

Comp 336/436 - Markup Languages

Fall Semester 2018 - Week 1

Dr Nick Hayward

Course details

Lecturer

- Name: Dr Nick Hayward
- Office: Doyle 307 (LSC)
- Office hours
 - *Wednesday afternoon by appointment (WTC)*
- Faculty Page

Course schedule

Important dates for this semester

- Project outline and mockup
 - *presentation & demo: 26th September 2018*
- DEV week: 24th to 31st October 2018
 - *presentation & demo: 31st October 2018 @ 4.15pm*
- Thanksgiving break: 21st to 25th November 2018
 - ***n.b.*** no formal class: 21st November 2018
- Final class: 5th December 2018
 - *presentation & demo: 5th December 2018 @ 4.15pm*
- Exam week: 10th December to 15th December 2018
 - *Final assessment due on 12th December 2018 by 4.15pm*

Initial course plan - part I

(up to ~ DEV Week)

- intro and consideration of **markup languages**
- their structure, usage, and implementation
- general manipulation...
- metadata
- semantic structure and usage
- ...

Initial course plan - part 2

(up to the end of the semester)

- processing and manipulation of markup languages
- project usage and examples
- parsing and rendering of markup languages
 - standard parsing options
 - custom parsers - a consideration of language and parsers...
- stronger semantic structure and organisation
- analysis, visualisation &c. of markup languages
- ...

Assignments and coursework

Course will include

- weekly bibliography and reading (where applicable)
- weekly notes, examples, extras...

Coursework will include

- exercises and discussions (Total = 20%)
 - *various individual or group exercises and discussions*
- project outline & mockup (Total = 15%)
 - *brief group presentation of initial concept and mockup*
- DEV week assessment (Total = 25%)
 - *DEV week: 24th to 31st October 2018*
 - *demo due 31st October @ 4.15pm*
- end of semester final assessment (Total = 40%)
 - *demo due 5th December 2018 @ 4.15pm*
 - *report due 12th December 2018 @ 4.15pm*

Exercises & discussions

Course total = 20%

- exercises

- *help develop course project*
- *test course knowledge at each stage*
- *get feedback on project work*

- discussions

- *sample projects and markup usage*
- *design topics and usage examples*

- extras

- *code and application reviews*
- *various other assessments*
- *peer review of demos*

Development and project assessment

Course total = 80% (Parts 1, 2 and 3 combined)

Initial overview

- combination project work
 - *part 1 = project outline & mockup (15%)*
 - *part 2 = DEV Week development & demo (25%)*
 - *part 3 = final demo and report (40%)*
- group project
 - *groups will be organised at the start of the semester*
- design and develop a markup language based app
 - *markup language/s has to form part of the core structure*
 - *clear demonstration of processing and usage of markup languages*
 - *combination of structural and presentational usage of markup languages*
 - *demonstration of semantic structure and usage*
 - *use and integration of metadata*

Project outline & mockup assessment

Course total = 15%

- begin outline and design of a markup based project
 - *built from scratch*
 - *HTML5, XML...*
 - *builds upon examples, technology outlined during first part of semester*
 - *purpose, scope &c. is group's choice*
 - *presentation should include mockup designs and concepts*

Project mockup demo

Assessment will include the following:

- brief presentation or demonstration of current project work
 - *~ 5 to 10 minutes per group*
 - *analysis of work conducted so far*
 - *presentation and demonstration*
 - *outline current state of project concept and design*
 - *show prototypes and designs, where applicable*

DEV Week assessment

Course total = 25%

- project outline and introduction
- developed using a chosen markup language
- consider and apply metadata schemes and semantic organisation for chosen domain
- current working examples - what does and does not work...
- demo and project report
 - *due on Wednesday 31st October 2018 @ 4.15pm*
- anonymous peer review
 - *similar to user comments and feedback*
 - *chance to respond to feedback before final project*

DEV Week Demo

DEV week assessment will include the following:

- brief presentation or demonstration of current project work
 - *~ 5 to 10 minutes per group*
 - *analysis of work conducted so far*
 - *e.g. during semester & DEV week*
 - *presentation and demonstration*
 - *outline current state of application/project*
 - *show prototypes, designs, outlines &c.*
 - *explain what works & does not work*
 - i.e. outline what has been completed to date...
 - ...

Final assessment

Course total = 40%

- working final app
- modify and update DEV week project work
 - *include parsing and rendering of the data suitable for broader publication*
 - *develop and integrate stronger semantic organisation and manipulation*
 - *provide an opportunity for analysis, visualisation...*
- presentation and demo - live working app
 - *due on Wednesday 5th December 2018 @ 4.15pm*
 - *show and explain implemented differences from DEV week project*
 - *where and why did you update the app?*
 - *benefits of updates?*
- how did you respond to peer review?
- final report
 - *due on Wednesday 12th December 2018 @ 4.15pm*

Goals of the course

A guide to developing and publishing interactive client-side web applications and publications.

Course will provide

- examples of processing and manipulation of markup languages
- examples of structure and rendering of markup languages
- clear understanding of underlying technologies used to
 - *develop and publish markup languages based projects*
- provide a deeper understanding of example markup languages
- relation of markup languages to metadata and semantic organisation and usage
- opportunity to consider and develop project-based applications
- ...

Course resources - part I

Website

Course website is available at <https://csteach436.github.io>

- timetable
- course overview
- course blog
- weekly assignments & coursework
- bibliography
- links & resources
- notes & material

NO Sakai

Course resources - part 2

GitHub

Course repositories available at <https://github.com/csteach436>

- weekly notes
- examples
- source code (where applicable)

Trello group

Group for weekly assignments, DEV week posts, &c.

- Trello group - COMP 436
 - <https://trello.com/csteach436>

Slack group

Group for class communication, weekly discussions, questions, &c.

- Slack group - COMP 436
 - <https://csteach436-2018.slack.com/>

Group projects

- add project details to course's Trello group, *COMP 436 - Fall 2018 @ LUC*
 - Week 1 - Project Details
 - <https://trello.com/b/YOu07xPZ>
- create channels on Slack for group communication
- start working on an idea for your project
- start planning weekly development up to *Project Outline & Mockup*
 - demo on Wednesday 26th September 2018 @ 4.15pm

Intro to markup languages - part I

- a simple consideration of a markup language
 - *highlight, draw attention to, content & parts of a given document*
- markup might provide
 - *instructions, comments, notes*
 - *or simply background information for content or data*
- encounter markup languages & rendered output on a daily basis
 - *access a web page, news feed, or other online source...*
- use of HTML - HyperText Markup Language
 - *simplicity, ease of development & usage*
 - *helped to drive ongoing development & popularity of web*
- HTML has faced shortcomings and limitations

Intro to markup languages - part 2

- markup may also be construed in slightly different terms
 - *as we consider a given target audience*
- e.g. markup of a HTML document for a web browser
- XML, SVG, and many other examples
 - *may have different intended recipients and interpretations*
- HTML5 markup needs to be syntactically precise intended web browser
- XML - eXtensible Markup Language
 - *popular option for storing data*
 - *long time option for the transmission and sharing of data*
 - *now challenged by other options such as JSON*
- HTML was designed to display data - ie: how it looks
- XML was designed to carry data - ie: how it is stored
- presentational vs structural

Markup languages - literary studies

- many uses of markup languages include structured data and metadata
 - *digitised artifacts and objects*
- consider *literary studies*
- assumption of automatic means for analysis and testing
- application of strict, detailed textual preparation if no automated process
- markup as an external intervention
- markup allows a critically interpretative process
- open criteria for encoding textual material

Markup languages - literary studies

- Electronic Scholarly Editions
- TuStep
 - *example*
 - *project homepage*
- personalised markup
- modification of encodings
 - *to match software analysis requirements*

Markup languages - TEI

- The Wonderful World of TEI...
 - read a potted introduction and history at the TEI website
 - <http://www.tei-c.org/About/history.xml>
- Malory Project - TEI XML based project
 - Caxton example - <http://www.maloryproject.com/xml/caxton/Caxton.xml>

Digitisation - intro

- crossroads of research and development
- consider options for digitisation
 - e.g. *current analogue record*
 - *historical, literary*
 - *structural*
 - ...
- inherent benefits of digitisation
 - *accessibility*
 - *flexibility*
 - *ease of manipulation*
 - *aggregation*
 - *storage....*

Digitisation - examples (good and bad)

- many fine examples now exist of digital archives, projects, editions...
 - *Papers Past*
 - <https://paperspast.natlib.govt.nz/>
 - *Library of Congress*
 - <https://www.loc.gov/>
 - *British Library*
 - <https://www.bl.uk/>
- Google Books project
 - *interesting initial 'History' of the project*
- EEBO, ECCO, NCCO...
- others such as Internet Archive
 - <https://archive.org/>
- EEBO-TCP
 - *intro*
 - <http://www.textcreationpartnership.org/tcp-ebo/>

Digitisation - why do we bother?

benefits and costs

- loss of analogue information to precise digitisation

"We should be cautious about letting the radiance of the bright future blind us to the limitations of this new technology" (Smith, Abby. 1999. "Why Digitize?")

Digitisation - why do we bother?

"analogue information can range from the subtle tone and gradations of the chiaroscuro in a Berenice (bernice) Abbott photograph of Manhattan in the early morning light, to the changes in the volume, tone, and pitch recorded on a tape that might, when played back on equipment, turn out to be the basement tapes of Bob Dylan." (Smith, Abby. 1999. "Why Digitize?")

Image - Berenice Abbott, New York



Berenice Abbott, Pike and Henry Street, New York, 1936

- Source - Lumiere
- <http://lumieregallery.net/wp/167/berenice-abbott/>

Digitisation - potential for loss

- dependent upon various factors
 - e.g. *how much information you actually gather*
- whilst digitising we may consider
 - *density of data*
 - *frequency of sampling*
- breadth or depth of information gathered is also a consideration

Digitisation - analogue vs digital

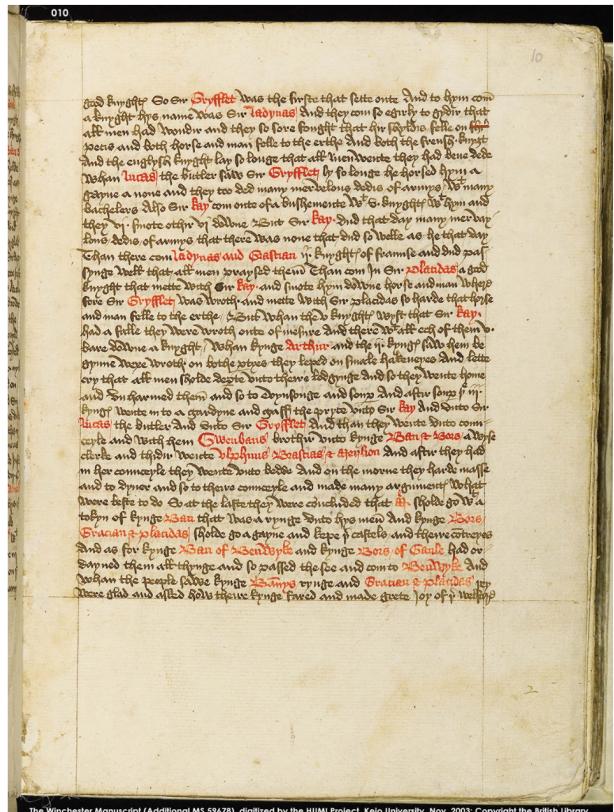
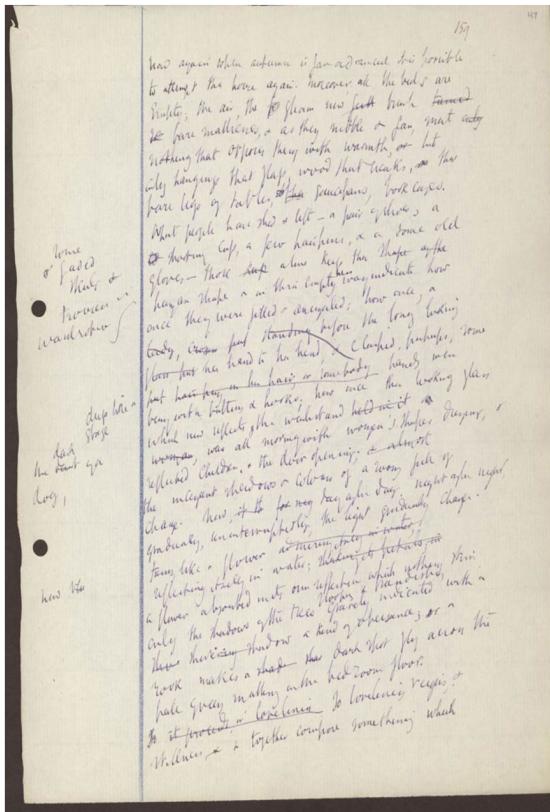
- ongoing saga of 'Analogue vs Digital'
- consideration of cost, time, transmission and storage
- loss of information from analogue to digital
- benefits of digital
- perceived benefits of analogue

"...reducing it to 0s and 1s is not unlike a root canal: by extracting the nerves, the tooth is killed in order to save it." (Unknown. 2004. "The Great Analog Versus Digital Debate". VoicePrint Online)

Digitisation - textual considerations

- comparable concerns with music in textual digitisation
- *density of data* is still a concern with text
- should we encode texts with style, punctuation, notes...
- how much do we encode, in particular with manuscripts
- considerations of discipline, project, and personal preferences
- variation in requirements dependent upon manuscript
 - e.g. *modern vs manuscript*

Image - Modern vs Medieval



Modern and Medieval texts

Source

- Left = Page 159 of *To the Lighthouse* by Virginia Woolf
- Woolf Online
- Right = Page 10 of the Winchester manuscript of Thomas Malory's 'Morte Darthur'
- Malory Project

References

- British Library
- Library of Congress
- Lumiere - Berenice Abbot
- Malory Project
- Papers Past
- TEI - History
- Woolf Online