Welcome back to our 2nd blog in the digital humanities series! Last time, we introduced Digital Humanities. Now, let's explore how this exciting field has grown and become part of modern studies.

In the 17th century, the world went through the first Industrial Revolution, bringing big changes like new ways to make metals, textiles, and energy. But the most exciting development was yet to come—the invention of computers. Over time, these computers found their way into the humanities, a field focused on studying human culture, history, and languages.

At first, many people were unsure about using technology in the humanities. Scholars like Isaac L. Auerbach and Edmund A. Bowles saw the potential for computers to help with research, but others were skeptical. For example, creating a dictionary used to take years of work by many people. With computers, this task could be done much faster. While some traditional scholars were uncomfortable with this change, technology continued to advance. Computers even helped decode ancient Mayan hieroglyphics in just 40 hours—something that would have taken years by hand.

The formal study of Digital Humanities began in the mid-20th century. In 1966, the journal *Computers and Humanities* was published, exploring how computers could be used to study literature, history, language, and more. Another journal, *Literary and Linguistic Computing*, started in 1986 and focused on how digital tools could help with language research.

From the 1950s to the 1970s, early experiments with computers in humanities research laid the foundation for Digital Humanities. In the 1970s and 1980s, conferences and initiatives in North America and the UK helped establish the field. For example, the 1970 symposium in Cambridge led to a series of important conferences, and the Association for Literary and Linguistic Computing (ALLC) was founded in 1973.

By the 1990s, computers became more common, appearing in universities and homes. The rise of the internet made it easier to access and share digital resources. One famous example is the William Blake Archive, an online collection that shows how technology can be used to study traditional humanities topics.

Digital Humanities can be thought of in two "waves." The first wave focused on building digital repositories and text databases—essentially creating the infrastructure needed to study humanities texts in a digital format. The second wave expands this to include digital works themselves, such as electronic literature, interactive fiction, and web-based art. This wave also brings in new methods like big data and smart data, helping scholars analyze large amounts of information in new ways.

Despite its growth, Digital Humanities has faced some challenges. Some people view it as too futuristic and question its value. Even today, there are debates about whether Digital Humanities is a new field or just a modern way of doing traditional research.

In summary, the use of technology in the humanities has come a long way. From its early days of skepticism to today's digital archives and online tools, Digital Humanities is here to stay and will continue to shape how we study human culture.

Stay tuned for our next blog, where we'll dive into some of the questions and debates around Digital Humanities.

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