Digital Scholarship Foundations: Static Web

Week 1: Overview and GitHub
Course website: https://bit.ly/dsf-static-web

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Fall 2024

Upcoming Digital Scholarship (DiScho) Workshops

Data Wrangling Tools: OpenRefine and Cleaning Data, September 25

Digital Storytelling with ArcGIS StoryMaps, November 20

Register via Library website: libcal.princeton.edu/calendar

DSF Workshop Series Objectives

- Participants will apply version control methods
- Participants will recognize different types of data, the file types that support them, and how to use them.
- Participants will effectively manage project repositories.
- Participants will learn the building blocks of the web and digital publication.
- Participants will develop their own project or proof of concept.
- Participants will discuss the ethics and responsibilities of working with data and digital publication.

So what does that mean?!

DSF Overview

We will:

- Use common digital tools
- Learn a range of transferable skills
- Discuss sustainability and preservation
- Build a website with static web technologies

Static Sites

Why static sites:

- Project sustainability and preservation
- Reveal rather than obscure the technologies and skills that make your computer and internet work.

Static web technology terms:

- *Static website*: site delivered as stored rather than dynamic
- *Static site generators*: software tools that transform source code into a website
- *Jekyll*: popular static site generator

CollectionBuilder

An open source framework for creating digital collection and exhibit websites that are driven by metadata and powered by modern static web technology.

Cost: Free

Learning: Version control; Basic features of development tools

Requirements: GitHub; Text editor and programming environment if you want “live” editing

Features: Static site; Multiple visualizations; Customization at beginner level; Great documentation and support

Limitations: High level customization requires familiarity with programming basics; GitHub repositories have storage limit

Output: Static website of digital exhibit that is preservable and sustainable

Today's Objectives

1. Discuss static websites
2. Create a GitHub Account
3. Create a repository
4. Learn basic commands and functionality of Git and GitHub
5. Link your Github remote repository to your local machine.

http://xkcd.com/1597/

What is  ?

Git is the open source distributed version control system that facilitates GitHub activities on your laptop.

It is doing the work behind GitHub. It follows and records every change you make on your computer.

Linux creator Linus Torvald released git in 2005 for Linux kernel development (which has thousands of collaborators).

What is GitHub?

GitHub is a popular platform for hosting Git repositories.

GitHub is a web interface for simplifying the functionality of Git.

GitHub is a collaborative space and can be used similar to how you use Google Drive.

GitHub has over 40 millions users that store their projects, explore new ones, and collaborate.

Learn Github First

This workshop prioritizes learning the GitHub website because of its popularity and its ease of use. Therefore, we will focus on creating a GitHub account and understanding how Github saves and shares work.

At the end, we will connect your remote repository to your local repository. This is an important step for local development and better understanding your computer.

GitHub Key Terms

Infrastructure

Repository: A collection of folders and files

Branch: parallel version of your repository

Main: default branch

README: file that shares basic information about your repository

Actions

Clone: copy to your computer

Fork: copy another user's repository

Commit: snapshot of your repository/saving your repository

Let’s begin.

Follow the week 1 workflow on our course site

Thank you!

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