

# SOUTHAMPTON DIGITAL HUMANITIES

# OUR YEAR

Wow. What a first year. I couldn't be prouder of all that we've achieved in such a short space of time. We've created the processes needed to be and to run Southampton Digital Humanities. We've opened the Digital Humanities Hub, and integrated UKRI-funded investments in cutting-edge equipment. We've learnt to work together. We've started to build our team. We've hosted training, community events, and workshops. We've welcomed our first cohort of interns, a diverse group of students who've made inspiring and provocative public facing interventions, and who used that experience to diversify their study and futures plans (including in one case, getting a job in the tech sector). And we've developed and supported remarkable research with internal and external partners.

This report attempts to draw together the range of activities we've involved ourselves with since September 2021. It is testament to a collective effort focused on delivering our mission to integrate humanities education and research with digital and computational approaches, and to do so in ways that respond to grand societal and environmental challenges. It is a big task, and my heartfelt and sincere thanks go to all who've supported and encouraged our work over the last year. Roll on year two!

**James Baker**

Director, Southampton Digital Humanities

# OUR PEOPLE

Digital Humanities is about people as much as it is about tech. This year we invested in the people needed to grow Southampton Digital Humanities. We hired our first Director of Digital Humanities, Dr James Baker, to lead and drive forward our work. Claire Wilkins started providing professional services support. Luke Aspland joined as our Digital Humanities Technician and gamely took on responsibility for maintaining and developing our technical estate. Dr Ammandeep Mahal joined us as Research Fellow in Information Studies, a post funded by the AHRC Beyond Notability project. A total of eight Digital Humanities Interns joined us from English, Engineering, Philosophy, Politics, Modern Languages, and Business, enquiring minds that have shaped our direction and purpose.

This core DH team is supported, inspired, and encouraged by colleagues across the School of Humanities. Notable among them are Sarah Pearce, James Minney, Fraser Sturt, Veronica Spencer, Lorna Leverett, Nicky Marsh, Dan Boyce, and Kris Strutt. We work in partnership with the Library, with special thanks to Anna O'Neill, Wendy White, Eleonora Gandolfi, Robbie McGregor, and Matt Phillips. And our expanded community draws in Curriculum Leads and early-career DH Associates from across campus, colleagues who prod, poke, and provoke, helping us stay fresh and relevant.

## DH Team

### James Baker

Director

### Lexi Webster

Deputy Director

### Amandeep K Mahal

Research Fellow

### Claire Wilkins

Professional Services

### Luke Aspland

Technician

## DH Interns

### David Collyer

Engineering

### Samuel Pegg

English

### Marta Bania

Business

### Isobel Lester

Modern Languages & Linguistics

### Bridget Blankley

English

### Zixuan Liu

Modern Languages & Linguistics

### Sahiba Rahman

English

### Jack Cardwell

Philosophy

## DH Curriculum Leads

### Jaap Verhuel

Film

### Priti Mishra

History

### Alistair Pike

Archaeology

### Kate Borthwick

Modern Languages & Linguistics

### James Jordan

English

### Will McNeill

Philosophy

## DH Advisory Group

### James Allen

### Sarah Fielding

### Dave Key

### Rob Penn

iSolutions/Digital Learning

### Bobbi Moore

Centre for Higher Education

Practice

### Jaine Fitzpatrick

### Nicky Marsh

### Allison Noble

### Veronica Spencer

### Fraser Sturt

Faculty of Arts and Humanities

### Eleonora Gandolfi

### Wendy White

Library

### Robbie McGregor

Change Portfolio Office

## DH Associates

### Katie Holdway

English

### Allison Noble

Music

### Rafael Mestre

Politics

### Eryn Rigley

Philosophy

### Rhys Lawrence

English

### Lesia Tkacz

Computer Science

# OUR SPACE

The Digital Humanities Hub is an encounter space on Avenue Campus. It enables Southampton students and staff to capture, create, and compute with cutting edge equipment, including cameras, 3D printers, scanners, extended reality technologies, and our Igloo: a 360 degree fully immersive audio-visual centre. The Hub is also a focal point for expertise in humanities computing, web publishing, and sustainable technology practice.

This autumn we will open a new Video Editing Suite, a collaboration with the Film Department to make industry standard video-editing software and hardware available to our community. That community is growing. Our expertise and technologies have facilitated Chemists with creating tactile education experiences of molecular structure, colleagues from Music investigating the choreography of live, spatialised sound, and History students making interventions in public history. Perhaps most compelling is how Jane Lavery (Modern Languages and Linguistics) has used our Igloo to present an immersive experience of the Amazonian jungle centred on the Monarch butterfly, the central symbol of the Mexican Day of the Dead. Our investments in space are then enabling new ways of working, facilitating new practices and agendas.

**Capture** landscapes, objects and stories with our cameras, recorders, and expertise.

**Compute** narratives, networks and visuals with our hardware, devices, code, and support.

**Create** experiences, models and sites with 3D printers, VR tech, servers, and our know how.



# OUR NUMBERS

24

SKILLS & COMMUNITY  
EVENTS

ATTENDED BY:

116 POSTGRADUATES  
56 STAFF  
46 UNDERGRADUATES  
01 ENGINEER  
08 DH INTERNS  
20 VEGAN BROWNIES  
00 ROBOTS

968,000,000

ARTIFICAL SYNAPSES  
IN OUR MACHINE THAT  
CAN PAINT

744

IMPRESSIONS OF THE  
DIGITAL HUMANITIIES  
CLIMATE COALITION  
DMP GUIDE WITHIN  
THREE MONTHS OF  
PUBLICATION

371

BIOGRAPHIES OF  
WOMEN RECORDED AS  
LINKED DATA ON  
BEYOND NOTABILITY

3,375G

OF 3D PRINTING  
FILAMENT USED TO  
MAKE INSTRUMENTS,  
REPLICAS, PARTS, AND  
LEARNING RESOURCES

# OUR STORIES

If Digital Humanities is about people, it is also about the stories they create, tell, and share. Samuel Pegg, a Digital Humanities intern, took this quite literally, creating an interactive story, Small Scales and Large Impacts. Sam's point-and-click adventure challenges users to make decisions and to live with the environmental consequences. At the end, each player receives an AI-painted image depicting the outcome of their decisions. Seven other interns joined us this year, students from English, Engineering, Philosophy, Politics, Modern Languages, and Business who printed cuneiform tablets, mapped colonial journeys, asked if machines were authors, and much more. Such making is central to our storytelling.

The Beyond Notability project spent much of this year making a linked data resource that compiles biographical information on women's work in archaeology, history and heritage circa 1870-1950, data that is the foundational stuff of telling new stories about these women and their lives. The Programming Historian, a peer reviewed, open access, and multi-lingual publisher of article length tutorials on digital methods, continued its story of growth with 28 institutional partners in 10 countries and rapidly growing audiences in India, Colombia and Mexico. Additionally we co-founded the Digital Humanities Climate Coalition, a cross-institutional initiative focused on minimising the environmental impact of DH research.

## DIGITAL HUMANITIES CLIMATE COALITION

### A researcher guide to writing a climate justice oriented data management plan:

- Addressing the environmental impacts of research.
- Managing data sustainability.
- Preparing for future funding frameworks.
- Developing and sharing best practice.

[cdcs.ed.ac.uk/digital-humanities-climate-coalition](http://cdcs.ed.ac.uk/digital-humanities-climate-coalition)





## Published Outputs

- Pegg, Samuel. *Small Scales & Large Impacts*. 2022.
- Digital Humanities Climate Coalition Information, Measurement and Practice Action Group. "A Researcher Guide to Writing a Climate Justice Oriented Data Management Plan," 2022.
- Collyer, David. "3D Printing in the Humanities – Use Cases and Best Practice." 2022.
- Havens, Lucy. *Legacies of Catalogue Descriptions and Curatorial Voice: Infographics*. 2022.
- Baker, James, Andrew Salway, and Cynthia Roman. "Detecting and Characterising Transmission from Legacy Collection Catalogues." *Digital Humanities Quarterly* 16:2. 2022.
- Thornton, Amara, and James Baker. "Scholarly Articles Written by Women Extracted from Indexes of Archaeological Papers (1891-1907) Gomme's Index of Archaeological Papers 1665-1890." 2022.
- Baker, James, Sofya Shahab, and Mariz Tadros. "Co-Constructing Digital Archiving Practices for Community Heritage Preservation in Egypt and Iraq." *Preservation, Digital Technology & Culture* 50:2 (2021): 85–96..
- Baker, James, and Sofya Shahab. *Preserving Communities' Heritage: A Workbook for Heritage Capturers*. Institute of Development Studies, 2021.

## Externally Funded Projects

- Legacies of curatorial voice in the descriptions of incunabula collections at the British Library and their future reuse, Arts and Humanities Research Council and Research Libraries UK Professional Practice Fellowship Scheme for academic and research libraries, £24,961 (2022-2023)
- Beyond Notability: Re-evaluating Women's Work in Archaeology, History, and Heritage in Britain, 1870 – 1950, AHRC, £929,729 (2021-2024)
- Reimagining Knitting: a community perspective, AHRC, £28,143 (2022)
- Programming Historian publications: developing computational skills for digital collections, Jisc / The National Archives (UK), £20,000 (2021-2022)
- Southampton Institute for Arts and Humanities: Digital Infrastructure & Capability, Arts and Humanities Research Council, £710,641 (2021)

Legacies of Catalogue Descriptions and Curatorial Voice: Opportunities for Digital Scholarship, AHRC, £99,943 (2020-2022)

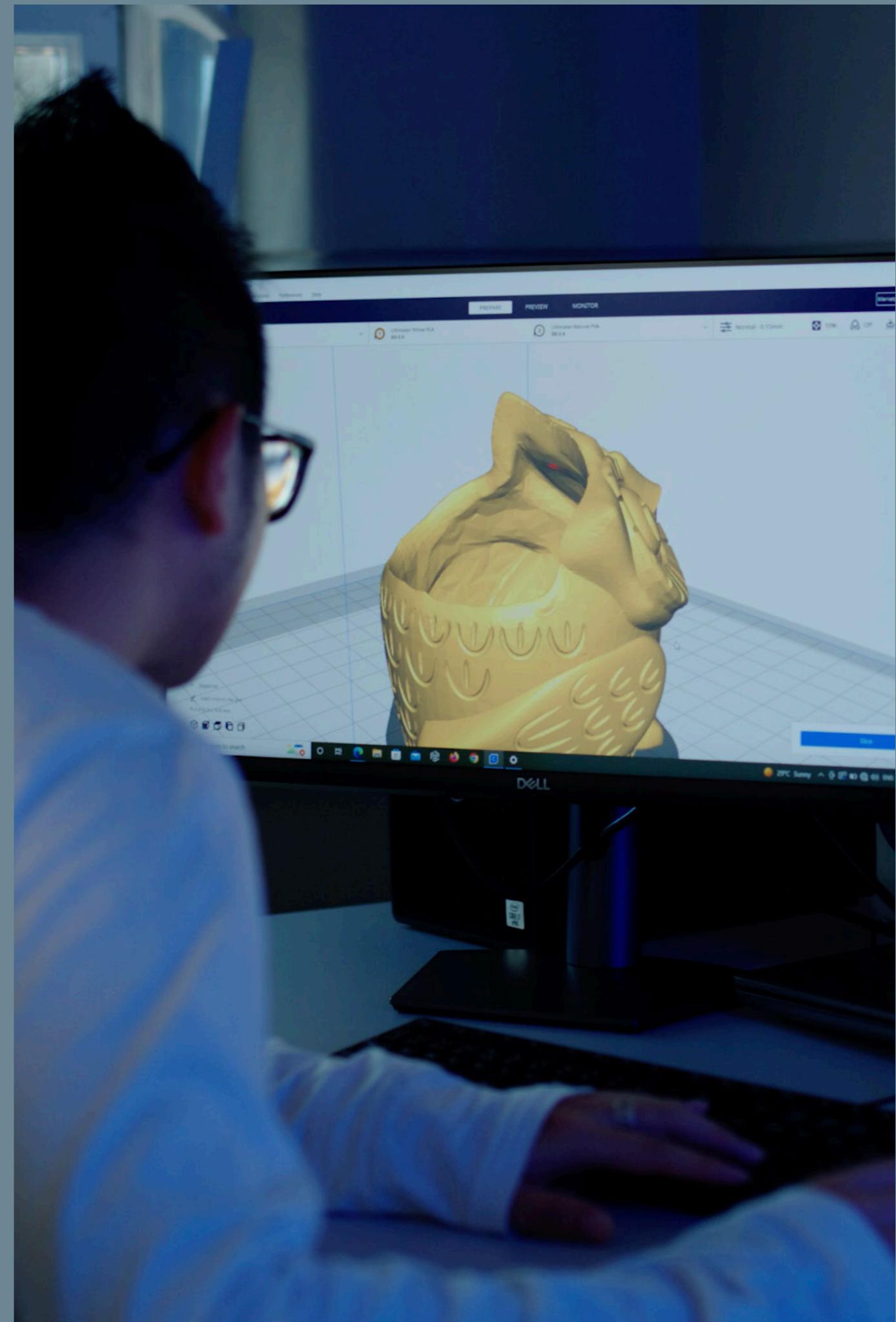
Heritage Repertoires for inclusive and sustainable development in Egypt and beyond, British Academy Sustainable Development Fund, £281,211 (2019-2022)

# OUR FUTURE

Sarah Pearce, our Head of School, often says that our ambition is for digital humanities methods and approaches to run through the veins of every student who studies in the School. This isn't, as we at Southampton Digital Humanities often caveat, about ramming code down the throats of the unwilling. Rather, it is about supporting the curious whilst ensuring nobody gets away without totally disengaging from what it means to study a humanities subject right now.

Education, then, is a key plank of our future, starting with two interdisciplinary modules that we are proud to launch next year: Data Environmentalism and Just Data Futures. This will be then complemented by discipline appropriate integrations of digital technologies and approaches delivered by our expanding team, starting with Lexi Webster, who we are excited to welcome this autumn. We will continue to reflect the strengths of the humanities whilst leveraging Southampton's strategic theme, to build partnerships to respond to the things that matter.

Our KPIs – which you'll see over the pages that follow – have been designed to guide us over the next 5 years as we develop a balanced portfolio of research, education, knowledge exchange, and enterprise. Whilst we cannot control external forces, we can think big and seek to inspire the remarkable, to strive for equity, and to address complex global challenges.



# 2021/22: KPIs

## **Benefits Register Realisation Key Performance Indicators**

### **DH1: Improvement in student experience by enriching student learning and student research activities by utilising ‘Digital Humanities’ approaches and facilities.**

- 7/7 SoH disciplines utilize DH (target 7).
- Growth in degree programs that use DH, with plan for expanded delivery for 2023/24 (target >3/7).
- Too early to measure impact of DH on NSS scores.

### **DH2: Generation of student recruitment - enhanced Digital Humanities provision will lead to an increase in our attractiveness to prospective students.**

- DH embedded in plan to grow student numbers >25% over next 5 years.
- DH embedded in plans for programme diversification.
- Too early to measure impact of DH on UoS QSS rankings.

### **DH3: Enhancement in academic reputation of the UOS Humanities department.**

- DH enabling new collaborations with computationally rich areas and institutions.
- DH staff recognised for sector leading academic reputation.
- DH embedded in UoS offer to prospective students (target: support recovery of open data attendance to target).
- DH social media presence in place.

### **DH4: Increased research and enterprise funding success as well as knowledge-exchange activities.**

- From a small staff base, DH is making a strong contribution to FEC grant capture and bidding.
- Too early to measure diversification of SoH FEC grant capture.

### **DH5: Improvement in student employability by developing digital skills of our students.**

- Too early to measure impact of DH on LEO data.
- DH delivered 21 skills-oriented events aimed at staff and students (target: at least 20 per annum).
- 8 students gained hands-on DH experience as DH interns.
- DH elective modules ready for delivery in 2022/23.

### **DH6: League Table Rankings – planned growth in student numbers will also mean a more competitive offer, which will attract more highly qualified students and improve the University’s position in the League Table.**

- Too early to measure impact of DH on UCAS tariffs in SoH.

### **DH7: Distinctiveness of School of Humanities.**

- 7/7 SoH disciplines utilize DH (target: 7).
- Growth in degree programs that use DH, with plan for expanded delivery for 2023/24.
- DH embedded in UoS offer to prospective students.
- Too early to measure DH civic offer.
- DH responding to UoS Sustainability Strategy with DH Purchasing Policy.

### **DH8: Quality of Estate - improve the quality and relevance of the Estate, in terms of relevance to students and staff.**

- DH Hub in place.
- Strategy for maintaining DH estate in place through SoH DH Embedding Group and investments in DH Technicians.
- DH integrated part of FAH estate strategy.

## **FAH Budget Key Performance Indicators**

### **Skills Development**

- 218 event attendees (target: 100).
- 74% event attendees were students (target: at least 25%).
- Good balance of event attendees across the School of Humanities.
- Good evidence of attendance from beyond Humanities.

### **Climate Crisis**

- Computer products purchased were TCO-certified.
- Where possible non-university provided services use clean energy sources.

### **Community Development**

- 7 DH Community Meetings were held (target: at least 6)
- DH Associate Group represents 4 humanities departments (target: 7)

### **Events**

- DH delivered 21 skills-oriented events aimed at staff and students (target: at least 15)

### **Student Internships**

- 8 students joined the DH internship programme (target: 10) of which 87.5% were SoH students (target: at least 70%)

### **Supporting Research**

- 1 large research grant (>£100k) proposal submitted (target: 2 per annum by 2024/25).



# SEE YOU AGAIN NEXT YEAR!

## Digital Humanities

<https://www.southampton.ac.uk/humanities/digital-humanities.page>  
digitalhumanities@southampton.ac.uk



@digihums



sotonDH



Southampton-Digital-Humanities

## Internal:

[sotonac.sharepoint.com/teams/DigitalHumanities](https://sotonac.sharepoint.com/teams/DigitalHumanities)

65/2155

Avenue Campus

University of Southampton

