

Introduction to Digital Humanities Research & Computing

Fall Semester 2015

Week 5

Discussion

Nines: Nineteenth-century Scholarship Online

A virtual collision with a material world

- virtual becoming integrated with the material
- immaterial interacting with material
- shift in perception of creation and identity of material and media
- A conversation with Jean-François Lyotard

A virtual collision with a material world

"...software for instance cannot exist by itself but is intrinsically embedded in physical data carriers"

Schäfer, Mirko. 2008. "Bastard Culture! User participation and the extension of cultural industries." Utrecht.



A clash between immaterial and material

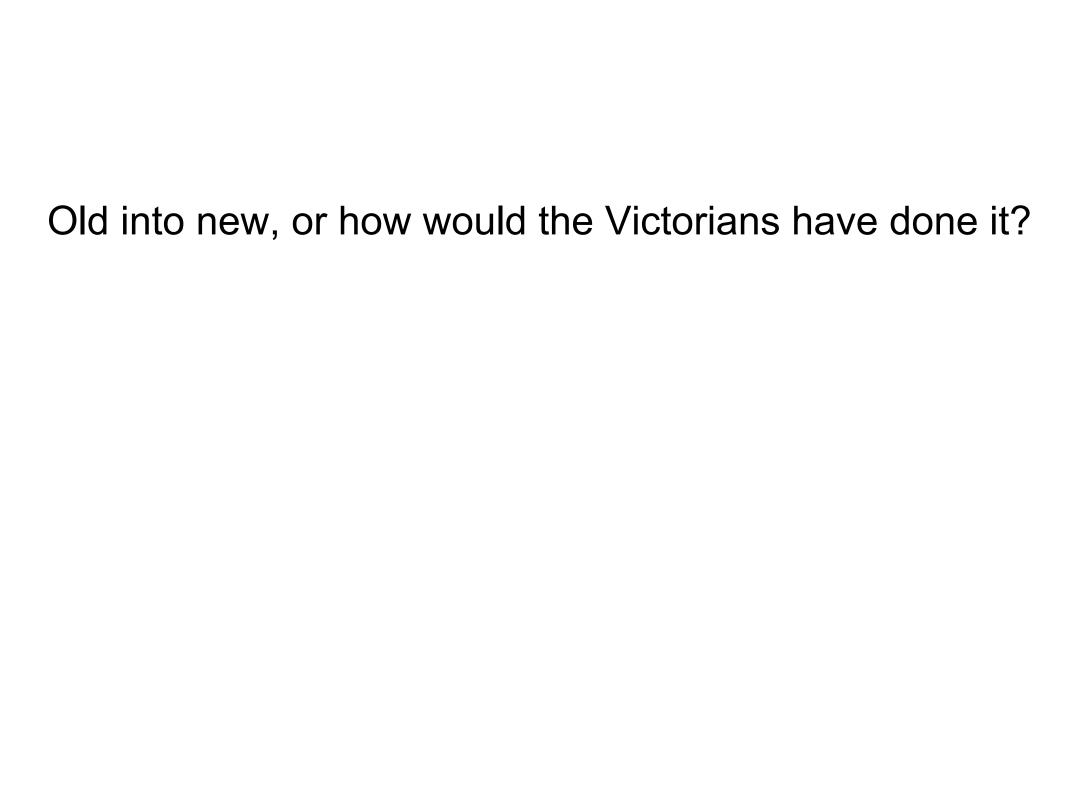
'society made durable'

Latour, Bruno. 1991. 'A sociology of monsters: Essays on power, technology, and domination'.

- shaping and production of digital cultures

Material gatherings of new media

- examples from today's culture
- digital gatherings?
 - sound files
 - pictures
 - video clips
 - text-based information



Archaeology

- material record as supplement to historical or interpreter of prehistoric
- contextual record supplementary to material
- detailed records aid post-excavation analysis
- record keeping and relational data
- archaeological computing was already being considered in the 1970s
- database records and statistical analysis

Archaeology

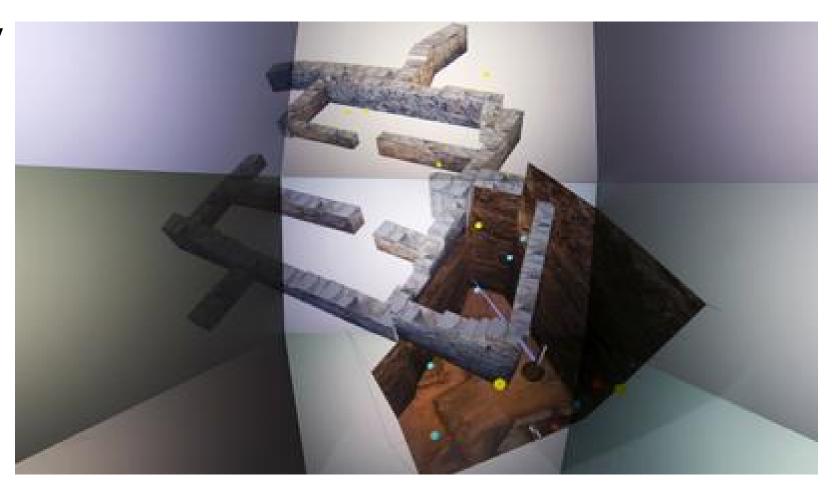
- Computer Applications and Quantitative Methods in Archaeology (University of Birmingham, 1973)
- standards in record sets has proven problematic
- OASIS and ADS
- preservation of digital data

Archaeology

- computing influences also include
 - GIS and mapping
 - CAD
 - 3D virtual environments

Stonehenge

Archaeology



Archaeology

- tablets and iPad



