

Dr. Amanda Visconti

Curriculum Vitae

Portfolio: AmandaVisconti.com

Research Blog: LiteratureGeek.com

DH Code: [Github.com/AmandaVisconti](https://github.com/AmandaVisconti)

Academic Twitter: [@Literature_Geek](https://twitter.com/Literature_Geek)

Email: Visconti@Virginia.edu

EDUCATION

Literature Ph.D.

University of Maryland, Department of English (*September 2010-May 2015*)

Dissertation: *"How Can You Love a Text, If You Don't Know It?": Critical Code and Design toward Participatory Digital Editions*

Advisor: Dr. Matthew Kirschenbaum

Committee: Drs. Neil Fraistat, Kari Kraus, Melanie Kill, and Brian Richardson

- The first fully digital humanities dissertation (digital humanities scholarship fully accepted as the work defended and evaluated; no proto-monograph)
- Cited by *The New York Times* and *Ulysses* scholarly editor Dr. Hans Walter Gabler
- 2015 recipient of the University of Maryland's Distinguished Dissertation Award for Arts & Humanities

Information M.S. (*Specialization: Digital Humanities*)

University of Michigan, School of Information (*September 2008-April 2010*)

- IMLS Model Digital Humanities Intern
- [Margaret Mann Award](#) winner (awarded annually as an academic honor, based upon demonstration of ability and promise of professional development)
- My [master's thesis](#), a user and usability study of small design changes to open scholarly digital editions to public audiences, has been downloaded over 3,000 times from the University of Michigan institutional repository since deposited in April 2010.

English B.A.; St. Olaf College (*September 2004-February 2007*)

EMPLOYMENT

Managing Director; Scholars' Lab, University of Virginia Library (*April 2017-current*)

Innovative leadership of the Scholars' Lab, an internationally recognized research center flourishing in the University of Virginia Library, in partnership with Academic Director and UVA English Professor Dr. Alison Booth. Vision and strategy for expanding our scholarly collaboration network and deep research portfolio; management of digital humanities projects, practitioners, and infrastructure.

Tenure-track assistant professor & digital humanities specialist librarian; Purdue University, Libraries and Information Science Department (*September 2015-February 2017*)

Envisioning, prototyping, and analysis of digital humanities scholarly learning interfaces and their user communities; leading a R1, Big Ten university in its first sustained, cross-campus digital humanities initiative.

Winnemore Digital Dissertation Fellowship; Maryland Institute for Technology in the Humanities (MITH; *August 2014-May 2015*)

Completed the first fully digital humanities dissertation while embedded in an internationally recognized digital humanities research think tank.

Reading interface scholarly development & consulting; Digital Humanities Initiative, Hamilton College (*February-May 2014*)

Web development advising and implementation for a digital cultural archive project involving Omeka/Neatline, Wordpress, and Fedora Commons.

Cultural archive scholarly development & consulting; TEI Archiving, Publishing, & Access Service (TAPAS) project via Wheaton College (*October-November 2013*)

Developed digital edition stylesheets using CSS3 and LESS to improve the display of diplomatic and normalized versions of TEI-encoded texts.

User research, web design, & software documentation for digital forensics in the archive; MITH (*August 2013-May 2014*)

As graduate research assistant for the [BitCurator](#) project helped make digital forensics tools useful for scholars working with born-digital materials in the literary archive. User-friendly software documentation, web development, and usability testing.

Doctoral Fellow; Editing Modernism in Canada (EMiC; *April 2013-March 2014*)

Digital reading technology research and development, as well as public scholarship through blogging and Twitter.

Digital humanities web development, systems administration, and design (*June 2011-January 2013*)

As MITH's first Webmaster, performed scholarly web design and development across over 20 projects at one of the world's premiere digital humanities think tanks. Improvement of security and access to existing project and archival project websites. Documentation and training for faculty and student technical skills. Publicity, blogging, and social media work.

Digital Humanities and Literature Instructor; University of Maryland Honors College & MITH (*August-December 2012*)

Co-taught an honors undergraduate course, "Digital Storytelling: Persuasive Authoring and Digital Spaces", for the Digital Cultures and Creativity program. Led practice-based classes on e-lit, HTML, digital archives, Omeka, creating stories out of social media, distant reading, remix culture, and copyright.

Digital Literature Instructor; University of Maryland English Department (*July 2011-February 2012*)

During Summer 2011 and Winter 2012, created and twice taught a 200-level, online course on digital literature to undergraduates. Topics covered included distant reading, digital games and comics, HTML and CSS, scholarly blogging, remix culture, cyberpunk and virtual worlds, and electronic literature.

Academic Research Assistant for Alternate Reality Games (ARGs) in the Service of Design & Learning; University of Maryland College of Information Studies (*September 2010-August 2011*)

Studied the use of transmedia in design and education as member of an NSF-funded research team via design and web development for an online alternate reality game (ARG) community, game design, and game deployment.

Digital Image Archival Research Assistant; University of Michigan School of Information (*September 2009-January 2010*)

Assembly of annotated research bibliographies, comparison of digitized archival images in the Library of Congress photo collections, and other academic research assistance to Professor Paul Conway.

Model Digital Humanities Internship; MITH (*April-July 2009*)

Worked with Dr. Matthew Kirschenbaum to create a multimedia Omeka web presence for MITH's Deena Larsen Collection of early electronic literature; processed physical and digital archive artifacts. As part of a grant project funded by the Institute of Museum and Library Services, documented my experiences as part of a pilot program to connect Information School graduates to scholarship in digital humanities centers.

Librarian; University of Michigan Huber Anatomical Donations Library (*April-October 2008*)
Reorganized and culled extraneous books from a small special collection (down to about 1,000 books), inventoried holdings, created an online-accessible catalogue, and instructed staff on future library use and upkeep.

AWARDS, FELLOWSHIPS, and OTHER RECOGNITION

Major recognitions

Distinguished Dissertation Award for Arts & Humanities; University of Maryland (*2015*)
Awarded UMD's 2015 distinguished dissertation award for my successful defense of the first fully digital humanities dissertation.

Winnemore Digital Dissertation Fellowship; Maryland Institute for Technology in the Humanities (MITH; *August 2014-May 2015*)
Completed the first fully digital humanities dissertation while embedded in an internationally recognized digital humanities research think tank.

Digital Humanities Now appearances

[16 of my scholarly blog posts](#) have been highlighted by the [Digital Humanities Now](#) aggregator of quality DH blogging.

Doctoral Fellow; Editing Modernism in Canada (EMiC; *April 2013-March 2014*)
Digital reading technology research and development, as well as public scholarship through blogging and Twitter.

[Margaret Mann Award](#); University of Michigan School of Information (*April 2010*)
Awarded annually as an academic honor, based upon demonstration of ability and promise of professional development.

Smaller recognitions

1. Association for Computers and the Humanities inaugural [Microgrant Awardee](#) (*Spring-Summer 2012*)
2. Digital Humanities Summer Institute Scholarship (*June 2012*)
3. University of Maryland University Fellowship (*2010-2013*)
4. Rackham Graduate Student Research Grant; University of Michigan Rackham Graduate School (*Fall 2009-Spring 2010*)
5. THATCamp Mellon Bootcamp Fellow (*2010*)
6. HASTAC Scholar; Humanities, Arts, Science, and Technology Advanced Collaboratory (*2009-2010*)

Invited participation

IMLS National Forum on Web Archiving for Social Media; invited workshop leader (*March 2017*)

NEH Black Spatial Humanities Advanced Institute; invited faculty (*Summer 2016*)

CODEX Hackathon; invited participant, MIT Media Lab (*January 2016*)

Invitation-only event bringing together scholars and practitioners to prototype new approaches to digital books, reading, and publishing.

One Week | One Tool 2013; invited team member, Roy Rosenzweig Center for History and New Media at George Mason University (*July-August 2013*)

Development team member of small, invited group for an NEH-sponsored digital humanities tool barn-raising. In one week, designed and shipped beta of the web application Serendip-o-matic, a “serendipity engine” that takes in your chosen text—such as an article, song lyrics, or a bibliography—then extracts key terms to deliver similar results from the vast online collections of the Digital Public Library of America, Europeana, and Flickr Commons, letting sources speak for themselves and revealing connections users never knew existed.

Speaking in Code; invited attendee, Scholars' Lab, University of Virginia (*November 2013*)

Speaking in Code was an NEH-funded symposium and summit that brought together approximately 30 accomplished digital humanities software developers at the University of Virginia Library Scholars' Lab to give voice to what is almost always tacitly expressed in our work: expert knowledge about the intellectual and interpretive dimensions of DH code-craft, and unspoken understandings about the relation of that work to ethics, scholarly method, and humanities theory.

Topic Modeling Workshop; invited attendee, National Endowment for the Humanities and MITH (*November 2012*)

“Editing and Its Futures”; Folger Shakespeare Library Seminar Attendee and Folger Reader (*Fall 2011*)

PUBLICATIONS

Dissertations & theses

"How can you love a work, if you don't know it?": Critical Code and Design toward Participatory Digital Editions

Literature doctoral dissertation; University of Maryland English Department (2015)

This first fully digital humanities dissertation exists not as a literature proto-monograph but as Dr.AmandaVisconti.com: design, coding, blogging, user testing, statistical analysis, and a whitepaper written in the project's final month, all around my digital edition InfiniteUlysses.com.

1. This dissertation has been called "the first fully digital humanities dissertation" for presenting only digital humanities scholarship as the work to be evaluated.
2. Awarded the University of Maryland's 2015 Distinguished Dissertation Award for Arts & Humanities
3. The focus of my dissertation, the InfiniteUlysses.com participatory digital edition I created, drew over 13,000 unique visitors in its first month of open beta testing, and 24,000 unique visitors in its first year.
4. Cited in *The New York Times Sunday Book Review* (*July 17, 2016*)
5. Attracts readers and tweets from the Americas, Europe, and Asia
6. Is highlighted by the *Modernist Versions Project* website with a dedicated page: <http://web.uvic.ca/~mvp1922/infinite-ulysses/>
7. My Infinite Ulysses participatory digital edition of James Joyce's *Ulysses*:
8. was cited in *The New York Times Sunday Book Review* on July 17, 2016
9. drew over 13k unique visitors in its first month of open beta and 24k in its first year (2015)
10. *Infinite Ulysses* was cited by Hans Walter Gabler (foremost scholarly editor of *Ulysses*) at the 2016 annual International Joyce Symposium in London, as an example of the future of Joyce Studies

"Songs of Innocence and of Experience": Amateur Users and Digital Texts

Information master's thesis; University of Michigan School of Information (2009-2010)

My [master's thesis](#) studied the scholarly novice use of scholarly literary digital texts. A user and usability study of small design changes to open scholarly digital editions to public audiences, this thesis has been downloaded over 3,000 times from the University of Michigan institutional repository since deposited in April 2010.

Keynotes & invited leadership

Keynote speaker, Vanderbilt University (*October 2016*) "Public, participatory, and a more open digital humanities"

Invited scholarly institute leader & speaker, University of Wisconsin Green Bay (*May 2017*)
Invited speaker, co-designer and co-leader for scholarly institute supporting UW-GB faculty and library staff embarking on their first digital humanities initiative.

Invited scholarly institute advisor & speaker, University of North Carolina Wilmington (*January 2019*)

Invited lecture and consultation leading faculty embarking on their first digital humanities initiative.

Other invited talks

- Washington & Lee University (*Fall 2017*) "People over projects"
- University of Iowa (*October 2016*)
- DLF eResearch Network (*July 2016*)
- UCLA, Institute for Pure and Applied Mathematics: Culture Analytics and User Experience Design weeklong workshop speaker (*Spring 2016*)
- Brown University, "What If We Design a Digital Edition and Invite Everyone?: Infinite Ulysses, Participatory Literature, and the Public Digital Humanities" (*November 2015*)
- Northeastern University NULab Center for Digital Humanities & Computational Social Science, "Literature Together: participatory digital editions, social annotation, and the public humanities" (*October 2015*)
- Purdue Dean's Advisory Council Fall 2015 Meeting, "What is the digital humanities and why is it good for Purdue Libraries?" (*October 2015*)
- MIT Media Lab (*May 2015*) "Public -> participatory digital humanities: designing the past & present of human culture for everyone"
- CUNY Graduate Center, "Assessing Digital Humanities Dissertations: How to Plan, Track Progress, and Evaluate Work that Doesn't Develop in Chapters" (*April 2015*)
- Maryland Institute for Technology in the Humanities (*April 2015*) "Do read the comments: Designing digital editions for the public humanities"
- University of Nebraska Nebraska Forum on Digital Humanities (*April 2014*) "What if we build a digital edition and everyone shows up? Public Humanities, participatory design, and *Infinite Ulysses*"
- University of Victoria, *Ulysses* editor Dr. Hans Walter Gabler's "Digital Ulysses" master class (*June 2013*). "Infinite Ulysses: A Participatory Editing Framework for Better Public Conversations about Complex Texts"

Invitations declined:

- Invited speaker: National University of Ireland Galway (*Fall 2016*)
- Invited speaker: University of Falmouth (*England; Fall 2018*)
- Invited participant: [Humane Metrics in the Humanities and Social Sciences](#) (HuMetricsHSS) workshop event rethinking indicators of excellence in the academy (*November 2018*)

Invited speaking to courses

- Dr. Andy Stauffer's graduate seminar (*September 2018*)

- Dr. Brian Balogh's Jefferson Fellows at the University of Virginia (*September 2017*)
- University of Maryland English Department, Dr. Matt Kirschenbaum's graduate seminar panelist (*October 2015*)

Peer-reviewed articles

Peer-reviewed pieces co-authored with various groupings of the UMD Alternate Reality Game research team's scholars:

Bonsignore et al. "[Playing for real: designing alternate reality games for teenagers in learning contexts](#)". *Proceedings of the 12th International Conference on Interaction Design and Children* (237-246)

---. "Story Shards: Assemblage of Curiosities from the Arcane Gallery of Gadgetry". *Proceedings GLS 9.0 Games+Learning+Society Conference*, 2013 (577)

---. "Designing Reusable Alternate Reality Games". *Online Tech Report*, Human-Computer Interaction Lab, 2012

---. "Alternate Reality Games: Platforms for Collaborative Learning". *Proceedings of the Tenth International Conference of the Learning Sciences* (International Society of the Learning Sciences), 2012

---. "Game design for promoting counterfactual thinking". *CHI '12 Proceedings of the SIGCHI Conference on Human Factors in Computing Systems*, 2012 (2079-2082)

---. "The Design of an Alternate Reality Game: The Arcane Gallery of Gadgetry (AGOG)". *Human-Computer Interaction Lab 2011 Annual Symposium*, 2011

Visconti, Amanda. "[Building a static website with Jekyll and GitHub Pages](#)". *The Programming Historian* (April 2016), ed. Fred Gibbs.

---. "[Infinite Ulysses](#)". *Studies in the Novel* "Digital Humanities & the Novel" online special section, ed. Kathryn Huie Harrison. (December 2016)

Visconti et al. "[Making the Digital Humanities More Open: Modeling Digital Humanities for a Wider Audience](#)". *Journal of Digital Humanities* Vol. 3, No. 1 Spring 2014.
Team-authored, peer-reviewed poster and abstract.

Visconti, Amanda. "[Grangerizing](#)". *Archbook: Architectures of the Book Online Encyclopedia* (July 18, 2013)
Essay on historical book arts phenomenon with rich bibliography.

Scholarly blogging (invited guest posts)

"[How the Digital Humanities are using Slack to support and build a geographically dispersed intellectual community](#)". London School of Economics *Impact* blog (July 2016)

"[Add The Programming Historian to Your Library's Catalogue](#)". *The Programming Historian* peer-reviewed DH publication (June 2016)

"[Better tech via annotation: using Hypothesis to improve your technical documentation, code, and tutorials](#)". *Hypothes.is* blog (March 2016)

"[What if we build a digital edition and everyone shows up?: Infinite Ulysses, Klein, and exploring complex modernisms together through participatory editions](#)". *Editing Modernism in Canada* site (October 2013)

["Pulling Stories into Visual Design"](#). *MediaCommons* (May 2012)

["This Is Not a Game \(But Play Nice!\): The Ethics of Counterfactual ARGs in the History Classroom"](#). *Play the Past* scholarly blog (October 2011)

["Secret Agents in the Schoolroom: The Arcane Gallery of Gadgetry ARG"](#). *Play the Past* scholarly blog (September 2011)

Scholarly posts on Dr. Neil Fraistat's *Technoromanticism* graduate seminar blog:

1. ["The colonial subject as Frankenstein"](#)
2. ["Digitally Dissecting the Anatomy of Frankenstein: Part One"](#)
3. ["Dissect and Rebuild: Reimagining Frankenstein as E-Lit"](#)
4. ["Useful prosthetics, pretty metaphors? \(and more on DH tools\)"](#)
5. ["Caleb Williams + The Matrix"](#)
6. ["Supplemental readings on Agrippa and Digital Forensics"](#)
7. ["Hack Books: Hack What?"](#)
8. ["Some questions for Frankenstein discussion"](#)

Scholarly blogging (personal research blog)

[16 of my scholarly blog posts](#) have been highlighted by the [Digital Humanities Now](#) aggregator of quality DH blogging. All posts:

1. February 26, 2018 "Starter kit for considering a DH dissertation"
2. June 30, 2017 "Making a pneumatic tube messaging system"
3. February 23, 2017 "DH Job Talk (for my new role!): Scholars' Lab Managing Director"
4. February 22, 2017 "New role: Scholars' Lab Managing Director"
5. February 19, 2017 "DH 2017 Long Paper & Panel Acceptances"
6. February 4, 2017 "Theming Jekyll: Customizing the look of your GitHub Pages-hosted, Jekyll-generated website"
7. January 31, 2017 "Buying digital humanities hardware (a proposal for an archival DH 3D scanner and 3D printer)"
8. Sep 9, 2016 "Designing a Digital Humanities Initiative: Background & Campus DH Survey"
9. Sep 5, 2016 "Meta-DH, or Designing and Building a DH Initiative"
10. August 19, 2016 "Teaching with Omeka (DH consultation notes)"
11. July 21, 2016 "'A Digital Humanities What, Why, & How (DLF eResearch Network Talk)': Annotated transcript & slide images from invited talk to the Digital Library Federation (DLF) eResearch Network"
12. July 15, 2016 "Infinite Ulysses in the New York Times and other recent DH activity"
13. July 13, 2016 "How the Digital Humanities uses Slack to support and build a geographically dispersed intellectual community"
14. July 6, 2016 "The Digital Humanities Slack & Community Design"
15. June 20, 2016 "Digital Humanities Dissertation Defense Talk"
16. June 14, 2016 "Digital Humanities Dissertation Defense Advice"
17. June 2, 2016 "Infinite Ulysses beta closes for 1.0 work"
18. May 9, 2016 "Lunar dust & tapioca pudding (touring Purdue Archives' aerospace collections)"
19. April 20, 2016 "Building a static website with Jekyll and GitHub Pages"
20. April 11, 2016 "Talking social web annotation at the Folger Digital Futures panel"
21. March 24, 2016 "Making it public (a Knight Foundation News Challenge proposal)"
22. March 22, 2016 "Better tech via annotation (using Hypothesis to improve your technical documentation, code, and tutorials)"
23. March 15, 2016 "Peer review for my Programming Historian lesson on Jekyll+GitHub Pages website creation"

24. February 28, 2016 "Service +/- collaboration for digital humanities in the library (a DH job talk)"
25. February 2, 2016 "Digital Humanities Annotates (#DHannotates)"
26. January 26, 2016 "Educase Podcast Interview on Digital Humanities Dissertations"
27. January 11, 2016 "Digital Dissertations in an Increasingly Welcoming Landscape"
28. January 5, 2016 "The Filter Problem at the CODEX Literary Hackathon"
29. January 4, 2016 "The future of a thing is a return to its values"
30. December 8, 2015 "Introducing Static Sites for Digital Humanities Projects (why & what are Jekyll, GitHub, etc.?)"
31. November 20, 2015 "ACH Executive Council"
32. Sep 30, 2015 "Invited Speaking"
33. Sep 25, 2015 "A small sample of cool digital humanities info visualization projects & tools"
34. May 10, 2015 "Digital dissertation defended!"
35. Sep 30, 2014 "Evaluating Non-Traditional Digital Humanities Dissertations"
36. Sep 23, 2014 "Infinite Ulysses Technical Update: Summer 2014 "
37. Sep 16, 2014 "User-testing a digital edition: Getting the feedback you need"
38. Sep 9, 2014 "Getting Digital Humanities Done: Schedule, Software, Etc. for a Digital Dissertation"
39. May 27, 2014 "Designing Digital Editions: Inclusivity vs. the Literary Canon"
40. May 12, 2014 "Infinite Ulysses: Spring 2014 Tech Update"
41. April 28, 2014 "Affinity of ideas: Using an affinity wall to map out my digital dissertation"
42. April 20, 2014 "Dissertation Quick Video!"
43. April 20, 2014 "My Digital Dissertation: Public Humanities, Participatory Design, and Infinite Ulysses"
44. April 7, 2014 "Notes from an Islandora Installation (aka Islandora Digital Edition Brain Dump)"
45. April 2, 2014 "Choosing the best format for your scholarship: digital dissertation edition"
46. March 31, 2014 "Designing a digital scholarly article"
47. March 28, 2014 "Tutorial: Omeka+Imagemagick Happiness with MAMP Pro 3"
48. February 10, 2014 "Digital Professionalism for Graduate Students: How to Use Twitter, Blogging, and the Rest of the Web as an Academic"
49. December 16, 2013 "A Speculative Experiment, Useful Here and Now?: Tagging the Digital Edition"
50. December 12, 2013 "Infinite Ulysses: Usability Personas and Site Content Ideas"
51. December 9, 2013 "Copyleft, IP Rights, and Digital Humanities Dissertations"
52. December 3, 2013 "Values"
53. Sep 9, 2013 "Get Your Data into Gephi: A Quick and Basic Tutorial"
54. Sep 9, 2013 ""Suppose there's some connection": Visualizing Character Interactions in Ulysses for Bloomsday 2013 "
55. August 26, 2013 "Bitcurator: Digital Forensics in the Archive"
56. August 19, 2013 "Thinking Through Making: More Precedents for Scholarly Experimentation as Critical Work"
57. August 14, 2013 "Digital dissertation deliverables (and how to complete them!)"
58. August 2, 2013 "#OWOT a Week: Introducing Serendip-o-matic, a Tool for Digital Humanities Discovery and Delight"
59. July 29, 2013 "Cat GIFs & Mrkgnao: Ulysses, Reddit, and What Digital Editions Can Learn from Online Communities"
60. July 22, 2013 "Digital Disputations: A Tech Review of Digital Editing and Commentary Projects"
61. July 18, 2013 ""Exquisite handicraft" or "book ghouls"? Grangerizing and Book Materiality"
62. June 27, 2013 "Infinite Ulysses: Project Precedents and Caveats"
63. June 26, 2013 "Experimental Editions: Digital Editions as Methodological Prototypes"
64. June 25, 2013 "Infinite Ulysses: Planned Features for a Participatory Edition"
65. June 24, 2013 "Infinite Ulysses: What if we build a digital edition and everyone shows up?"

66. May 10, 2013 "O rocks, again: More Info Visualization of James Joyce's Ulysses (Bloomsday 2013 Project)"
67. April 11, 2013 ""Electronic Literature after Flash": Weirder Credible Digital Platforms to Tell Stories"
68. April 11, 2013 "Building for the Great Conversation: Participatory Digital Design & the Urgency of the Public Humanities"
69. April 9, 2013 "My Digital Humanities Dissertation: Building Code, Design, and Games for Textual Knowledge and Participation"
70. February 11, 2013 "Monograph Writing Isn't the Only Scholarly Act: Chronicle Interview on Digital Dissertations"
71. November 27, 2012 "Info Dump: Humanities Ph.D. Exams Advice"
72. November 12, 2012 "Recovering Teena Rochfort-Smith: Complex Edition Prototype, Female Victorian Editor"
73. November 6, 2012 "Living Editions: What Seminars Can Teach Us About Building Digital Editions"
74. November 5, 2012 "Book Ghouls: Grangerizing as Book Hacking's Black Sheep"
75. November 3, 2012 "Testing DH Sites: More on Use, Usability, and Usefulness"
76. November 2, 2012 "DH User Testing: What's Been Done? (Adding to a Growing List of Resources)"
77. November 1, 2012 "The Amateur in the Archive: Toward a Wider Audience for Your DH Project"
78. October 31, 2012 "DH Evaluation: A Four-Part Series on User Testing Your DH Work"
79. October 31, 2012 "Quick and Dirty DH User Testing"
80. October 22, 2012 "Five Tips for Getting Started on a Digital Humanities Dissertation"
81. October 7, 2012 "The beauty of DH: We're all continually n00bs at something"
82. July 11, 2012 "View DHQ: Getting Started with Gephi for DH Vis (Part II of II)"
83. July 11, 2012 "View DHQ: Visualizing Data from Digital Humanities Quarterly (Part I of II)"
84. June 26, 2012 "O rocks! Tell it to us in plain images (A THATCamp/Bloomsday Visualization)"
85. June 14, 2012 "What's Up with Digital Editing Tools? (Summer Conference Edition)"
86. April 19, 2012 "Mapping the Flow of Knowledge with "View DHQ": ACH Microgrant Award"
87. April 19, 2012 ""How Can You Love a Work If You Don't Know It?": Six Lessons on Digital Editing from Team MARKUP"
88. April 12, 2012 "Useful prosthetics, pretty metaphors? (and more on DH tools)"
89. February 20, 2012 "Ulysses the Video Game and Anachronistic Linati Schema!"
90. February 17, 2012 "Think Like an Editor: Five Disciplinary Approaches to Editing Pedagogy (Society for Textual Scholarship Panel Abstract)"
91. February 11, 2012 "THATCamp Games: The DH and Games Unconference"
92. January 27, 2012 "Hack Books: Hack What?"
93. January 12, 2011 "Digital Dos Passos"
94. October 16, 2010 "Bringing ARGs into the Classroom"
95. December 2, 2009 "Online Archives: The Deena Larsen Collection and Omeka"

Conference presentations

"Inviting everyone: A spectrum of meaningful scholarship between academic rhetoric and tagging"; Modern Language Association MLA 2019 annual conference (*January 2019*)
 Accepted panel member for the MLA Committee on Scholarly Editions and Association for Computers and the Humanities panel on "Porous Editions".

"Defense Against the Dark Nets: Building a Toolkit for Library Folks in Crisis"; Digital Library Federation DLF 2019 annual conference (*October 2018*)
 Co-authored workshop designed with colleagues across the University of Virginia Library.

"Less intent, more impact: Transforming public DH projects toward access, care, and inclusion"; Digital Humanities 2017 long paper (*August 2017*)

"Hack, Yack, Stack: Access, Culture, and DH Infrastructure"; Digital Humanities 2017 panel co-authored with Laura Braunstein and Thomas Padilla (*August 2017*)

"Bring a text, leave with a minimal digital edition"; Society for Textual Scholarship 2017 workshop co-leader with Alex Gil (*May 2017*)

"Minimal Editions"; Society for Textual Scholarship 2017 panelist (*May 2017*)

"The Humanity in the Digital Humanities"; Purdue African American Studies & Research Center Annual Symposium, co-organizer and digital dissertation workshop leader for Purdue and SSRC International graduate students (*December 2016*)

"Digital Genetic Joyce"; International James Joyce Symposium annual conference panelist (*June 2016*)

"*Infinite Ulysses*: Sharing the *Ulysses* Conversation with the Public through Social Annotation"; International James Joyce Symposium annual conference paper (*June 2016*)

Folger Shakespeare Institute-sponsored "Digital Agendas" panel; invited panelist, Renaissance Society of America (*Spring 2016*)

["Digital dissertations in an increasingly welcoming landscape"](#); Coalition for Networked Information (CNI; *December 2015*)

"Making the Digital Humanities More Open': Modeling Digital Humanities for a Wider Audience"; Digital Humanities 2013, co-authored poster presentation (*Summer 2013*)

"Omeka for Textual Scholars"; Society for Textual Scholarship 2012 conference workshop instructor (*2012*)

"Think Like an Editor: Five Disciplinary Approaches to Editing Pedagogy"; Society for Textual Scholarship 2012 conference panel convener and panelist (*2012*)

"The Arcane Gallery of Gadgets: A Design Case Study of an Alternate Reality Game"; Digital Humanities 2012, co-authored poster presentation (*Summer 2012*)

"Building Meaningful Narratives, Meaningful Puzzles"; THATCamp Games 2012 Bootcamp Instructor (*January 2012*)

With other members of the UMD iSchool ARG Research Team, led a popular THATCamp Games bootcamp on Narrative Puzzles: how to deeply intertwine game narrative with game mechanics.

"Digital Humanities (in | and | vs.) iSchools?"; iConference 2012 panelist

"'Primarily with scholars in mind': Scholars, Readers, and the Digital Text Audience"; Society for Textual Scholarship 2011 conference paper (*2011*)

DH panel convener and panelist; University of Maryland "Borderlines" graduate conference (*March 2011*)

Selected digital projects

Digital humanities projects collaborated on while working at the Maryland Institute for Technology in the Humanities (2009-2015) include:

1. *The Deena Larsen Archive*
2. *The Bill Bly Archive*
3. THATCamp Games inaugural academic conference co-organizer
4. THATCamp #TransformDH 2015
5. *Foreign Literatures in America*
6. *BitCurator*
7. *The Shelley-Godwin Archive*
8. *Editing Modernism in Canada*
9. *Modernist Versions Project*
10. NEH Advanced Institute on Topic Modeling
11. *Text-Image Linking Environment*
12. *Angles*
13. *Black Gotham Archive*
14. *BrailleSC & Making Digital Humanities More Open*
15. *Digital Mishnah*
16. *MONK (Metadata Offer New Knowledge)*
17. *Review, Revise, Requery: New Methods for Studying Ekphrasis*
18. *Romantic Circles*
19. *Theatre Finder*
20. *Visual Accent and Dialect Archive*
21. Inaugural Digital Humanities Winter Institute (DHWI, later HILT)
22. *Shared Horizons*
23. *Personal Digital Archiving 2013*
24. *Documentation for Shelley-Godwin Archive Student Encoders*

"How can you love a work, if you don't know it?": Critical Code and Design toward Participatory Digital Editions, also known as Infinite Ulysses

This first fully digital humanities dissertation exists not as a literature proto-monograph but as Dr.AmandaVisconti.com: design, coding, blogging, user testing, statistical analysis, and a whitepaper written in the project's final month, all around my digital edition InfiniteUlysses.com.

11. This dissertation has been called "the first fully digital humanities dissertation" for presenting only digital humanities scholarship as the work to be evaluated.
12. Awarded the University of Maryland's 2015 Distinguished Dissertation Award for Arts & Humanities
13. The focus of my dissertation, the InfiniteUlysses.com participatory digital edition I created, drew over 13,000 unique visitors in its first month of open beta testing, and 24,000 unique visitors in its first year.
14. Cited in *The New York Times Sunday Book Review* (July 17, 2016)
15. Attracts readers and tweets from the Americas, Europe, and Asia
16. Is highlighted by the *Modernist Versions Project* website with a dedicated page: <http://web.uvic.ca/~mvp1922/infinite-ulysses/>
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18. was cited in *The New York Times Sunday Book Review* on July 17, 2016
19. drew over 13k unique visitors in its first month of open beta and 24k in its first year (2015)
20. *Infinite Ulysses* was cited by Hans Walter Gabler (foremost scholarly editor of *Ulysses*) at the 2016 annual International Joyce Symposium in London, as an example of the future of Joyce Studies

UlyssesUlysses

A prototype participatory edition of James Joyce's *Ulysses* for first-time readers, containing annotated text and reading lessons for the first two chapters of the novel (Telemachus and Nestor). This site is now a very dated representation of my technical skills, but demonstrates my

early interest in participatory digital design, interface, and experimentation with digital edition annotation. The current [Infinite Ulysses](#) updates this work (*August 2008-July 2009*)

"Songs of Innocence and of Experience": Amateur Users and Digital Texts

Information master's thesis; University of Michigan School of Information (2009-2010)

My [master's thesis](#) studied the scholarly novice use of scholarly literary digital texts. A user and usability study of small design changes to open scholarly digital editions to public audiences, this thesis has been downloaded over 3,000 times from the University of Michigan institutional repository since deposited in April 2010.

["Shuffle, Fragment, Sort, Hack this Bibliography"](#)

A digital project allowing interaction with my "Book Hacking: Rewiring, reconsidering, and rebelling against the conventions of the traditional print codex" annotated bibliography, which surveys critical work on artists' books, William Blake's recreation of the codex, and digital editions as electronically exploded meta-books (*March-May 2012*)

Frankenstein Manuscript Transcription and Digital Encoding

With the Maryland Institute for Technology in the Humanities (MITH), I transcribed and digitally encoded portions of the original 1816 hand-written manuscripts of *Frankenstein* into TEI markup language via Oxygen and GitHub for scholarly preservation and large-scale textual analysis; contributions were part of an ongoing project with [The Shelley-Godwin Archive](#) (*Spring 2012*)

[Digital Humanities Slack](#)

Created and manage this online community of over 1,900 digital humanists.

Alternate Reality Games in the Service of Education and Design*, also known as *The Arcane Gallery of Gadgets

Collaborative, National Science Foundation-funded research team exploring alternate reality games for design and learning scholarship, including through creation of an online platform and two-week game pilot with students. By incorporating counterfactuals and re-imagining the past, AGOG is designed to lead players into a newly enfranchised relationship with history, teach them STEM and information literacy skills, and help them discover the secret stories outside most history books. (*Fall 2010-Fall 2013; website now defunct*)

[View DHQ](#)

Winner of an inaugural Association for Computing in the Humanities Microgrant, the *View DHQ* project used Gephi to visualize the online DH journal *Digital Humanities Quarterly's* citation networks with an eye toward identifying key digital humanities texts (*March-July 2012*)

[Digital Dos Passos](#)

A digital engagement with the media of Dos Passos' U.S.A. trilogy, using the Omeka CMS with a customized non-linear entry into the collection's items (*September 2010-June 2011*)

[Ulysses Usurped](#): Very Serious Experiments in Rewriting Joyce's Ulysses

Short literary experiments intervening in the "Telemachus" episode of James Joyce's *Ulysses*.

["O rocks! Tell it to us in plain images"](#)

Led a THATCamp session on structuring and visualizing character interaction data from James Joyce's *Ulysses*, resulting in a Gephi visualization of character interactions in the "Wandering Rocks" episode.

Computer and Video Game Archive Preservation Assessment

Created a preservation liability report for a unique archive of in-use video game hardware and digital media, the University of Michigan Computer and Video Game Archive (*September-October 2009*)

Serendip-o-matic

Development team member of small, invited group for an NEH-sponsored digital humanities tool barn-raising. In one week, designed and shipped beta of the web application Serendip-o-matic, a “serendipity engine” that takes in your chosen text—such as an article, song lyrics, or a bibliography—then extracts key terms to deliver similar results from the vast online collections of the Digital Public Library of America, Europeana, and Flickr Commons, letting sources speak for themselves and revealing connections users never knew existed (*July-August 2013*)

Open-source scholarly coding repository contributions include:

1. [chnm / serendipomatic](#): Python, JS, HTML, CSS. “Serendipity engine” that takes in your chosen text, extracts key terms, delivers similar results from the vast online collections of the Digital Public Library of America, Europeana, and Flickr Commons,
2. [amandavisconti / EncodedCurtain](#): PHP, HTML, CSS. Omeka (digital museum CMS) maintenance-mode theme.
3. [amandavisconti / ScholarlyEditingScripts](#): Python. Scripts to help scholars and readers work with textual transcriptions and other digital files.
4. [amandavisconti / LMSReadList](#): Python, Google App Engine. App that works with a custom LMS to provide a reading list that follows you around the web.
5. [umd-mith/braille](#): PHP. Contributed the Wordpress plugin portion of code that adds Braille translation to the text-editor and post display.
6. [amandavisconti / SGAPedagogyPage](#) and [amandavisconti / markup-pedagogy](#): TEI, HTML, CSS, GitHub pages. Two GitHub Pages sites teaching TEI and scholarly digital editing.

TEACHING

“Digital Storytelling: Persuasive Authoring and Digital Spaces”

Honors Digital Cultures and Creativity 208B (*Fall 2012*)

Co-taught (with Maryland Institute for Technology in the Humanities colleagues) an honors undergraduate course for the Digital Cultures and Creativity program. Led practice-based classes on e-lit, HTML, digital archives, Omeka, creating stories out of social media, distant reading, remix culture, and copyright.

Seminar in Language and Literature: *Ulysses*

English 428X (*Spring 2012*)

Guest-taught an honors class session on an episode of James Joyce's *Ulysses*, including use of my [textual studies thought experiment](#) to understand novel stylistics.

“Literature in a Wired World”

English 295 (*Winter 2012, online*)

English 278w (*Summer 2011, online*)

Taught a self-created 200-level, online course on digital literature to undergraduates. Topics covered included distant reading, digital games and comics, HTML and CSS, scholarly blogging, remix culture, cyberpunk and virtual worlds, and electronic literature.

"[Praxis Program](#)" staff teaching (*academic years 2017-2018, 2018-current*)

Currently led by Dr. Brandon Walsh and co-taught with the entire Scholars' Lab staff, the Praxis Program is the Scholars' Lab's annual doctoral mentorship and training effort, now in its eighth year. Praxis scaffolds graduate students through their first collaborative digital humanities project, and reimagines graduate methodological training for the demands of the humanities in the digital age. Praxis is now a core module of UVA's [Ph.D. Plus](#) program, a university-wide

initiative to prepare PhD students across all disciplines for long-term career success. I co-taught sessions on the connections among American Studies, the digital humanities, and social justice; professional development for humanities doctoral students; and turning collaborative digital humanities project work into part of one's doctoral dissertation.

My scholarship on others' syllabi

Princeton University: "Introduction to Digital Humanities: Global Encounters and Perspectives" Dr. Nora Benedict (*Fall 2018*)

Dartmouth College: "The Humanist in the Computer: Digital Humanities and Social Justice" Dr. Kirstyn Leuner (*Winter 2017*)

Northeastern University, NULab for Texts, Maps, and Networks: "Digital Humanities Practicum" Drs. Julia Flanders and Elizabeth Maddock Dillon (*Fall 2015*)

University of Maryland, English Department: "Critical Topics in Digital Studies" graduate course, Dr. Matthew Kirschenbaum's (*Fall 2015*)

University of Maryland, English Department: "Technoromanticism" graduate course, Dr. Neil Fraistat (*Fall 2015*).

University of Maryland, English Department: "Technoromanticism" graduate course, Dr. Neil Fraistat (*Spring 2015*). Two readings.

Washington State University, Critical Culture, Gender, & Race Studies Department: "Proseminar in American Cultural Studies" Dr. Nishant Shahani (*Fall 2014*)

Catholic University of America, Department of Library and Information Science: "Special Topics: Digital Humanities" graduate course, Dr. Kevin Gunn (*Spring 2014*)

University of North Carolina, School of Information and Library Science: "An Introduction to Digital Humanities: Class-Sourcing as Pedagogical Experiment"

Northwestern University: "2nd Annual Digital Humanities Summer Faculty Workshop"

SERVICE & EXTERNAL ACTIVITY

Interviews & citations

O'Sullivan, James. "[The equivalence of books: Monographs, prestige, and the rise of edge cases](#)". *Convergence: The International Journal of Research into New Media Technologies*, Vol 24, Issue 5, (2018). Case study and survey answers.

This peer-reviewed journal article by James O'Sullivan looks at scholarly "edge cases" that retain the prestige of academic books, but move beyond the monograph form in interesting ways. My *Infinite Ulysses* is one of the cases explored, and this study includes my answers to O'Sullivan's case study survey.

"[The Digital Humanities as Public Humanities](#)". *Inside Higher Ed* (January 2018). Citation.

"[Digital Dissertations in an Increasingly Welcoming Landscape](#)". *EDUCAUSE* audio interview (2016)

[The newly composed PhD: Writing across careers podcast](#). University of Iowa HistoryCorps (*Fall 2016*)

["Can't Get Through 'Ulysses'? Digital Help Is on the Way"](#). *The New York Times Sunday Book Review* (in print: July 17, 2016). *Infinite Ulysses* citation.

["Ph.D.s Embrace Alternative Dissertations. The Job Market May Not"](#). *Chronicle of Higher Education* (February 2016). Interview.

["George Mason History Department adopts digital dissertation guidelines"](#). *American Historical Association "Perspectives on History"*, Seth Denbo (December 2015)

["Guidelines for Digital Dissertations in History"](#), Sharon Leon (2015)

"Initially, I consulted the thin collection of existing work on digital dissertations... the most promising active work here came from Amanda Visconti's ongoing discussion on her blog of her process in creating "How Can You Love a Work if You Don't Know It?": Critical Code and Design Toward Participatory Digital Editions" at the University of Maryland."

"The Dissertation Can No Longer Be Defended". *Chronicle of Higher Education* (February 2013). Interview.

Advisory & editorial boards

- Central Online Victorian Educator (COVE; 2015-2019) advisory board
- Central Online Victorian Educator (COVE; 2015-2019) technical editor
- Digits (Mellon-funded DH publication & preservation project; 2017-) advisory board
- Black Press Born-Digital Project (PI Dr. Kim Gallon; funded by American Council for Learned Societies; 2015-) advisory board
- Webrecorder Advisory Board (2016-) advisory board
- *The Programming Historian* (2016-2017) editorial board member
- *The Programming Historian* (2017-2018) article editor
- *The Programming Historian* (2016-) ombudsperson

Declined:

- Minimal computing-based digital exhibit platform called CollectionBuilder (University of Idaho team; IMLS pre-proposal successful, now in proposal phase for IMLS National Digital Infrastructures and Initiatives Planning Grant to pursue the further development of this tool)

Scholarly organization elections & appointments

- Elected Association for Computers and the Humanities (ACH) Executive Council Representative (2016-2020)
 - The North American digital humanities scholarly organization. Service includes code of conduct design for entire ACH membership, and work on the communication committee.
- Chair of ACH Nominations Committee (2018-2019)
- Appointed to Modern Language Association Committee on Information Technology (2017-2020)

Other scholarly service

- University of Virginia Library assessment committee member for Resident Librarians (*current*)
- Chair, Scholars' Lab DH Developer search process (*Fall 2017*)
- Search committee member, Purdue tenure-track assistant professor
- Search committee member, UVA Library English Librarian (*Summer 2018*)
- Hypothesis (online annotation initiative) user research interview and anti-harassment interview
- DLF 2016 Conference Inclusivity Committee call

- Webrecorder (digital preservation initiative) consultation
- UMD Graduate English Organization Technology Chair (*Fall 2011-Spring 2012*)
- UMD English Department Graduate Studies Committee Student Representative (*Fall 2010-Spring 2011*)

Conference & event organizations

"THATCamp Games" co-organizer (*January 2012*)

Inaugural 4-day, 100-person unconference on digital humanities and scholarly gaming; held in other locations three subsequent times

With Anastasia Salter, organized the first THATCamp Games digital humanities and game studies unconference in January 2012 at the University of Maryland. This popular, 100-attendee conference had more applications than it could handle and inspired two THATCamp Games-themed conferences (west coast and east coast) for 2013, and another in Baltimore in 2014.

"The Humanity in the Digital Humanities" co-organizer (*2016*)

Purdue African American Studies & Research Center's three-day symposium on DH

"Scholars' Lab Fall Symposium: Story Circuits: Creating & Recovering Embodied Memory"

Co-organizer with Laura Miller for Scholars' Lab event (*Fall 2017*)

"Generative Design Jam"

Co-organizer with Laura Miller for Scholars' Lab co-sponsored event (*Fall 2018*)

Past & present scholarly organization memberships

- Society for Textual Scholarship
- Association for Computers and the Humanities
- Association for Computing Machinery
- Modern Language Association
- Renaissance Society of America

SKILLS

Languages

English (native speaker), French (intermediate reading, certified by UMD Ph.D. degree language exam 12/2011), and classical Latin (intermediate reading level via undergraduate courses).

Funded grant proposals

Successfully wrote or participated in designing grant applications to receive support for scholarly projects from:

- Purdue University (\$95,000)
- MITH (\$750)
- Editing Modernism in Canada (\$15,000)
- University of Michigan Rackham Graduate School (\$500)
- Association for Computers in the Humanities (\$285)
- Pepsi Fund (\$500)
- HASTAC (\$250)
- Cultural Heritage and Social Change Summit (\$1,000)
- University of Virginia Scholars' Lab (\$250).

Collaboration on grant projects including funded by the IMLS, NIH, ACH, NEH (including the NEH Office of Digital Humanities), and LYRASIS.

Technical & administrative skills

- **Academic leadership.** Leadership, strategy, vision. Management, supervision. Policy, grants, project management, budget, hiring, staff advocacy, mentoring.

- **Clear communication with diverse scholarly audiences.** Academic and technical writing, editing, user-friendly documentation, research blogging, undergraduate and graduate teaching and training. Online, in-person, and hybrid teaching formats. Expert communication among tech and non-tech audiences.
- **Collaboration.** Git/GitHub, Asana, Basecamp, Lighthouse, Trello, SVN, Slack, Google Drive.
- **Usability & scholarly user studies.** Accessible web design and site testing; user study metric creation, deployment, and analysis for digital reading research; Google Analytics.
- **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.