

What are the Digital Humanities?

Introduction to the Digital Humanities (E01)

<https://dh-trier.github.io/vorlesung>

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Vilnius, September 2020



Overview

1. DH by Example
2. What is meant by "DH"?
3. Internal structure of DH
4. Is DH a discipline?

(1) DH by Example

Vincent Van Gogh: The Letters

Van Gogh Museum

huygens ing

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Vincent van Gogh

The Letters

by period

by correspondent

by place

with sketches

Search

keyword or number(s) »

Advanced search

Search results

Van Gogh as a letter-writer

Correspondents

Biographical & historical context

Publication history

About this edition

Chronology

Concordance, lists, bibliography

Book edition

688 RM01 « 687 | 689 »

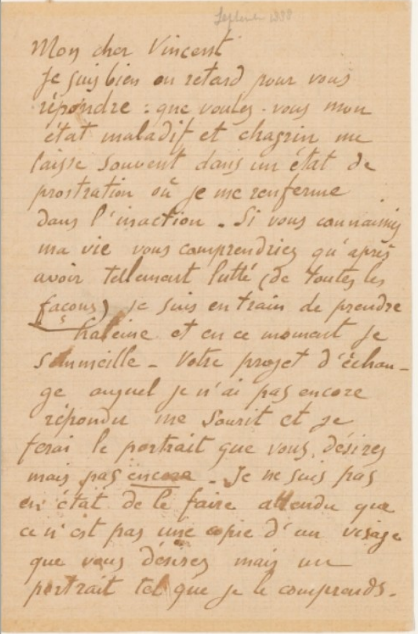
Paul Gauguin to Vincent van Gogh. Pont-Aven, on or about Wednesday, 26 September 1888.

SEARCH THIS LETTER PRINT

original text + line endings facsimile translation notes artworks

original text + line endings facsimile translation notes artworks

original text + line endings facsimile translation notes artworks



original text + line endings facsimile translation notes artworks

physical description →

688

Br. 1990: 694 | CL: GAC 32

From: Paul Gauguin

To: Vincent van Gogh

Date: Pont-Aven, on or about Wednesday, 26 September 1888

[more...](#)

1 Mon cher Vincent

2 Je suis bien en retard pour vous

3 répondre: 1 | que voulez-vous, mon

4 état maladif et chagrin me

5 laisse souvent dans un état de

6 prostration où je me renferme

7 dans l'inaction. Si vous connaissiez

8 ma vie vous comprendriez qu'après

9 avoir tellement lutté (de toutes les

10 façons) je suis en train de prendre

11 haleine et en ce moment je

12 sommeille. — Votre projet d'échan-

13 ge auquel je n'ai pas encore

14 répondu me sourit et je

15 ferai le portrait que vous désirez

16 mais pas encore. Je ne suis pas

17 en état de le faire, attendu que

18 ce n'est pas une copie d'un visage

19 que vous désirez mais un

20 portrait tel que je le comprends. 1V:2

21 J'observe le petit Bernard

22 et je ne le possède pas encore.

23 Je le ferai peut être de mémoire

24 mais en tous cas ce sera une

25 abstraction. — Peut être demain,

26 je ne sais pas, cela me viendra

27 tout d'un coup. En ce moment

28 il y a une série de beau temps


29 qui nous entraîne tous deux

30 à essayer bien des choses. —

31 Je viens de faire un tableau

32 religieux très mal fait mais

33 qui m'a intéressé à faire et




(Eugène Henri) Paul Gauguin - The vision after the sermon

top ↑

<http://vangoghletters.org/>

The Ludeme Project

**Ludii Portal**
Home of the Ludii General Game System

Part of the Digital Ludeme Project

Sign in / Register

Home Games Forum Downloads Tutorials Tournaments History World Map Team

Welcome to the Ludii Portal!

Ludii is a general game system designed to play, evaluate and design a wide range of games, including board games, card games, dice games, mathematical games, and so on. Download the Ludii player to explore our ever-growing database of games, test your AI search algorithms, and design your own games.

Games are described as structured sets of ludemes (units of game-related information). This allows the full range of traditional strategy games from around the world to be modelled in a single playable database for the first time. Ludii is being developed as part of the ERC-funded [Digital Ludeme Project](#).

Playing games with Ludii

1. Download the Ludii player [here](#).
2. Access the user guide [here](#).

Writing games for Ludii

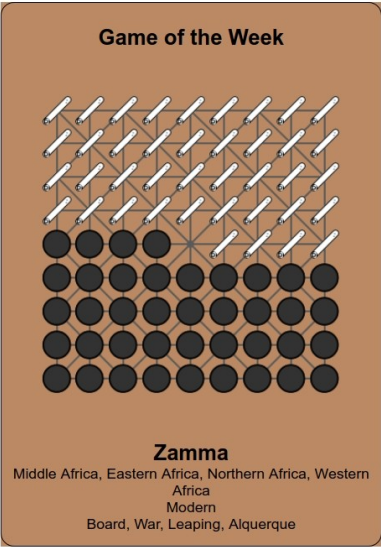
1. Download the Ludii player [here](#).
2. Access the language reference [here](#).
3. Some useful tips and examples can be found on the tutorials page [here](#).

Creating a Ludii agent

1. Download the Ludii player [here](#).
2. Download and try an example agent for Ludii [here](#).
3. Additional information about the development API can be found [here](#).

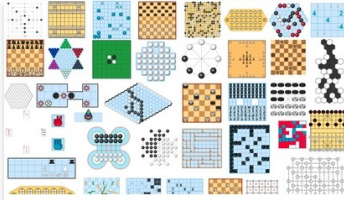
Entering a Ludii Competition

1. The first Ludii AI competition will take place during August at CoG2020 in Osaka, Japan.
2. Further details and instructions on entering the competition can be found [here](#).



Game of the Week


Zamma
Middle Africa, Eastern Africa, Northern Africa, Western Africa
Modern
Board, War, Leaping, Alquerque



Game Library

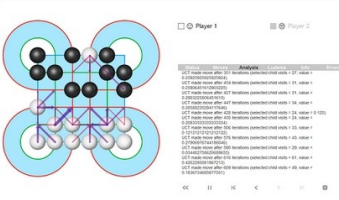
Our game library includes historical information and playable versions of a large number of games. This will eventually include the thousand most important traditional strategy games throughout history.

[Cookie Policy](#)



Digital Ludeme Project


The Digital Ludeme Project aims to bridge the gap between historical and computational studies of games, by applying modern AI techniques to the available historical and archaeological evidence.



Ludii Services

The system will not only model and play games, but will evaluate reconstructions for quality and historical authenticity, automatically improving them where possible, and provide a number of other services.

Tweets by @LudiiGames

 ludii games Retweeted

Digital Ludeme Project
[@archaeoludology](#)

Today, we hit the halfway point in compiling the 1000 games we will use for analysis and reconstruction!

What was the 500th game? So glad you asked! It was Da Ma, a game from Song Dynasty China (c. 1083-1155 CE).

Da Ma (Song) (Dame)

<https://ludii.games/>

(2) What is meant by DH?

Did you say "Digital Humanities"?

- Humanities Computing
- Literary and Linguistic Computing
- Digital Scholarship in the Humanities
- Computers and the Humanities
- Computing in the Humanities
- Computer application in the Humanities
- Humanités numériques / humanités digitales
- Informatica umanistica e cultura digitale
- ...

817 Definitions

whatisdigitalhumanities.com

Wikipedia Definition

Digital humanities (DH) is an area of scholarly activity at the intersection of computing or digital technologies and the disciplines of the humanities. It includes the systematic use of digital resources in the humanities, as well as the analysis of their application. DH can be defined as new ways of doing scholarship that involve collaborative, transdisciplinary, and computationally engaged research, teaching, and publishing. It brings digital tools and methods to the study of the humanities with the recognition that the printed word is no longer the main medium for knowledge production and distribution.

Source: "Digital Humanities", Wikipedia,
https://en.wikipedia.org/wiki/Digital_humanities

(3) Internal structure of DH

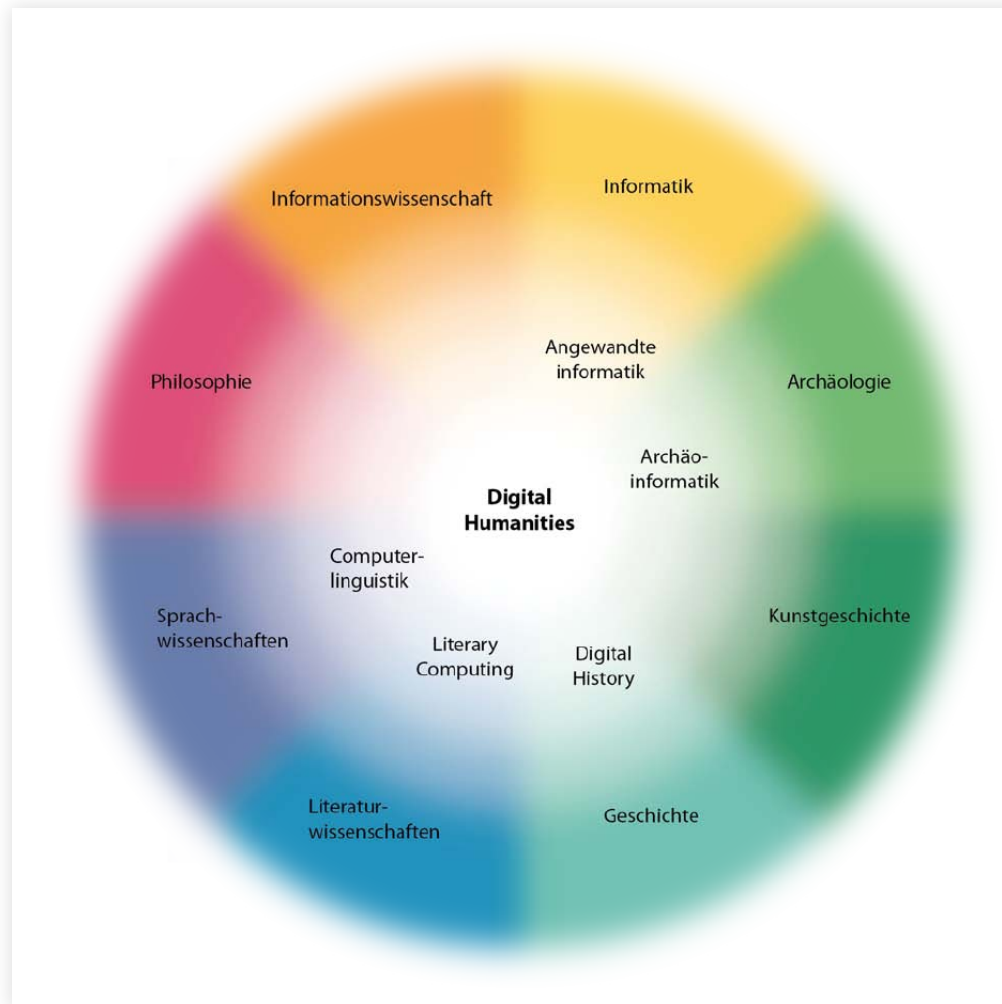
DH by research object

- text (manuscripts, prints, blogs)
- image (paintings, maps, etc.)
- music/sound (sheet music vs. audio)
- film/video (documentaries, feature films, YouTube, etc.)
- games (physical vs. video)
- artefacts (objects, sculptures, architecture, etc.)

DH by established disciplines

- Digital Scholarly Editing
- Digital History
- Computational Literary Studies
- Digital Art History
- Digital Musicology
- Digital Cultural Heritage
- (Digital) Archaeology
- Computational Linguistics
- Applied Informatics
- ...

Spheres of DH



(Sahle 2013)

(4) Is DH a Discipline?

What defines a discipline?

- Internal criterion: Disciplines have their own theory and agenda (rather than supporting the theory, agenda, and practice other disciplines)
- External criterion: Disciplines are institutionalized (rather than using institutional structures of other disciplines)

Institutionalization of DH

- Scholarly Associations: ADHO, TEI, EADH, ESTS, DHd, AIUCD, TADH, AADH, DHN, RedHD, etc.
- Annual conferences: DH, EADH, TEI, DHd, DHBenelux, AIUCD, DHN, HDH, CAA, etc.
- Journals: DSH, DHQ, Digital Studies / Le champ numérique, Cultural Analytics, Umanistica digitale, Humanités numériques, ZfdG, uvm.
- DH Centers: many of them all over the world; see <http://centernet.adho.org/centers>
- Study Programmes: see the [DH Course Registry](#) (and [LIT](#))
- Textbooks and introductions: *Companion to DH* (2004); now several more in different languages

Core DH vs. Digital X

- Ongoing consolidation of the "Digital Xs" as sub-disciplines
 - Separate conferences, journals, associations, books
 - Separate research theories and research agendas
- Developing canon of "Core DH" issues
 - Historiography of DH
 - What is Data?
 - Modeling and operationalization
 - Domain adaptation
 - Ways of knowing

Focus: Ways of knowing

- Reconfiguration of the materials (decontextualized, recontextualized)
- Modeling: Decomposition of concepts and methods
- Shift away from the individual phenomenon to the system-level

Conclusion

Main take-aways

- DH is really hard to define
- Institutionally, DH is a discipline
(+ differentiating tendencies)
- Intrinsically, "core DH" is progressing
towards being a discipline

Time for questions!

Recommended Readings

Basic Discussion

- Matthew G. Kirschenbaum, "What Is Digital Humanities and What's It Doing in English Departments?", *ADE Bulletin* 150, 2010.
http://mkirschenbaum.files.wordpress.com/2011/01/kirschenbaum_ade150.pdf

Advanced Reading

- Patrik Svensson, "The Landscape of Digital Humanities", *Digital Humanities Quarterly* 4.1, 2010, <http://digitalhumanities.org/dhq/vol/4/1/000080/000080.html>.
- John Unsworth, "What Is Humanities Computing and What Is Not?", *Forum Computerphilologie* 4, 2002, <http://computerphilologie.digital-humanities.de/jg02/unsworth.html>

Further information

- Siemens, Ray, John Unsworth, and Susan Schreibman, eds. *A Companion to Digital Humanities*. Oxford: Blackwell, 2004. <http://www.digitalhumanities.org/companion/>
- *Doing Digital Humanities Bibliography*, DARIAH-DE, 2014-2020. [Zotero.org](http://www.zotero.org) ("Introductions to DH")
- *European Association for Digital Humanities*, Project Registry: <http://eadh.org/projects>
- *The Programming Historian*, <https://programminghistorian.org/>

Thank you

Christof Schöch, 2020

<http://www.christof-schoech.de>

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