*Hey, welcome back to our blog series!* In the last blog, we covered the introduction of digital humanities. Carrying it forward let’s catch up about: Digital Humanities -The Coming of Age.

The 17th Century was the era of change, the wave of the first industrial revolution took the world by storm. Industries focused on producing metals, textiles, and energy resources. But, what awaited ahead was far more exciting - **The development of computers & their usage**. While the tech went on and about the core fields, it slowly paved its way into humanities. From Isaac L. Auerbach to Edmund A. Bowles, everyone predicted exploring new avenues into humanities scholarship with the computer’s aid.

Venturing into the aspect of various ontological structures and expansion of knowledge using the tech became a fascinating aspect. Let’s take the example of a dictionary - What would have taken a village of editors and decades of work to index the words, was done just in a blink of an eye. But with revolution comes suspicion. The Plethora of age-old scholars and priests were uncomfortable with the fact that the world would be moving on the tunes of technology where humans wouldn’t be playing the central role. However, tech waits for none, several hieroglyphics that would’ve taken years of work to decode were decoded in 40 hours *(Mayan hieroglyphics)* with the help of computers and the designated software.

So where did it all start, how did the tech come into the humanities spectra, let’s dive deeper to have a look. Published in 1966 **Computers and Humanities** was the foremost journal focusing on the intersection and overlap of computing technology and humanities research. The journal explored how computers could be used to analyze and manage literature, history, language, philosophy, and other fields within the humanities. Following this lead was a journal dedicated to the usage of computers in the study of language & literature - **Literary and Linguistic Computing** (1986). It covered how digital tools and methods could assist in conducting linguistic research, analyzing texts, and supporting various scholarly activities in the humanities. People started their research work in individual capacities and groups. From the 1950s to the 1970s Digital Humanities began with early experiments using computers for literary and linguistic analysis. Moving forward, between the 1970s and mid-1980s, a string of conferences and initiatives in North America & UK laid the foundation for digital humanities. The 1970 symposium in Cambridge initiated a bi-annual series of important conferences. Association for Literary and Linguistic Computing (ALLC) was founded at King's College London in 1973, meanwhile, the International Conference on Computing in the Humanities (ICCH) in expanded the field's reach globally. This brings us to the modern age development where in the early 1990s expensive computer systems entered university campuses and later on in people’s lives with the added facility of the World Wide Web (WWW). There also came a phase where people wanted to call online resources the “Archives”. William Blake’s Archive is a shining example of the same.

With the plethora of developments going around, there was also a hoax of ambiguity and scepticism. To some Digital Humanities felt like a fancy sci-fi movie whose credibility was always questioned. Grants to universities are questioned. Is Digital Humanities a completely different field or just a facet to explore is still a lingering question. We’ll find answers to all these in the next blog. Stay tuned. :)