Loren Lee

Prof. Eric Field

SARC 5400: Data Visualization

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Assignment 1: the Good, the Bad, and the Ugly

Notions of "print culture" and "digital culture" have been thoroughly discussed for a long time in the scholarship of how we read, but it is only fairly recently with texts like Johnston and Dussen's The Medieval Manuscript Book: Cultural Approaches (2015) that a serious consideration of "manuscript culture" is now taking place. With this new consideration of the uniqueness of and the value that comes with understanding manuscript culture, we are also seeing reconsiderations of how we approach the editing of medieval texts in the digital age.

I would argue that the best approach to editing medieval texts looks something like John Bryant's concept of the "fluid text," which he applies to the digital editing of Melville's works (which readers can interact with via the Melville Electronic Library). However even with Bryant's model, digital editing can seem like little more than the production of a digital facsimile — a product that could just as easily exist in an extensive enough material book (perhaps a multi-volume work) and that suggests a teleological progression toward a final book product at the end of a long "revision narrative." I think that digital editions could do even more when it comes to bringing readers closer to medieval texts, and I would like to think about how we might think about digital editing differently. What can we do as editors to enable readers to visualize medieval texts more effectively and to experience manuscript culture more fully?

My selected visualizations are pulled from the current digital projects meant to enable users to read and understand medieval texts and manuscripts.

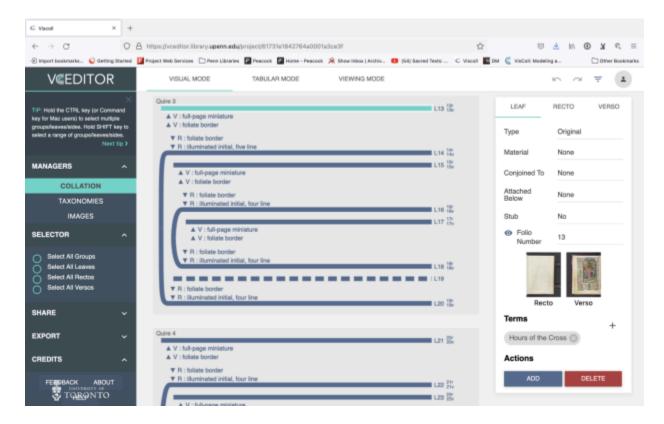
The Good: VisColl (Collation Visualization)

My example of "the Good" in visualization is a recent tool released by The Schoenberg Institute for Manuscript Studies at the University of Pennsylvania Libraries for modeling and visualizing the physical collation of medieval manuscript codices. It has been a notorious challenge to archivists to properly describe and catalog codices as these textual objects are bound and rebound, pulled apart and stitched together over hundreds of years. Traditionally, collation has been cataloged using complex formulas that are really only interpretable by experts in the field and that are often misleading, which then makes it extremely difficult to meaningfully understand any one codice's collation. Some examples of these formulas look like the following screengrab from the VisColl site:

[5]
$$2^{\circ}$$
: $\pi A^{6}(\pi A1+1, \pi A5+1.2)$, $A-2B^{6}$, $2C^{2}$, $a-g^{6}$, $\chi^{2}2g^{8}$, $h-v^{6}$, χ^{4} , "gg3.4" (±"gg3"), $\P-2\P^{6}$, $3\P1$, $2a-2f^{6}$, $2g^{2}$, "Gg⁶", $2h^{6}$, $2k-3b^{6}$

Of these, the first four illustrate different patterns of collation formulas utilized for manuscripts, whilst the latter shows a bibliographical description of the gathering assembly of a printed book.

In place of these ugly formulas, VisColl allows users to produce interactive visualizations of collation that look like this screengrab from VisColl:

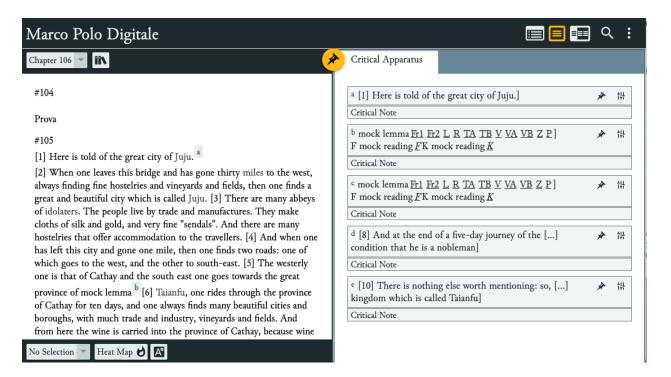


Now virtually anyone can understand how any given manuscript has been collated without needing to meticulously work through a complex, abstract formula. This, in turn, allows researchers to draw meaningful conclusions from collation evidence. We must continually ask ourselves: How can we as digital humanists better represent these centuries-old text objects?

The Bad: Marco Polo Digitale

I feel a bit bad about my selection for "the Bad" visualization because this digital medieval project — Marco Polo Digitale — was created by a graduate student like me who doesn't have the level of funding and technical support that some other well-established digital projects have. That said, I have pulled this example of a digital edition and translation of Marco

Polo's travels because I think it does have several aesthetic flaws that could have easily been fixed and that make the project much more difficult to use and understand. First and foremost, there is no sort of home page or introduction where digital readers can land and get their bearings before being thrust into the text. Because of this, I have no idea how to interact with this digital edition without just experimenting and clicking around blindly until I figure out what all the features are and what the critical apparatus is meant to tell me. On top of that, there are bugs in the project that are frustrating and do not encourage me to continue interacting with it. For instance, if you click on the "Help" button in the top right menu, it just redirects you to the first page of text. I hope that this digital project is just so bad because it is in development and will be dramatically improved in the future, but for now, it is virtually unusable. In my own work, I would like to consider the varying approaches that digital editions can take. What does the production of these digital editions provide the reader? And how are they still lacking? What advances can still be made here?



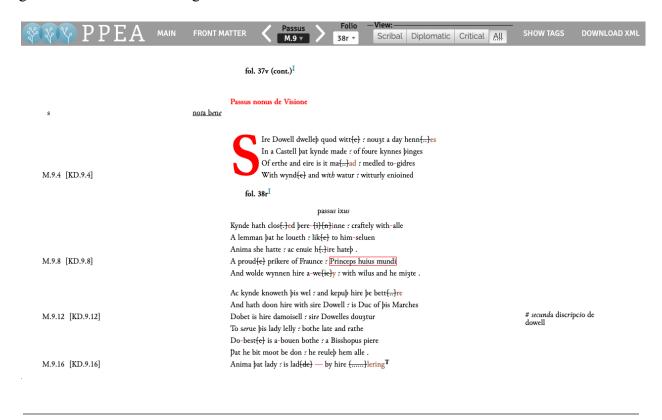
I found this digital edition of Marco Polo because its creator was interviewed on the podcast *Coding Codices*, which is an amazing podcast produced by the Digital Medievalist Postgraduate Committee (follow on Twitter @digitalmedieval). They have another episode in which they interview another young scholar who produced a beautiful digital edition of the Scottish Bannatyne Manuscript that even offers users XML downloads of the edition.

The Ugly: Piers Plowman Electronic Archive

For my example of "the Ugly", I have selected the famous (famous among digital medievalists at least) Piers Plowman Electronic Archive (PPEA), which they describe on their homepage as "a collaborative open-access project, presents the rich textual tradition of *Piers Plowman*, a fourteenth-century allegorical dream vision attributed to William Langland." As modern readers, we tend to think of texts as being quite fixed when they are published in print, but in the premodern era especially, texts were fluid things that were altered — either by accident or with intent — each time they were copied and recopied by scribes for distribution to readers and patrons across long distances. This means that when we study medieval literature, we really must consider the many manuscript copies that survive in order to more fully understand how texts functioned in different contexts for different audiences. *Piers Plowman* survives in more than 50 manuscripts, and so the PPEA seeks to make the variations among all these manuscripts apparent and accessible to digital readers.

This is a valuable project that endorses an approach that should be adopted for more medieval texts. However, the PPEA website could be greatly improved by some improvements to how readers can visualize the relationships between all these manuscripts. The notation used on the site to indicate variation is quite clunky and necessitates a page called "Instructions for

First-Time Users". Ideally, any reader could begin interacting with the PPEA with little to no instruction. When we pick up a book, we do not generally need additional instructions on how to read it, and I think it would be much better if we could somehow have that same pleasurable, unimpeded reading experience for users of the PPEA. Here is a screengrab from the PPEA to give a sense of what this digital archive looks like:



Other sources:

Bryant, John. "Introduction: The Fluid Text" & "Editing the Fluid Text: Agenda and Praxis." *The Fluid Text: A Theory of Revision and Editing for Book and Screen.* University of Michigan Press, 2002. pp. 1-16 & pp.141-172.

"Episode 3: Digitizing the Bannatyne MS." *Coding Codices* from the Digital Medievalist Postgraduate Committee, March 2021,

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 https://podcast.digitalmedievalist.org/episode-4-marco-polo-and-the-art-of-editing/.
- Foys, Martin K. "Medieval Manuscripts: Media Archaeology and the Digital Incunable." *The Medieval Manuscript Book: Cultural Approaches*, edited by Michael Johnston and Michael Van Dussen, Cambridge University Press, Cambridge, 2015, pp. 119–139. Cambridge Studies in Medieval Literature.