Identity Statement

I am an English and Spanish major with focuses in creative writing and Native American literature. My previous experiences with the digital humanities field have included work on the online George Eliot Archive and a digital humanities literature course in which we pondered humanity's relationship with technology past, present, and future. While working on the GE archive, I became interested in the digital humanities field. I did a lot of metadata recording as well as finding and preparing documents and materials for the site. My biggest contributions were to the Commentary by Contemporaries section, specifically the newspaper documents. Generally, the process would involve finding the document, OCRing it, adding citation information, recording the metadata, and then uploading the document as well as inputting all the information onto the site through the Omeka. I also worked collaboratively with other people and their projects and got to witness how their work developed. I think that this might have some bearing on how to choose to organize my site and I may even ask if Dr. Rilett (the editor of the project) would allow me to recycle some of their code from the GE chronology, GE interactive maps, or the GE relationship web (although that particular project is still in the pipeline). However, I have no idea how that would work or if it would be feasible because I'm not a coder, but it's an idea. The site's a great framework on how you could organize scholarly materials on a particular author. If anyone's interested, here's the link:
https://georgeeliotarchive.org/

 (Links to an external site.)

.

Now that I have chosen to do Yoshio Markino for my website, I've started to think a lot about how I would go about the project. Markino was fascinated by mist and fog, so I think that is the concept I'm going to circle everything around. I would like to form some kind of gallery for his paintings (maybe influenced by the gallery on the George Eliot Archive site). I'm fascinated by them and I do love to look at art. I even did some painting in high school. He also did a lot of humorous autobiographical works and a part of me wants to highlight that side of him, so that will be something I ponder as I continue work on the project. I will need to be careful about how the images are done since they take more energy to load, so that will also be something I will think about.

Word count: 414

Mobirise Review

Mobirise makes it relatively easy to design a nice, clean website. I really like the way that you can add different block styles to a page that best fits your needs. It makes a lot of sense since you essentially can add a little bit at a time that is "separate" from the rest of the page making it easier to interact with particular sections. Because it is done in this way, the different elements do not overlap with one another with plenty of space in between them. The site, then, does not look chaotic and users will not get too overwhelmed by a messy website design. It is harder to accomplish the same slim design using html. When working with html, it is harder to get the placement right because you cannot see how it looks as you are adjusting the code. Additionally, mobirise provides built in headers and footers where you can access different parts to a site which I think would be complicated to code in html. In terms of building a website, the platform makes it easy to place text, links, and photos without having to put in the hassle of coding yourself. The main issue I had with mobirise was getting it to publish on github. When I drop it in as the presentation described all I get is a 404 error. When I download it as a whole bunch of files all I have been able to get is a website with the text without the fancy layout or the photos. I have linked this below. Because it's so complicated, I feel like I have missed something to upload into the repository. Additionally, I created two pages on mobirise but all I have been able to access is the home page.

My personal experience with Mobirise has been frustrating. I feel like I don't have quite enough knowledge in the field for me to adjust when a problem occurs and finding a workaround on the internet has proved unfruitful. I found html simple and straightforward even though when I use it I wouldn't have access to all the fancy shortcuts of designing a site. Then again, maybe my frustration should be more directed at github as the problem than mobirise, but I would not know.

HTML: https://kaylenknm.github.io/

 (Links to an external site.)

Mobirise: https://kaylenknm.github.io/example-mobirise/

 (Links to an external site.)

Word count: 392

Wordpress Review

Wordpress makes it easy to make a website with a clean look. It works in a block format, just like Mobirise, which makes it fairly easy to organize and to work with. The site allows you to move blocks around if the creator wants to shift the information around by clicking up and down arrows while within that particular block. Mobirise has a similar function except you must drag the block up or down. Personally, I find the Wordpress method easier simply because dragging the block can become difficult if the computer is acting up and could easily end up placing the block where its unwanted. The simple click method makes this less likely to become a problem.

One thing about Wordpress is that it is a bit more complicated to change the font than Mobiris or html. As I understand it, in Wordpress you have to go through the style editor which is a little convoluted to get to and changes the font on a global scale or you have to mess with the code directly. In Mobirise, you can change the font within the text block and in html you need only to specify the font when coding. But overall I do find Wordpress easier to work with, especially in regards to adding widgets and tool bars. I don't see an easy way to do it on Mobirise and html would require a more expansive knowledge of coding in order to accomplish it.

I think that Wordpress would work well to build websites for an image gallery or a repository for various written works. I think html would be the best to create the "main" site with links to the other sources just because it wouldn't need to be super complicated to serve its purpose. Wordpress and Mobirise are built so that they can easily have different pages to a website but that would be completely unnecessary when all you are doing is providing a whole bunch of links. In my practice Wordpress session, I have already begun to mess around with building a website for Markino's written works. The main page offers a brief overview of Markino and then has page headings at the top depending on what the user is looking for. I have already provided a link in Autobiographical Pieces, although I would like to figure out how to embed the document.

https://kaylenknm.wordpress.com/

 (Links to an external site.)

Word Count: 397

Intervention Statement

The object of this project is to expand and provide further scholarship on author and painter Yoshio Markino beyond what is provided on the One More Voice website. Currently the One More Voice site offers very limited resources connected to Markino: simple links to the Wikipedia page, a few of his autobiographical works, and a few books illustrated by him. While this does a respectable job giving an overview of who Yoshio Markino was, it does not offer any research or commentary nor does it offer a place for people to share their views and comments. While this project cannot offer a space for people to share and interact due to the small scope, it will strive to offer more material that gets deeper into Markino's life and to present information for people to interact with in creative ways.

One shortcoming of the One More Voice project in terms of Yoshio Markino, is that it favors his identity as a writer over his identity as a painter. The collection under which he is listed is called "Book Length Works," favoring his contribution to the book industry, but Markino did much more than that. He was a writer, but he was also a painter. One More Voice does offer links to books illustrated by Markino, however, it does not offer any link to information directly about Markino as a painter or have any individual images of his paintings. This begs the question of why the written is preferenced here? Why can't his visual art pieces stand alone? Why is his life as an author stressed, and his life as a painter only hinted at? To counteract this gap, much of my scholarship has been learning about Markino as a painter as well as researching his other interests, such as theater. For example, I have created a space where people can wander around a virtual museum to look at and appreciate Markino's skill as a painter. I also have created a series of posts which detail my attempts to simulate Markino's painting, especially his silk-veil technique. Within these I discuss what is thought to be Markino's painting process while also experimenting with his methods in new ways, demonstrating that archival work does not have to be stagnant but can be used as a base to experiment on one's own.

Due to the nature of One More Voice, it is only able to give a cursory look at individual creators since its purpose is to offer information on a large quantity of individuals instead of just one. But this project will consist of multiple sites exploring a variety of themes focusing on him and his interactions with the world and with other individuals displayed on the One More Voice site. In doing so, readers will hopefully be able to gain a more comprehensive view of this extraordinary individual and why the materials he has left behind (paintings, books, etc) mattered then and how they matter now.

Word Count: 493

Value Statement

This series of sites based around Yoshio Markino strives to promote the scholarship of minority authors/creators in past history who have not been critically studied to the degree that their anglophone counterparts have been. My purpose, therefore, is to fill in the gap of minority scholarship, and Markino's story is just one of many that has yet to be filled. This is critical because what is studied marks what society finds important. It is essential that digital humanists and scholars throughout the world turn some of their attention away from Eurocentric topics and themes so that other perspectives and views are included and made prevalent in academic and cultural circles. If this is done, these voices will not be lost to time and the people of today's world will gain exposure to more voices and experiences which can only serve to make them stronger. We hope that through this project, and the other projects connected with One More Voice, modern scholars and students will see the importance in including and thinking about these unique voices.

When thinking about authors/creators it is important to keep in mind that these individuals were more than their respective disciplines and likely had other interests and hobbies. Markino himself was many things and had many interests, anywhere from writing books to designing gravestones. It is easy when conducting scholarship to focus solely on one or a few aspects of an individual, but with this project I wish to emphasize Markino as a multi-faceted person both in his interests, his relationships, and personal views. He was a writer, a social commentator, a Japanese immigrant, an anglophile, a painter, a theater enthusiast, etc and all of these sides often interact within the creations he has left behind. With this project, I wish to make connections between all of these sides of Yoshio Markino.

With this project, I would also like to make the material about this author more accessible and understandable for people from different education levels, meaning that not all the material will be presented in an academic way. For example, I will use the formatting of a blog post and my own watercolor experiences to give users a better and general understanding of Markino's work as a watercolorist. In this way, the scholarship will be able to reach people in non-academic settings and will be more naturally able, hopefully, to interact with the material in creative ways.

WC: 404