DIGH 2015 - Conceptual Project Outline

Think about a work, concept or resource that you'd like to develop into a project.

So, here are a few things you might consider.

- consider material required for this project relative to your selected author or work
- where is the material located, logistics required to handle and digitise
- plan how, where and when you might digitise this material
- any copyright issues or concerns. How will these issues be handled and addressed correctly prior to digitisation and publication?
- consider potential collaborators you might want on your project. Are they required? If yes, why and how will they contribute? How are they experts in their field relative to this project work?
- if encoding textual material consider how to encode in TEI, and whether this is even appropriate, for example, for this material. If encoding, but not using TEI, clearly explain why not.
- consider any associated or contextual material. Why is this material important to the project, how will it be used etc?
- consider how this material will be presented to the user. Will it be online? If so, how will the material be presented, possible structure etc?
- any other mediums available for the user and the material, such as mobile OSs (iOS, Android etc).
- will you be using any analytical tools for the examination and presentation of this material. Such as GIS, mapping, flowcharts, modelling, graphs, other assorted charts etc.
- any search or catalogue tools available for the user and material.

There's no minimum or maximum word limit or page limit etc.

A good guide is to look at the NEH guidelines for the ‘Digital Humanities Start-up’ program. Further details are available at the following URL,

- http://www.neh.gov/grants/odh/digital-humanities-start-grants

This is the type of overall plan you should be considering. In addition, please consider the following technical components relative to your chosen work, concept, or resource.

Technical Outline

- use your outline for a conceptual project as the basis
- think about how to plan the construction of the programming or output of the project

- choose a 'software engineering model' to help plan and outline your project
    - eg: you might choose to base the process on the waterfall model using the steps for analysis, design, implementation, and testing
- detail each step of your model for your project
- explain in an introduction or overview why you chose your particular software model
- models can also be used, such as flowcharts or UML
- you may also add any supporting mockups or prototypes for your technical design

A good reference for this technical outline can be seen in the ‘Software Design Specification Template’, which is available at the following URL,

- https://docs.google.com/document/d/1cMqMPDSRq32PWFE1sqgF5_x0E_QarJJXeEoVau4pV-I/pub