

Introduction to Digital Humanities Research & Computing

Fall Semester 2015

Week 8

Presentations

- prepare a presentation for our next class
 - it should be between five and ten minutes in length
 - presentation style and format is your choice
 eg: slide presentation, video demonstration, free talk, interactive demonstration...
- please choose from one of the following topics for your presentation
 - steampunk literature and online communities
 - online cultural mapping
 - computer generated art
 - video games and anime as literature
 - online cultural heritage
 - rise of big data and data science
 - computer programming as a culture

Online research exercise

Jules Verne

- find as many different editions of

Around the World in Eighty Days
Twenty Thousand Leagues Under the Sea
Journey to the Centre of the Earth
From the Earth to the Moon



- record availability, copyright notice, PDF download option, original source for digitised copy...
- English language and French language editions.
- add information to collaborative spreadsheet

Weekly Exercise

Please choose a favourite graphical user interface for an electronic gadget, for example a smartphone, computer operating system, video game etc. This device does not have to be current, it could be a classic/vintage gadget, but it does require a demonstrable graphical user interface.

Consider this interface for a moment from a user's perspective, and then outline a conceptual code design for the development of this user interface. You may use either structured or object oriented programming design, but be prepared to justify your choice of pattern.

- identification of strings and patterns in electronic texts
- concordances and word lists
- process a larger body of material
- aids in the discovery and memory of patterns

- replacing error-prone manual studies
- comparative approaches
- define methodologies for identifying patterns and matches

- human interpretation of statistical results
- priority of empirical data
- study of repetitive structures in text
 - eg: characters, syllables, words or phrases
- repetitions and echoes traced

- assumption of automatic means for analysis and testing
- application of strict, detailed textual preparation if no automated process
- markup as an external intervention
- markup allows a critically interpretative process
- open criteria for encoding textual material

- Electronic Scholarly Editions
- TuStep (example)
- personalised markup
- modification of encodings to match software analysis requirements

Literary Studies

- The Wonderful World of TEI...

Read a potted introduction and history at the TEI website.

- Caxton example

Overview of Digitisation

- crossroads of research and development
- consider options for digitisation of analogue record (primarily historical)
- inherent benefits of digitisation

The process has begun

- many fine examples now exist of digital archives, projects, editions...
 - Papers Past
 - Library of Congress
 - British Library
- Google Books project
 - interesting initial 'History' of the project
- EEBO, ECCO, NCCO & others such as Internet Archive ...
- EEBO-TCP
 - intro
- To date millions of dollars have gone into the digitisation of our cultural record

Why do we bother with digitisation?

Benefits and Costs

- loss of analogue information to precise digitisation

"We should be cautious about letting the radiance of the bright future blind us to the limitations of this new technology" (Smith, Abby. 1999. "Why Digitize?")

- dependent upon how much information you actually gather whilst digitising
 - density of data
 - frequency of sampling
- breadth or depth of information gathered is also a consideration

Berenice Abbott photograph of Manhattan in the early morning light

