

Developing Digital Project Assignments Workshop Resources

Learn more about [Digital Scholarship at Tisch Library](#)

[Slides](#)

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A few things I can help with:

- Video projects (e.g. video essays, social media-style article reviews, etc.)
- Audio projects (e.g. field recordings, podcast/radio, etc.)
- Layout/graphic design projects (eg. research posters, zines, chapbooks, etc.)

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A few things I can help with:

- Digital humanities research and teaching
- Archives and exhibits
- Mapping
- Multimodal publishing
- Storytelling, hypertext
- Working with data
- Text and data analysis

Example Digital Projects

Some class collaborations, some not

Archives

- [Read My Lips: Queer Protest Art and Ephemera](#) – Student project created in Collection Builder
- [Style Revolution](#) - Digital archive, made with students in GitHub pages/Jekyll
- [Museo-GIF](#) - Students in the Digital Culture Course at the Pontifical Javíerian University in Colombia reinterpret museum artwork through animated gif. They developed an archive for these creations with Collection Builder.
- [History Harvest](#) - “History Harvest” projects are semester-long or even ongoing projects that engage students in participatory archiving and public engagement. It involves planning a community event (“a harvest”) to meet the public, digitize, and collect their stories related to those objects for inclusion in the archive. The linked example from the University of Illinois focused on the local LGBTQ+ community.

- [Princeton and Slavery](#) - Majority of contributors were students. Site includes primary sources, multimedia, and short articles detailing Princeton's connections to slavery.

Digital Editions/Publications

- [Claude McKay's Early Poetry](#) - Publication on Scalar, students worked on Wordpress
- [Map of Early Modern London](#) and [Pedagogical Partnerships](#) -- MoEML is an interconnected digital edition, encyclopedia, library, and database with literature and resources related to early modern London. Classrooms can partner with MoEML and use or contribute to the project following their guide.
- [Chronicles: Documenting the articulation of culture in video games](#) - Publication in Scalar, created by an undergraduate student.
- [Yellow Wallpaper Edition](#) - Students assisted with the transcription and encoding of the published version of "The Yellow Paper" and the manuscript.

Mapping

- [Midwest Time Machine](#) - StoryMapsJS with short historical narratives that connect to Newberry Library collections
- [The Silent Spring Soundscape: Lessons in listening to the land](#) - Course at Boston College. Combines immersive field recordings in environmental soundscapes, ArcGIS interactive mapping, and interactive lesson plans to tell the history of Rachel Carson's work, Silent Spring, and to learn to read the environmental silences in texts.
- [Visualizing Emancipation](#) - Undergraduate students at Richmond contributed to the data collection and analysis of emancipation events in the US. These are mapped and contextualized with an essay in ArcGIS StoryMaps.
- [Visualizing Carleton's Campus Over Time](#) - Student project using ArcGIS WebMaps embedded in StoryMaps (and viewed on WordPress....). They georeferenced historical maps to visualize and tell the story of the history of the Carleton College Campus.

Text Analysis

- [Exploring Trends in the Carleton CLAP Textual Analysis of the Carletonian](#) - Students perform text analysis on campus literary magazines & the student newspaper to learn about themes and trends. Study of the literary magazine required performing OCR (optical character recognition, image-to-text) and cleaning up the text. The groups performed their analysis in the beginner-friendly tool Voyant. They visualized their findings in another entry-level data visualization tool, Flourish.

Other

- [Playing the Past](#) - This is a blog post about Jeremiah McCall's use of the hypertext platform, Twine, for assignments where students create games about historical or literary figures. His website contains [examples](#) of what these assignments can look like, such as "[Path of Honors: A Roman Adventure.](#)"
- [The Origins and History of Cat Memes](#) - Timeline, peer-reviewed article. Not a student project, but great timeline.

[DDS Course Collaborations](#) (Examples of Video, Audio, and StoryMaps)

Creative Assessment

- [Creative Assessment LibGuide](#)

Digital Humanities Pedagogy

Battershill, C., & Ross, S. (2017). *Using digital humanities in the classroom: A practical introduction for teachers, lecturers, and students*. Bloomsbury Academic.

- Companion website has an interactive FAQ with examples, tools, how to create assignments (big and small), assessment, advice for working with graduate students, and building your syllabus. <https://shawnaross.github.io/teachdh/>
 - Note: As DH tools are changing all the time, some of these tools and projects may no longer be up to date.

Di Pressi, Haley, Stephanie Gorman, Miriam Posner, Raphael Sasayama, and Tori Schmitt. "A Student Collaborators' Bill of Rights." *HumTech* (blog), June 8, 2015.

<https://humtech.ucla.edu/news/a-student-collaborators-bill-of-rights/>.

- Ethics of working with students in class and on research projects, applicable to non-digital contexts but particularly adapted to digital projects

Frost Davis, R., Gold, M. K., Harris, K. D., & Sayers, J. (Eds.). (2020). *Digital Pedagogy in the Humanities: Concepts, Models, and Experiments*. Modern Language Association.

<https://digitalpedagogy.hcommons.org/>

- Glossary of key terms and annotated bibliography/case studies of digital humanities projects, mainly focused on classroom examples

[Failspace](#)

- UK Arts and Humanities Research Council funded project for examining failure in cultural heritage projects. Very cute illustrations and flipbook.

Lalande, Marc-André. "[Aiming Higher: Bloom and Vygotsky In the Classroom](#)." YouTube video, 10:18. Sep. 18, 2012. <https://www.youtube.com/watch?v=NjUOHhFvR4k>

- Exploring how targeted learning outcomes and ideal learning activities interrelate, and selecting learning activities that enhance (rather than become) the learning outcomes

Highlighted Tools

Too numerous to mention, but a few tools used in classroom assignments:

- [KnightLab tools](#) - TimelineJS, StoryMapsJS are simple, accessible tools that can be used for both shorter and final assignments. Students can be taught to work with spreadsheets and learn a little data management and optionally explore more customization with light coding. To combine all the projects in an exhibit, an instructor would need to create a webpage.
 - Students learn: Digital storytelling through space, place, and use of multimedia
 - Technical skills: Data management, spreadsheets, optionally HTML and exploring advanced features of the platforms
- [Omeka](#) - A tool used by archives, museums, and cultural heritage projects for making either physical collections or thematic collections searchable and discoverable.
 - Students learn: Critical approaches to the archives; crafting metadata and making choices; can create prose commentaries/exhibits for items in the archive
 - Technical skills: Working with a content management system designed in a way that can be unfamiliar to today's students; data management
 - A note on specs:
 - Omeka.net - free, basic features, each student can have one or a whole class
 - Omeka Classic – needs a little set-up, if you're looking for advanced features like mapping, you can either pay for this yourself (if an ongoing project) or we can discuss
- [ArcGIS StoryMaps](#) – Available through Tufts. ArcGIS is a robust set of tools for geospatial analysis, but it has an accessible tool for embedding and contextualizing these digital maps with text and multimedia in a scroll-telling format. The tool itself can be easy to learn for most people, but telling meaningful stories with multimedia and digital maps is the more challenging part.
 - Students learn: spatial and multimodal storytelling, can be a great collaborative tool
 - Technical skills: the tool, data management and geospatial data,
 - A note on specs:
 - When everyone is working together, StoryMaps can glitch, both in and out of the classroom. Students are generally able to navigate these technical failures and find work-arounds.

Additional tools for accessible digital humanities assignments:

- [Twine](#) - Hypertext storytelling, text-based games
- [Collection Builder](#) – Digital Archives, stripped down from Omeka
- [Clio](#) - Crowdsourced mapping
- [Scalar](#) - Multimodal text-based publications, allows for deep annotation and non-linear storytelling

- [Wordpress](#) - Available through Tufts. If you just want to publish online, Wordpress is a great option. Tufts has limited features and plugins.
- [Voyant](#) – Text analysis without code

Activities:

- [BooksNAKE](#) - Make AR representations of archival materials for exploration.
- [Liiive!](#) - IIIF Image annotator, collaboratively annotate those super deep zooming images you see in digital archives.