DIGH 400 - Introduction to Digital Humanities Research

Overview

This course introduces students of the MA in Digital Humanities degree programme to research, development, and concepts within Digital Humanities.

This course is often closely associated with its partner Fall semester course, DIGH 401. For example, students learn best practices and examples in XML in the DIGH 401 course, and then implement this learning with TEI in DIGH 400.

Goals of the Course

- introduce the many different aspects of digital humanities research, including
    - media and data (including its presentation and manipulation)
    - digitisation best practices and examples
    - preservation techniques, options, and examples
    - exploration of DH research, including past and present examples
    - visualisation techniques and options
- provide practical experience with the development of media, resources, use of tools…
- create an awareness of the digital humanities community, and its work to date
- promote collaborative work and experiences
- explore project development and maintenance
- generate discussions and thought on digital humanities role within academia and wider society

Course Assessment

- ongoing weekly assessment work (25%)
    - includes weekly discussion group on past and present DH projects
- class presentations (20%)
- group project work (15%)
    - includes development of a group website on DH topics, material, and research available at http://digital-humanities.com/
- conceptual project design (40%)

Plan and outline

Part 1

- What is Digital Humanities?
- Digital media in today's life
    - material and digital gatherings, including material gatherings of new media
    - remediation

    - immediacy and hypermediacy
    - social media and different mediums
    - perceptions of self
    - virtual and material
    - immaterial and material

Part 2

- Computing within humanities
    - Archaeology
    - Literary Studies
- Digitisation
    - overview and a few considerations
    - the process has now begun
    - why do we bother with digitisation?
    - the act of digitisation
        - digitising texts
        - digitising images
    - metadata considerations
    - audio and video

Part 3

- Thinking about a text-centric world
- Text Encoding
    - options, application, and usage
- Text Encoding Initiative (TEI) P5
    - detailed overview of TEI P5 modules
    - structure and usage
    - application relative to textual samples
- TEI P5 practical work and experience
- modeling and processing TEI
    - introduction to XSL
    - comparative review of other rendering options

Part 4

- stylistic analysis
    - Ngram viewers, ripples…
    - visualisations, including examples such as Gephi, Google Maps, Twitterology…
- intro to GIS
- GIS options and APIs
- User Interface (UI) Design

    - introduction and evolution of UI designs
    - elements of UI
    - elements of UI choice
    - visualising data in the UI
    - organising a UI
    - designing a UI

Part 5

- after digitisation, for example
    - a few basic concepts
    - metadata
    - web optimisation
    - storage
    - access
    - user manipulation
    - preservation
- classification
    - scope
    - dimensional
    - faceted
    - semantics