

Digital humanities (DH) is an area of scholarly activity at the intersection of computing or digital technologies and the disciplines of the humanities. It includes the systematic use of digital resources in the humanities, as well as the analysis of their application. DH can be defined as new ways of doing scholarship that involve collaborative, transdisciplinary, and computationally engaged research, teaching, and publishing. It brings digital tools and methods to the study of the humanities with the recognition that the printed word is no longer the main medium for knowledge production and distribution

[Wikipedia](#)

The interdisciplinary field of Digital Humanities began to be defined as such in the late 1990s, emerging out of the more narrowly defined field of Humanities Computing. Scholarship in the Digital Humanities brings digital tools to bear on traditional humanistic areas of study and prompts critical reflection, in the best tradition of the humanities, on the digital mediation of modern life. DH work differs in emphasis, from tool- and application-building, to the use of such tools to assemble, transform, or manipulate digital archives, to the use of computational methods to advance or question conventional methods of analysis, to the critical scrutiny of our computer-mediated culture. Digital Humanities can be broken down into disciplinary specialties that map onto familiar departmental divisions, including Digital History, Digital Art History, and Digital Literary Studies.

[Rutgers Digital Humanities Initiative \(DHI\)](#)

The digital humanities at Stanford sit at the crossroads of computer science and the humanities. Since the 1980's, a wide range of computational tools have enabled humanities scholars to conduct research at a scale once thought impossible. Digital humanities foster collaboration and traverse disciplines and methodological orientations, with projects to digitize archival materials for posterity, to map the exchange and transmission of ideas in history, and to study the evolution of common words over the centuries.

[Stanford Digital Humanities](#)

The digital humanities, also known as humanities computing, is a field of study, research, teaching, and invention concerned with the intersection of computing and the disciplines of the humanities. It is methodological by nature and interdisciplinary in scope. It involves investigation, analysis, synthesis and presentation of information in electronic form. It studies how these media affect the disciplines in which they are used, and what these disciplines have to contribute to our knowledge of computing.

Matthew G. Kirschenbaum, "What Is Digital Humanities and What's It Doing in English Departments?"



DEFINITIONS ▾

digital humanities



MEANINGS

GAMES

LEARN

WRITING

WORD OF THE DAY

Top Definitions

Quiz

Examples

FEEDBACK

digital humanities ☆

High School Level

noun

- 1 *(used with a singular verb)*
 - a the study of literature, philosophy, etc., as facilitated by computer technology or digital media:
Digital humanities uses data analysis to find patterns in large bodies of text.
 - b the set of methodologies used in such scholarship.
- 2 *(used with a plural verb)* literature, philosophy, etc., as studied with digital tools:
research in the digital humanities.

Additional meta Digital Humanities readings

Kirschenbaum, Matthew. “[What Is Digital Humanities and What’s It Doing in English Departments?](#)” *Debates in the Digital Humanities*, edited by Matthew K. Gold. University of Minnesota Press, 2012.

McCarty, Willard. *Humanities Computing*. New York: Palgrave Macmillan, 2005.

Pannapacker, William. “The MLA and the Digital Humanities.” *Chronicle of Higher Education*. December 28, 2009. <http://chronicle.com/blogAuthor/Brainstorm/3/William-Pannapacker/143/>.

Selfe, Cynthia. “Computers in English Departments: The Rhetoric of Technopower.” *ADE Bulletin* 90 (1988): 63–67. http://www.mla.org/ade/bulletin_c_ade_90_63&from=ade/bulletin_t_ade90_0.

Svensson, Patrik. “Humanities Computing as Digital Humanities.” *Digital Humanities Quarterly* 3, no. 3 (2009). <http://digitalhumanities.org/dhq/vol/3/3/000065/000065.html>.

———. “The Landscape of Digital Humanities.” *Digital Humanities Quarterly* 4, no. 1 (2010). <http://digitalhumanities.org/dhq/vol/4/1/000080/000080.html>.

Unsworth, John. “What Is Humanities Computing and What Is Not?” *Graduate School of Library and Information Sciences*. Illinois Informatics Institute, University of Illinois, Urbana. November 8, 2002. <http://computerphilologie.uni-muenchen.de/jg02/unsworth.html>.


What is Open Source?

Open Source

Glossary



By [Lyn Muldrow](#)

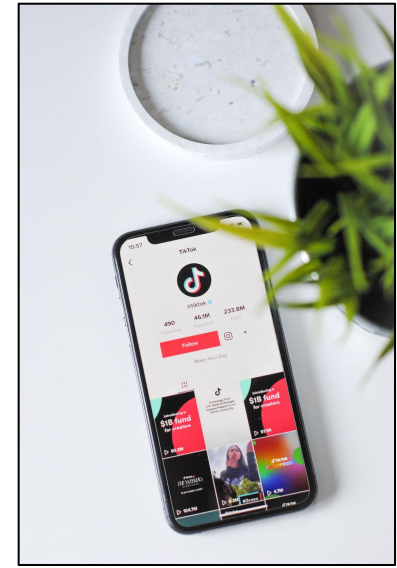
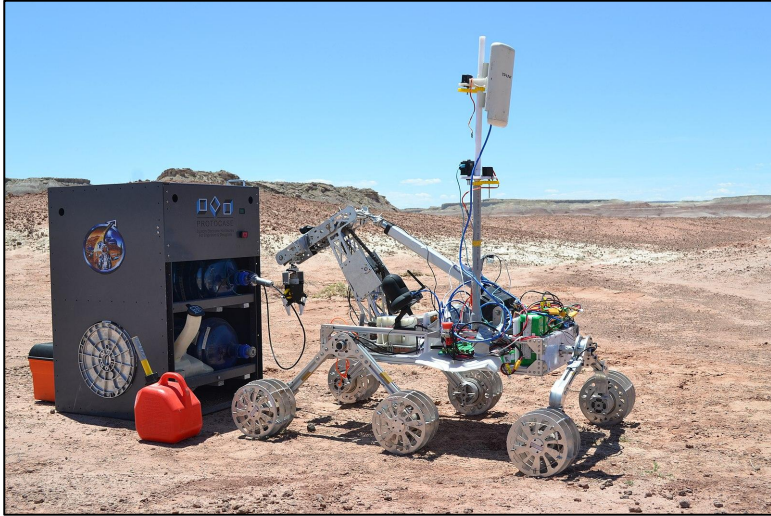
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Open source software (OSS) is software that's freely available to use, redistribute, and modify, typically shared via a public code repository hosting service.

Projects that are open source encourage a transparent process that is advanced through distributed peer review. Open source projects can be updated quickly and as needed, and offer reliable and flexible software that is not built on locked proprietary systems.

Flying on Mars fueled with open-source software

For the first time in history, we've flown an aircraft, the mini-helicopter Ingenuity, on another planet. Open-source software backed up its engineering.



**Auto industry's thirst
for software is
quenched by open
source**