

How Did They Make That? How can *you* make that?

Part one: Read/watch

- Read: <http://miriamposner.com/blog/how-did-they-make-that/>
- Watch: <http://miriamposner.com/blog/how-did-they-make-that-the-video/>

Part two: Discuss readings/video

- In order to get started with a DH project, what can you do, and what technical skills might you need?
- The video and blog post go through some projects and discuss what kinds of tools and technologies are available.
 - We want to give you a framework to reverse-engineer digital projects.
- If a digital project appears as black box, what strategies can you use to see how this project was done?
- Are there certain types of project that are common? Why do you think that is?
- How do you would you evaluate your technology needs or look for a tool to help?
- What kinds of **sources** exist for different projects?
- What kinds of **processing** do you need to do your sources to make them usable?
- How do you want to **present** or make your project available?

Part three: Break into groups and evaluate a DH project.

- How did they do that?
- What can you learn from their process?