

DR. AMANDA VISCONTI

Digital humanities community design, building, & UX development

Portfolio: AmandaVisconti.com

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I envision, prototype, & analyze digital humanities interfaces & user communities, building on a strong research background (assistant professor, librarian, Ph.D., M.S.) to innovate positive social experiences of humanities access, learning, & knowing.

Digital humanities community activity

- **My *Infinite Ulysses* participatory digital edition** drew over 13k visitors in its first month of open beta and 24k in its first year, made the daily Top 20 on *Hacker News* and *The New York Times* Sunday Book Review (7/17/2016), and attracts readers and tweets from the Americas, Europe, and Asia.
- **Elected executive council member** for the North American digital humanities scholarly organization (Association for Computers and the Humanities, 2016-2020).
- **Created the Digital Humanities Slack** ([TinyUrl.com/DHSlack](https://tinyurl.com/DHSlack)), a community of themed DH chat rooms that has drawn over 900 members in its first year.
- Co-organizer of the **inaugural 4-day, 100-person THATCamp Games unconference** on digital humanities and gaming (1/2012); since reconvened by other organizers 3 times.
- **Invited** "Speaking in Code" symposium participant (11/13): NEH summit of expert DH developers.
- **Invited** member of ten-person team for the NEH-sponsored "One Week | One Tool" Digital Humanities weeklong hackathon that built Serendip-o-matic.com (RRCHNM, 8/13).

Recent invited speaking

1. *Keynote speaker*, THATCamp Vanderbilt (10/16)
2. National U. of Ireland, Galway (Fall 2016)
3. University of Iowa (10/2016)
4. DLF eResearch Network (7/2016)
5. UCLA Institute for Pure & Applied Math (4/16)
6. Brown University Libraries (11/15)
7. Northeastern University NULab (10/15)
8. University of Maryland English Dept. (10/15)
9. MIT Media Lab (5/15)
10. CUNY Graduate Center (4/15)
11. MITH Digital Dialogue (4/15)
12. *Invited participation*: [One Week | One Tool](#), [NEH Topic Modeling Workshop](#), [Speaking in Code](#), [NEH Black Spatial Humanities Institute](#), [CODEX Hackathon](#)

Recent conferencing

- SSRC workshop leader, Purdue African American Studies & Research Center Annual Symposium (12/1)
- Paper, panel: *Intl. James Joyce Symposium* (6/16)
- Paper: *Coalition for Networked Information* (12/15)
- 2 poster presentations: *Digital Humanities '13 & '14*
- 2 papers, panel chair, panel participant, workshop lead: *Society for Textual Scholarship '11 & '12*
- Panelist: *RSA 2016's Folger Shakespeare Institute-sponsored "Digital Agendas" panel*
- Participation: 5 *digital humanities "THATCamp" unconferences* and 2 *DHSI participations*

Highlights of impact via authorship & publication

- **Authored peer-reviewed pieces** for *Debates in the Digital Humanities* 2017 (under review), *The Programming Historian*, and *Archbook: Architectures of the Book* online encyclopedia.
- **Interdisciplinary, peer-reviewed co-authorship**: [7 research papers and conference presentations](#) on NSF-funded team design of educational alternate reality games, with venues including the Games+Learning+Society and SIGCHI proceedings; 1 *Journal of Digital Humanities* [poster](#).
- **Research blogging** at LiteratureGeek.com ([15 posts](#) highlighted by the *Digital Humanities Now* aggregator of quality DH blogging) and **DH tweeting** [@Literature_Geek](https://twitter.com/Literature_Geek) (2.9k followers).
- Frequently cited [completely digital literature dissertation](#) and [meta-dissertation blogging & advice](#).
- [View DHQ](#): an **ACH-funded visualization and topic modeling** of the journal *Digital Humanities Quarterly's* citation networks, aimed at identifying key digital humanities texts.

Professional Experience

Tenure-track assistant professor & digital humanities specialist librarian

Purdue University, Libraries and Information Science Department; 9/2015-current

DH dissertation research fellowship at a top digital humanities research center

Maryland Institute for Technology in the Humanities (MITH); 8/2014-5/2015

UX design & web development consulting: cultural archive & layered reading interfaces

1. *Digital Humanities Initiative, Hamilton College; 2/2014-5/2014*

2. *TAPAS Project: TEI Archiving, Publishing, & Access Service; 10/2013-11/2013*

User research, web design, & software documentation for digital forensics in the archive

MITH; 8/2013-5/2014

Digital reading technology research and development

Editing Modernism in Canada (EMiC); 4/2013-3/2014

Digital humanities web development, systems administration, and design

MITH; 6/2011-1/2013

College instructor for honors and online digital studies courses

MITH, 8/2012-12/2012; University of Maryland English Department, 8/2011-2/2012

Graduate Education

Ph.D. (Literature, Digital Humanities)

University of Maryland; *Sept 2010-May 2015*

A chapter-less, *fully DH* dissertation existing as Dr.AmandaVisconti.com: design, coding, blogging, user testing, statistical analysis, and a whitepaper written in the project's final month, all around my social reading platform InfiniteUlysses.com.

Received UMD's 2015 [Distinguished Dissertation Award for Arts & Humanities](#).

M.S. (Information, Digital Humanities, HCI)

University of Michigan; *Sept 2008-April 2010*

[My master's thesis](#), a user and usability study of small design changes to open scholarly digital editions to public audiences, saw 2.1k+ downloads from the University of Michigan institutional repository since April 2010.

[Margaret Mann Award](#) recipient.

Skills

- **Web Design and Development.** HTML5/CSS3, XML/TEI, interface design, actively improving PHP and JS, rapid prototyping, server configuration, MySQL database management; Jekyll; CMS theming and plugin customization/creation: Drupal, Omeka, WordPress/WPMU, BuddyPress, Mediawiki. Past experience in Python and Ruby on Rails.
 - **Visual Design.** Adobe Creative Suite: Illustrator, Photoshop, InDesign; Gephi information visualization; participatory design sketching.
 - **Collaboration.** Git/GitHub, Asana, Basecamp, Lighthouse, Trello, SVN, Slack, Google Drive.
 - **Usability.** Accessible web design and site testing; user study metric creation, deployment, and analysis for digital reading research; Google Analytics.
 - **Clear Communication with Diverse Audiences.** Academic and technical writing, editing, user-friendly documentation, research blogging, teaching/training. Expert written and spoken communication between tech and non-tech audiences.
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Grants & Funding

- \$95k research funding via co-PI'ing **2 successful internal grant proposals** during 2nd month at Purdue.
- **Past DH project funding** from PEPSI, the Humanities/Arts/Sciences/Technology Collaboratory (HASTAC), University of Virginia Scholars' Lab, Mellon/Center for History and New Media, NEH, University of Maryland, UMBC, University of Michigan School of Information and Rackham Graduate School, and ACH.
- **Previously won** research funding as a grad student including 2 years of financial support to focus full-time on my DH dissertation research (Winnemore Digital Dissertation Fellow, Maryland Institute for Technology in the Humanities 2014-2015; Editing Modernism in Canada Ph.D. Fellow 2013-2014).

