



## CENTER FOR TEXTUAL STUDIES AND DIGITAL HUMANITIES

# DIGH 400 - Introduction to Digital Humanities Research

Fall Semester 2014

Week 3

## Today's Class

- Analysis of last week's discussion of 'NCSE'
- Remediation exercise
- GitHub Update
- Digital media in today's life
  - hypermediacy
  - quick recap
- Perceptions of self
- Computing within humanities
- Digitisation

## Discussion Analysis

[NCSE](#)

## 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?

## Using GitHub

Step by step guides to help setup and use GitHub

- [PDF Guide](#)

## Hypermediacy

- aware of the medium or media
  - sometimes subtle and sometimes obvious ways

"In every manifestation, hypermediacy makes us aware of the medium or media and (in sometimes subtle and sometimes obvious ways) reminds us of our desire for immediacy."

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

| IMMEDIACY   | HYPERMEDIACY   |
|---|--|
| Window through  | Window At  |
| Epistemologically: knowledge rests upon transparency  | Epistemologically: knowledge rests upon opacity  |
| Psychologically: viewer feels that the medium has been erased                                   | Psychologically: viewer has the impression that the medium has not been erased, on the contrary                    |
| Reality (as presented through the window of the medium) is reached and experienced as authentic | 'Experience of the medium is itself an experience of the real' and authentic                                       |
| Unified perspective, suggestive of normative linear view  | Multiplies media and fragments viewer's perspective, suggestive of deviancy and revolt to the normative and linear |
| The focused gaze  | The shifting glance  |
| E.g. (where possible) virtual reality experience of flying, such as a pilot training simulator  | E.g. TV news reports   |

## Perceptions of self

- mobile self based upon immediacy and potentially made possible by virtual reality experiences
- networked self based upon hypermediacy experiences



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**"real and material in effect, not in fact"**

Heim, Michael. 1993. "The Essence of VR" in *The Metaphysics of Virtual Reality*. Oxford University Press. PP. 109-128.

## 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.

the  
great  
british  
summer  
is  
over



## 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

Old into new, or how would the Victorians have done it?

## Computing within Humanities

### 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



## Computing within Humanities

### 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

## Computing within Humanities

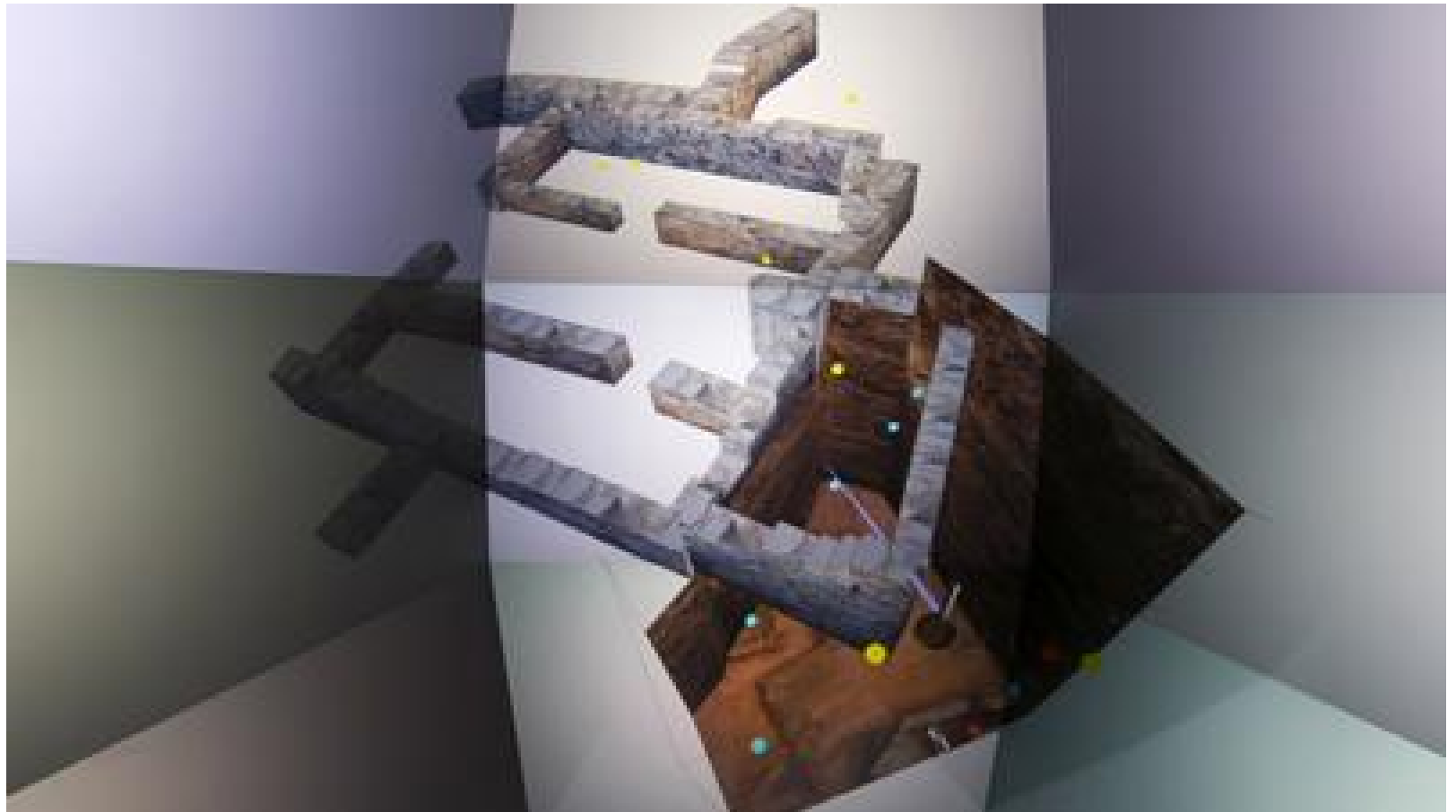
### Archaeology

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

[Stonehenge](#)

# Computing within Humanities

## Archaeology



## Computing within Humanities

Archaeology

- tablets and iPad

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