DIGH 400 - Introduction to Digital Humanities Research

Fall Semester 2013

Week 3

Today's Class

- Analysis of last week's discussion of 'NCSE'

- Digital media in today's life

      - immediacy and hypermediacy
   - social media and different mediums

Discussion Analysis

NCSE

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

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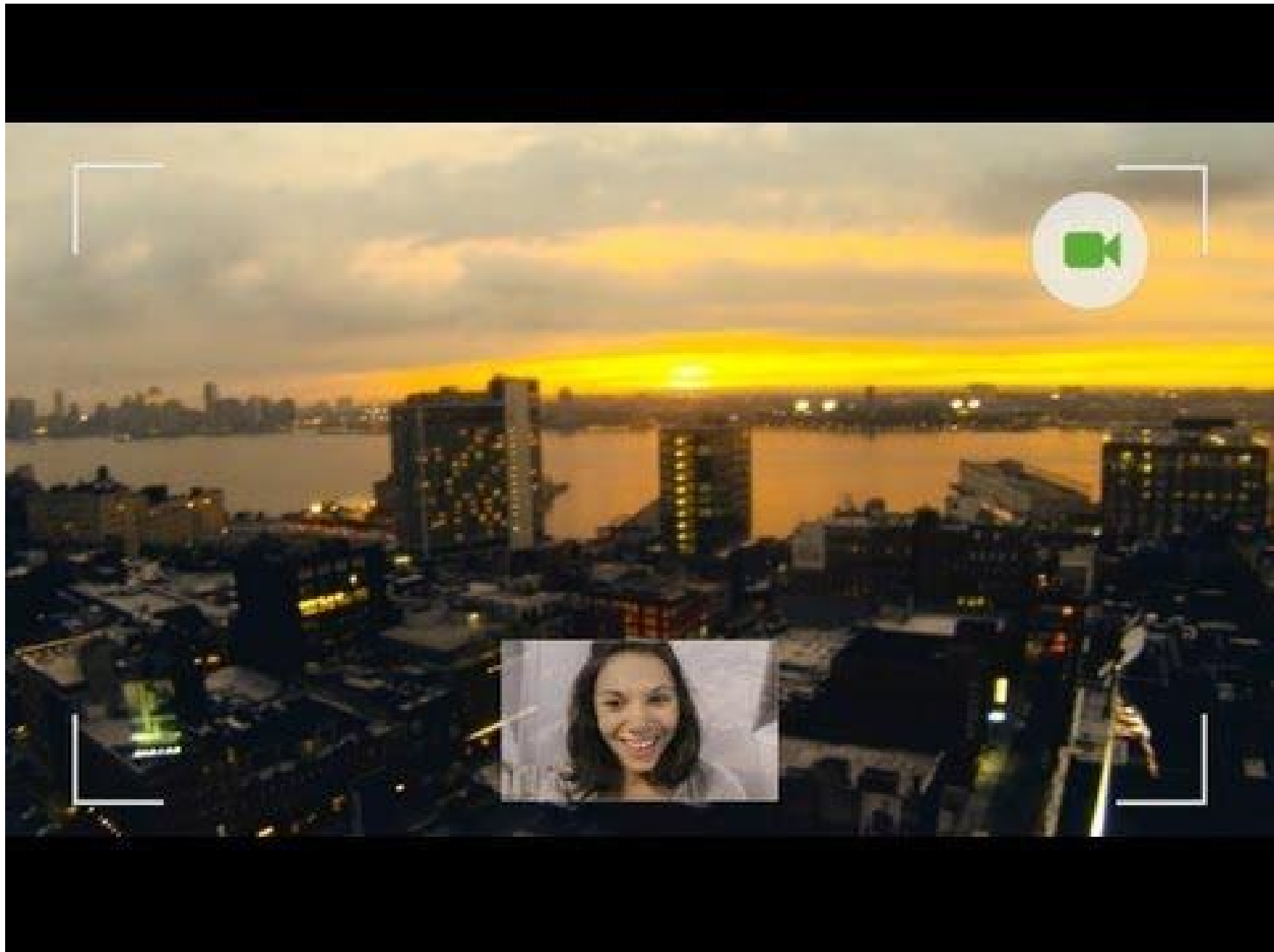
Hypermediacy

- 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

"real and material in effect, not in fact"

Heim, Michael. 1993. "The Essence of VR" in The Metaphpysics 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 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?

British Library example

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