;
2005 online)*

- 11 million words of medieval Latin
- 30+ years of editing and analysis
- 8000+ hours of computer processing
stacks of punch cards
- 1500 + km of magnetic tape



Father Roberto Busa with an IBM machine. (Stephen Ramsay, “**Fr. Roberto Busa, S.J. (1913–2011),**”
stephenramsay.us/2011/08/11/father-roberto-busa/.)

Father Busa's Female Punch Card Operators. From Father Busa's archive. CIRCSE Research Centre, Università Cattolica del Sacro Cuore, Milan, Italy. Featured by Melissa Terras, «For Ada Lovelace's Day: Father Busa's Female Punch Card Operators» (blog, 15 October 2013). Top left: Livia Canestraro.



Father Busa's Female
Punch Card Operators.
From Father Busa's
archive. CIRCSE Research
Centre, Università
Cattolica del Sacro Cuore,
Milan, Italy. Featured by
Melissa Terras, «For Ada
Lovelace's Day: Father
Busa's Female Punch Card
Operators» (blog, 15
October 2013). Livia
Canestraro.



Father Busa and the *Index Thomisticus*

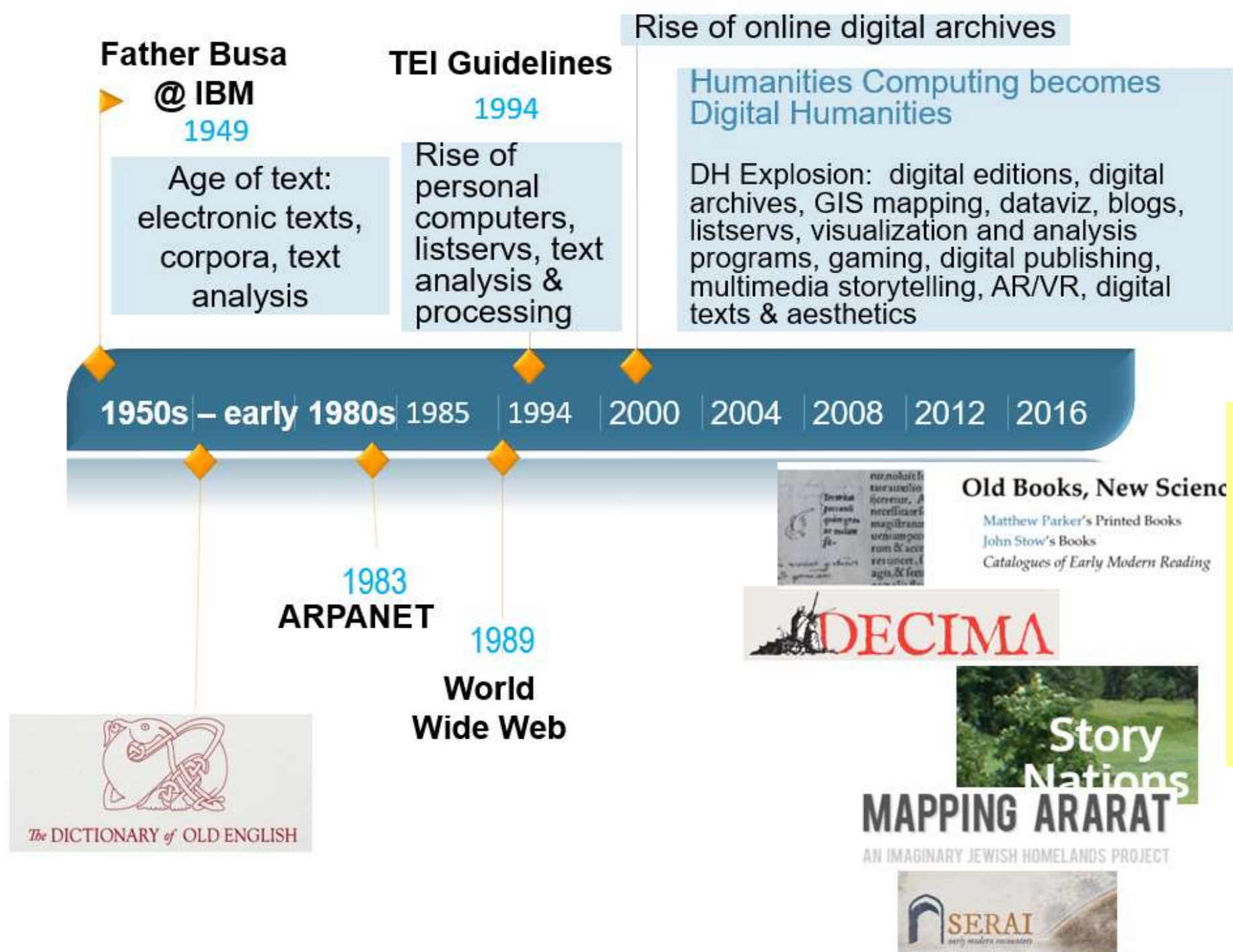
CORPUS THOMISTICUM
INDEX THOMISTICUS
by Roberto Busa SJ and associates
web edition by Eduardo Bernot and Enrique Alarcón
English version

Search:

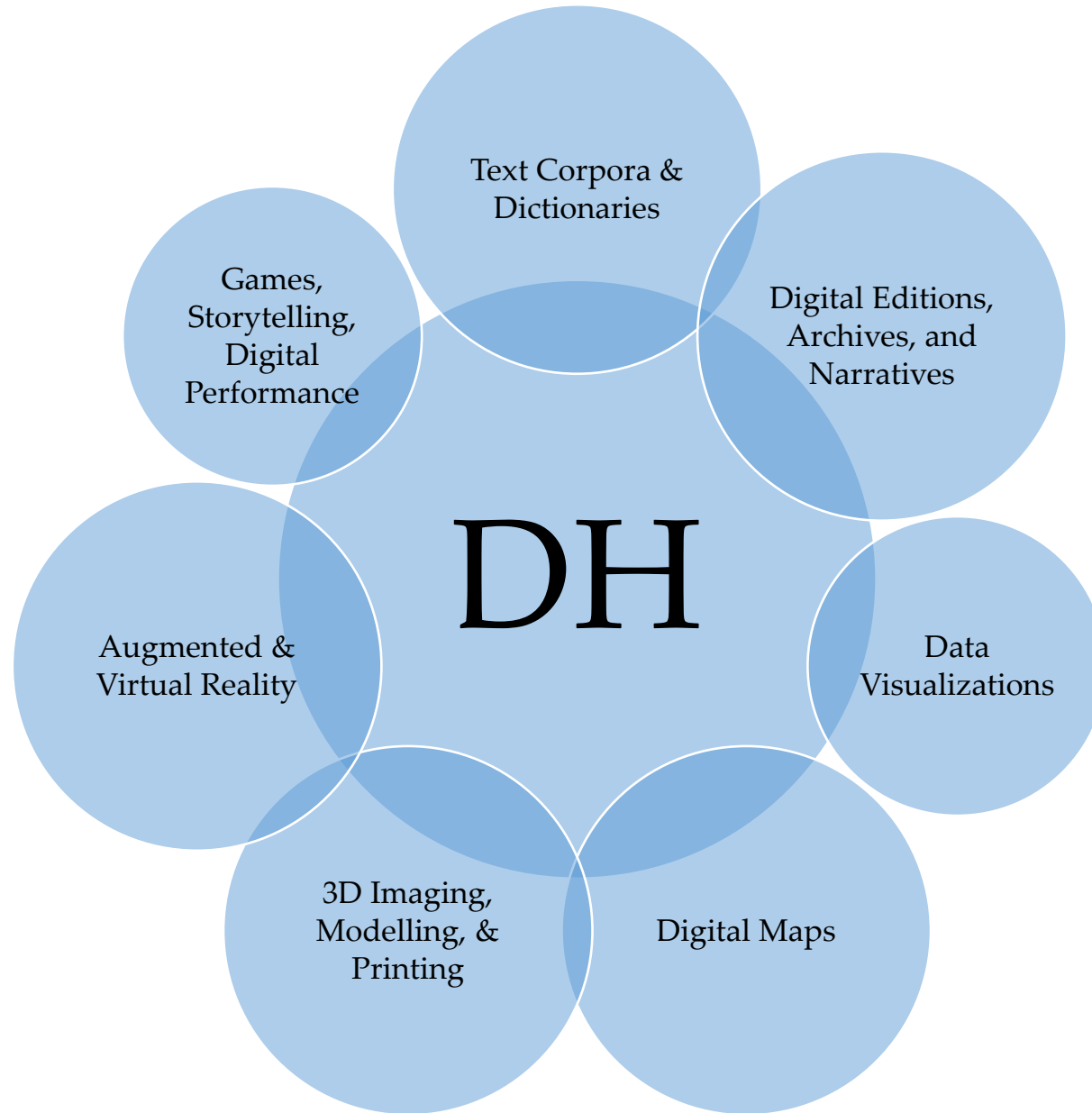
[concordances](#) [terms](#) [works](#) [options](#) [new search](#)

STATISTICS SHOWN ARE FOR ALL 220 WORKS
FREQUENCY BASE IS FOR A TOTAL OF 10631974 WORDS IN 87151 PLACES

Lemma 65014
praesentia: praesentia praesenti-ae
presentia: presentia presenti-ae
presencia: presencia presenci-ae
Type of lemma: (A) common word
Type of meaning: (AN) common-aspect noun



UofT DHN
(Digital Humanities Network):
215+ members,
142 research faculty



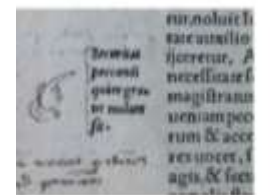


Dictionary of Old English



Old Books, New Science

Matthew Parker's Printed Books
John Stow's Books
Catalogues of Early Modern Reading



DH

Text
Corpora &
Dictionaries

Digital
Editions,
Archives, &
Narratives

Digital
Maps

3D Imaging,
Modelling,
& Printing

Augmented
& Virtual
Reality

Games,
Storytelling,
Performance



Book of Fame
IIIF, Gamification, and 3-D Virtual Books



DH: Projects

- Digital editing & narratives: making texts and narratives available digitally, allowing readers multimodal ways of accessing a text or a narrative (e.g. viewing transcribed text alongside manuscript of that text; or viewing a project that integrates curated artifacts, digital maps, and recorded interviews)
- Data visualization: giving visual forms to data in order to explore and discern patterns, gain or illustrate insights
- Digital archives: digital (or digitized) collections of primary documents about a place or a community; more broadly, collections of primary documents, e.g. manuscripts, books, letters, photographs, etc.
- Digital mapping: plotting historical or literary data (urban economy, pilgrim routes, artifacts found at different archaeological sites, a character's journey in a book) onto a modern, historical, or imaginary map
- Augmented/virtual reality: using computing to overlay virtual elements onto real landscapes (AR), or using computing tech to simulate an immersive, interactive, three-dimensional virtual environment
- 3D printing: turning a digital model into a real object through additive manufacturing (delicate layering of plastic via 3D printer machine)
- Storytelling & performance: video games, coding as art practice

Digital Editions, Archives, Narratives

HOME | TEXTS | DOWNLOAD | HOW TO CITE

API (BETA)

Folger DIGITAL TEXTS

Timeless Texts, Cutting-Edge Code:
Shakespeare's Plays from *Folger Digital Texts*

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Pick a text, find a phrase, learn more, or just start reading

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Read 

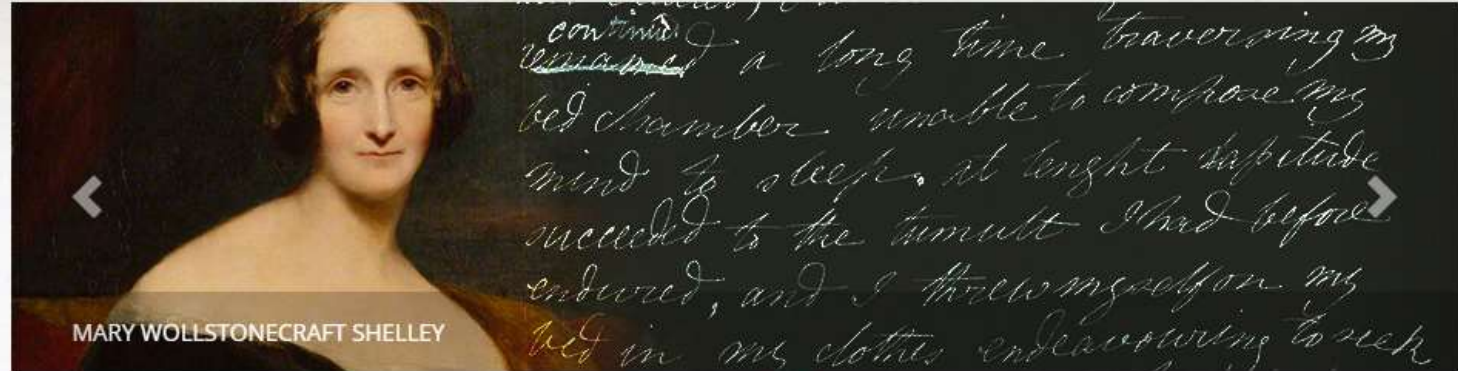
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About Us 

TERMS OF USE | CREDITS | FEEDBACK

Folger SHAKESPEARE LIBRARY

Shelley- Godwin Archive

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MARY WOLLSTONECRAFT SHELLEY



General Editors: Neil Fraistat, Elizabeth Denlinger, and Raffaele Viglianti

About the Archive

The Shelley-Godwin Archive will provide the digitized manuscripts of Percy Bysshe Shelley, Mary Wollstonecraft Shelley, William Godwin, and Mary Wollstonecraft, bringing together online for the first time ever the widely dispersed handwritten legacy of this uniquely gifted family of writers. The result of a partnership between the New York Public Library and the Maryland Institute for Technology in the Humanities, in cooperation with Oxford's Bodleian Library, the S-GA also includes key contributions from the Huntington Library, the British Library, and the Houghton Library. In total, these partner libraries contain over 90% of all known relevant manuscripts.

[EXPLORE THE ARCHIVE](#)

Featured Works



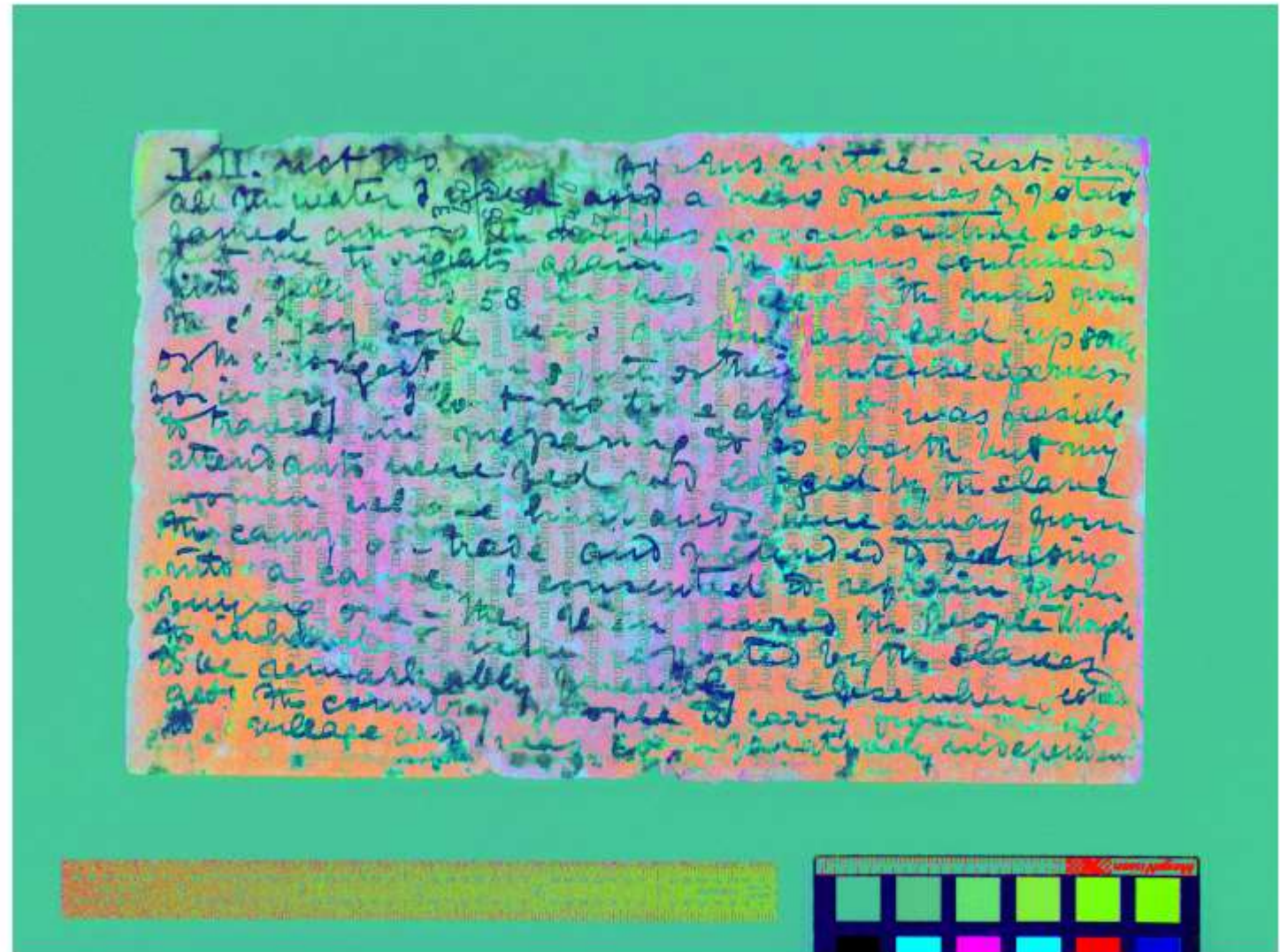
Prometheus Unbound



Frankenstein

Livingstone's 1871 Field Diary

A Multispectral Critical Edition



A spectral image of David Livingstone's 1870 Field Diary, second gathering (Livingstone 1870i:LII). Processed to enhance staining. Copyright National Library of Scotland. As relevant, copyright Dr. Neil Imray Livingstone Wilson. Creative Commons Attribution-NonCommercial 3.0 Unported. The image has been processed to reveal and characterize the extent of the staining.

Infinite Ulysses: interactive reader's edition by Amanda Visconti

Come read *Ulysses* with us!

We welcome readers of every background.



Highlight parts of the book and
add your comments & questions.



Read interpretations & help
left by other readers.



Customize the annotations you see
to just the ones you need!

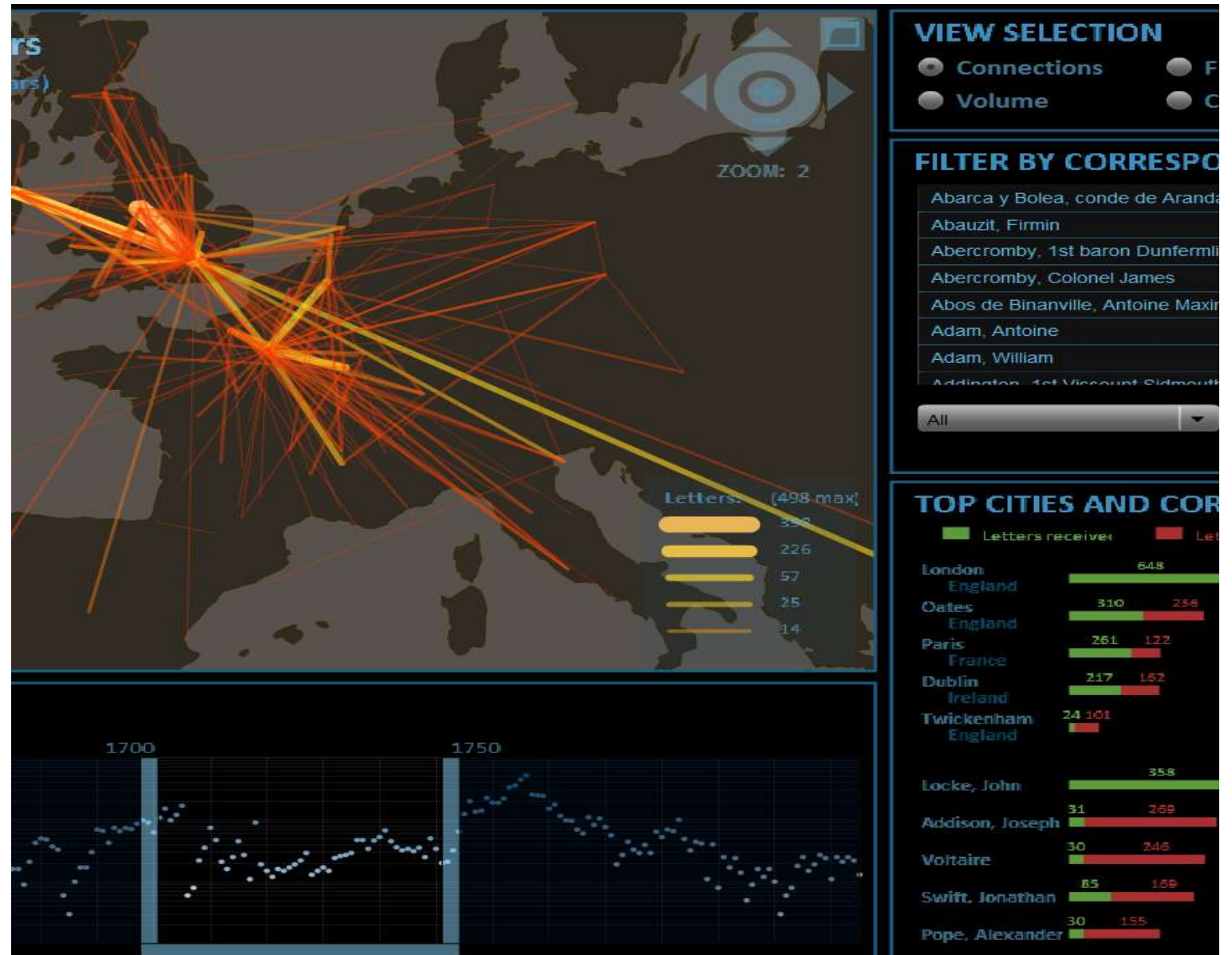
Maps, Visualizations,
Interpretations

Mapping the Republic of Letters

Stanford University:
Mapping the Republic of Letters

(visualizing networks of correspondence among Enlightenment-era writers and intellectuals)

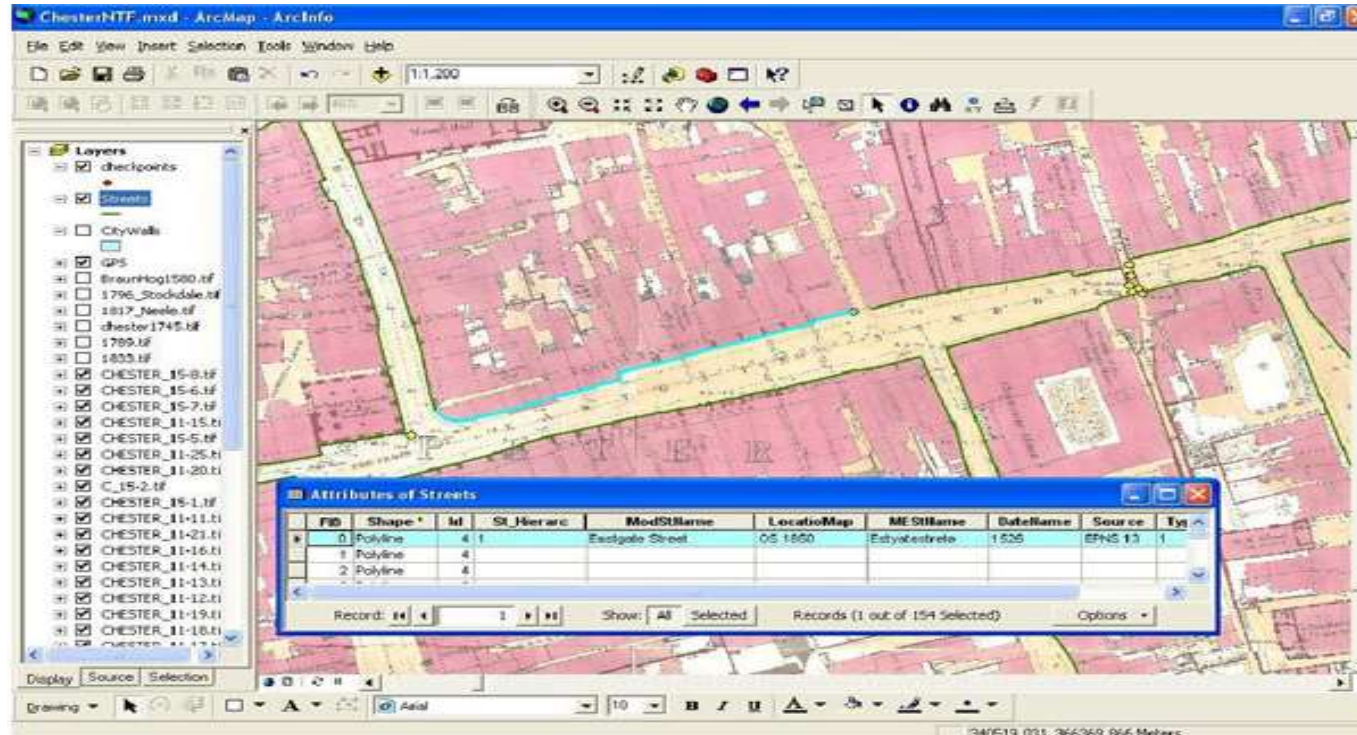
Credits: Jeff Heer, Yuankai Ge, Daniel Chang, Shiwei Song in collaboration with [Mapping the Republic of Letters](#), [Tooling Up for Digital Histories](#), and the [Electronic Enlightenment Project](#). (2009)



Dutch and British Atlantic Slave Trade Voyages



Mapping Medieval Chester



- Goal: making a digital map of medieval Chester by combining post-medieval maps with archaeological and historical evidence
- Digital advantage: interactive, layered, & transparent

Courtney Evans and Ben Jasnow, with Jenny Strauss Clay and the UVA Scholars' Lab (2013)

Mapping Homer's Catalogue of Ships

Mapping the towns in Homer's Catalogue of Ships to analyze underlying organizing principles for the narration

Mapping the Catalogue of Ships

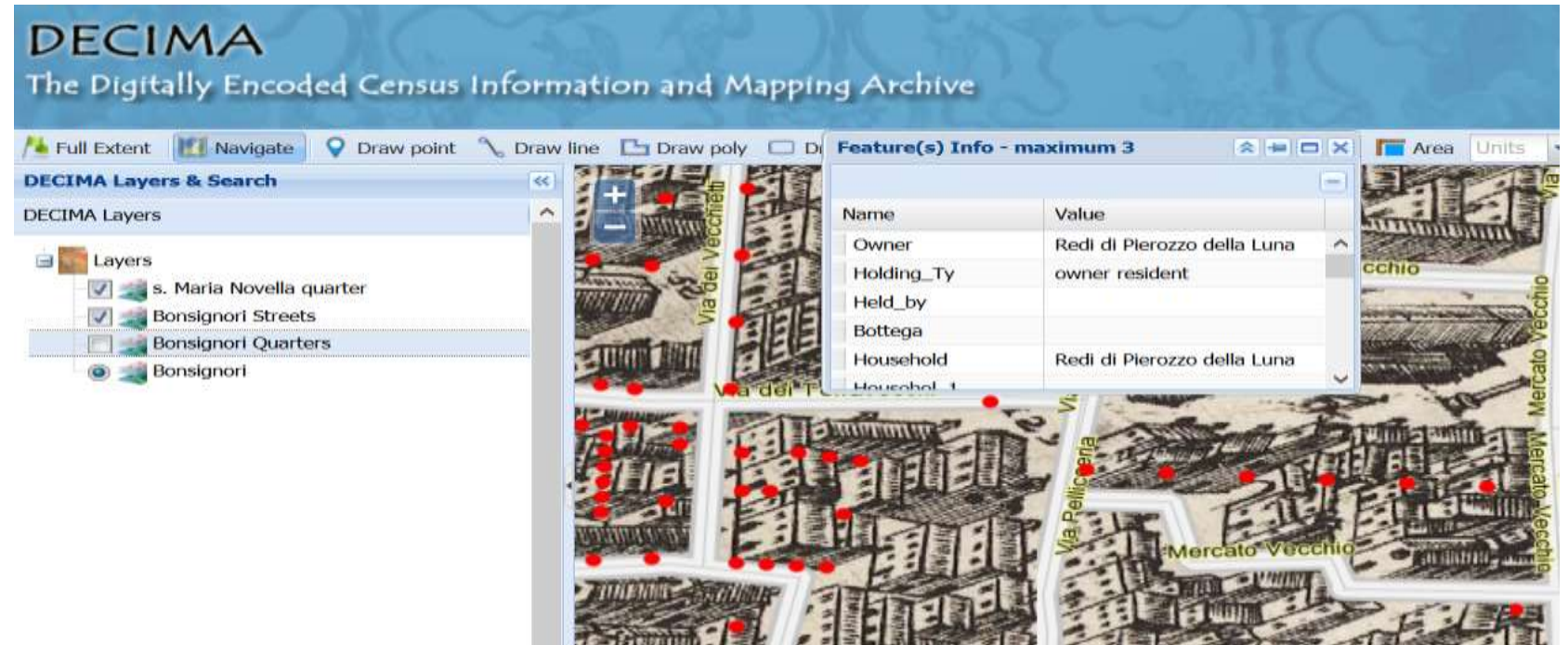
Browse Exhibits · About the Project · Credits · Home

Μηκιστὸς υἱὸς Τηλεπιδίδας ἀνακτορ-
συμπάντην δ' ἤγειτο βοῆν ἀγαθὸς Διομήδης·
τοῖσι δ' αἶψ' ὀφεικόμετα μελαινάρηες ἔπειτο.
Οἱ δὲ Μυσηῖας εἶχον ἐκτίανον προλιέθον
ἀφνειὸν τε Κόρινθον ἐνκείμεναι τε Κλεωναί, (370)
Ὀρετιάς τ' ἐνέμοντο Ἀρσιβυρῆν τ' ἱρατινήν
καὶ Σικελὴν, ὅθ' ἄρ' Ἀδρηστεὸς πρῶτ' ἐμβροσίλευεν,
οἱ θ' Ὑπεροσίην τε καὶ αἰπεινήν Γονόισσαν
Πελλήνην τ' εἶχον ἢν' Αἴγιον ἀμφενέμοντο.
Αἰγιαλὸν τ' ἀνὰ πάντα καὶ ὁμῶς Ἐλικὴν εὐρείαν, (5
τῶν ἑκατὸν νηῶν ἤρχε κρείων Ἀγαμέμνων·
Ἀτορῖδης δ' αὖτις πᾶσι πλείστοι καὶ ἀριστοὶ
λαοὶ ἔποντο· ἐν δ' αὐτὸς ἐδύσετο γόρφα χαλκὸν
κυδίσων, πᾶσιν δὲ μετέπρεπεν ἡρώεσσαν
οὐνὲκ' ἀριστὸς ἦν παλὺν δὲ πλείστους ἀγε λαοὺς. (5
Οἱ δ' εἶχον κοίλην Λακεδαίμονα κητώεσσαν,



Project DECIMA

University of Toronto,
History Dept.

Onto a 16th century map of
Florence, DECIMA maps
census data about
Florence's inhabitants,
their occupations, wealth,
and daily life.




ToposText: Ancient Texts + Maps




Home | Who we are | Ancient Texts | Places | People | The

BEST USE
OF DH FOR PUBLIC
ENGAGEMENT


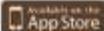
2016 Winner





TEXTS	557
PLACES	5,658
CITATIONS	229,656

A huge library of ancient texts married to a detailed gazetteer, available on this web site and as a free mobile application for iOS and Android smart phones and tablets.



Mapping Ararat

MAPPING ARARAT

AN IMAGINARY JEWISH HOMELANDS PROJECT

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[The Project](#)

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[About the Team](#)

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Welcome to Mapping Ararat: An Imaginary Jewish Homelands Project. Using augmented reality, this project animates Major Mordecai Noah's 1825 unrealized plan to transform Grand Island, New York into Ararat, a "city of refuge for the Jews." Explore. Take a Tour. Learn. Imagine.



AR Walking Tour

View tourist shots -- Download a map -- Visit points of interest



Vernacular Culture

See our simulations of statehood -- stamps, postcards, money, flags



Site Visit Photos and Videos

[Images of AR Walking Tours](#) [Videos of AR Walking Tours](#)

Communication

Scholarly Writings, Public Engagement, Social Media, Teaching & Collaboration

Scholarly Books: The Networked Monograph

In addition to printed books, can scholarly monographs expand their forms to “take advantage [...] of the interactive, annotative, and computational affordances of the web”? Donald J. Waters, “Monograph Publishing in the Digital Age” (2016)

Digitally augmented scholarly monographs (e.g. Mellon-funded collaboration between NYU Library and NYU Press)



Fully interactive and searchable online with primary sources and other works



High quality as judged by peers



Portable across reader applications



Able to support a user's annotations independently of any particular reader technology



Capable of supporting metrics of use that respect user privacy



Reviewed and eligible for disciplinary prizes and awards



Maintained and preserved in its digital form



Expertly marketed, widely accessible, and owned (not rented) by the reader



Economically sustainable

VR/3D Printing for Cultural Heritage Collections: [Small Wonders](#) (AGO)

- Miniature boxwood carvings from the early 1500s
- Studied and exhibited through digital imaging (micro CAT scanning), VR, and 3D printing



Research Materials: Medieval Manuscripts and Social Media

Cat paws in a fifteenth-century manuscript (photo taken at the Dubrovnik archives by @EmirOFilipovic, disseminated by Eric Kwakkel)



Teaching

Liminal Representation in the Inferno

[View Fullscreen](#)



Heather Eason: five artists' representations of threshold crossings in Dante's *Inferno*. Omeka/Neatline undergraduate student project.



Collaboration

Members of the Old Books, New Science Lab deciphering marginal notes made by sixteenth-century scholars in medieval manuscripts

(Photograph by A. Gillespie)



Course Syllabus

Introduction to Twine

<https://twinery.org/>

Twine is an open-source tool for telling interactive, nonlinear stories.

You don't need to write any code to create a simple story with Twine, but you can extend your stories with variables, conditional logic, images, CSS, and JavaScript when you're ready.

Twine publishes directly to HTML, so you can post your work nearly anywhere. Anything you create with it is completely free to use any way you like, including for commercial purposes.

Twine was originally created by **Chris Klimas** in 2009 and is now maintained by a whole bunch of people at **several different repositories**.



Download 2.1.3

For **Windows (32-bit)**,
and **Linux (32-bit)**

Use it online

Version 1.4.2 for **Windows**
OS X is also available.



Do you love Twine?

Help support its development



Wiki

tutorials, documentation





Q&A

get help with using Twine

Your work is saved only in your browser.

That means you don't need to create an account to use Twine 2, and everything you create isn't stored on a server somewhere else — it stays right in your browser.

Two **very important** things to remember, though. Since your work is saved only in your browser, if you clear its saved data, then you'll lose your work! Not good. Remember to use that  **Archive** button often. You can also publish individual stories to files using the  menu on each story in the story list. Both archive and story files can always be re-imported into Twine.





That's it!

Thanks for reading, and have fun with Twine.

[Go to the Story List](#)

0 Stories

Sort By

Edit Date

Name ↓^A/_Z

There are no stories saved in Twine right now. To get started, you can either create a new story or import an existing one from a file.



Twine

+ Story

↑ Import From File

📁 Archive

📄 Formats

Working with Twine

- Don't know how to do something? Google your problem. Twine is beautifully documented.
- To make a new link for your reader to click, put `[[run into the door]]` around the words: `[[run into the door]]` . This creates a clickable link called “run into the door” and a story card entitled “run into the door”.
- To make an external hyperlink to another website, use this syntax:
`link text`
- To make a new link for your reader to click that leads to an existing story card, use this syntax:
`[[text you want the reader to click->name of existing story card]]`

Saving & Downloading Your Twine Game

First, click on the up-arrow next to your story title.

From the menu that pops up, select “Publish to File.”

Your game is published as an .html file.

Save that file somewhere reliable and/or email it to yourself.



To Do For Next Class:

- Select a project from the slides above.
- Read about it (10-15 minutes):
 - What is the project about? (Specific topic)
 - What is the project trying to argue or find out?
 - What is the “digital artifact” of this project? A map? An edition? An archive? Another type of digital artifact?
 - What kind of knowledge is the project producing?
 - What is the project’s methodology? That is, how does the project go about generating new knowledge?
 - Who is the project leader? What is the institution?
- Now imagine the project as a room. What kind of room would best symbolize this project? Make some notes.
- If you like, add this room to your copy of the “Welcome to DH” game.
- You can also add your notes about the project or its allegorical representation as your blog post of the week.