



CENTER FOR TEXTUAL STUDIES AND DIGITAL HUMANITIES

Introduction to Digital Humanities Research & Computing

Fall Semester 2015

Week 3

Discussion

- [Mark Twain Project](#)

Procedures

- what is a procedure, and its relationship to a process?
- what is a mechanical procedure?
- what is an algorithm?
- example algorithm from the real world?

Algorithm

or How to make a single cup of Tea

- place tea bag into cup
- add water to kettle and boil
- pour boiling water from kettle into cup and over tea bag
- leave tea to diffuse in cup
- remove tea bag from cup
- add milk and sugar as required

Programming a computer

- requires tools that allow us to describe processes
- these processes need to be precise and succinct
- every step needs to be described

Therefore, what is a computer

In essence,

- Input
- Execution
- Output

"A computer terminal is not some clunky old television with a typewriter in front of it. It is an interface where the mind and body can connect with the universe and move bits of it about."

Douglas Adams

Therefore, what is programming?

- in its simplest form, programming is the creation of a series of instructions for the computer to follow, again step by step
- important to be clear and know what you want to program first
- identify the problem you want to solve
- in essence, programming can be seen as nothing more than problem solving
- there's no single best 'algorithm' for writing a software program
- effectively, when you program you are simply telling the computer what to do

Digital media in today's life

- what do we actually mean by digital media?
- examples of digital media?

Digital media in today's life

- what is born-digital?
- what is digital reformatting?
- how the world is changing and content becoming increasingly born-digital

Digital media in today's life

- nature of relationship between computers and users
- how has the relationship between machine and media evolved?

Evolution of new media or the death of old habits?

- digital mysticism
- digital pessimism





Remediation

- redoing plus...
- often perceived as the remediation of literary texts in DH
 - film adaptation of a book
 - film clip used in a music video...
- Double logic of remediation

"Our culture wants both to multiple its media and to erase all traces of mediation: ideally, it wants to erase its media in the very act of multiplying them."

Bolter, J, and Grusin, R. 1999. "Remediation. Understanding New Media." Cambridge Massachusetts: MIT Press.

Remediation Exercise

- choose an object for remediation
 - eg: a book, a piece of music, a picture, a website, a film...
 - describe the object in its present state
- consider the type of remediation being performed on the object
- consider how it might be remediated and why?
- give an example of such an existing remediation, if you know of one?
- how does the remediation fill the gaps?

Immediacy

- transcending the media (or become independent of it)
- creation of the 'interface-less interface'
- users' desire for immediacy in access, understanding, and interaction
- remediation may not seek transparency and immediacy...often the opposite





