

DIGHUMLAB

Denmark's first digital humanities laboratory, DIGHUMLAB, invites researchers from a large spectrum of Digital Humanists to participate in DH processes: they could be literature scholars, librarians, cartographers, game designers, linguists, journalists and archaeologists. Humanities-based disciplines are greatly affected by the rapid growth and change of tools, methods and audiences.

There are currently three major research themes, these are: [Language-based materials and tools](#), [Media tools](#), and [Interaction and Design studies](#).

- DIGHUMLAB aims to enhance research within communication and media studies by developing infrastructures for the study of a) online and archived web materials and b) digitized legacy media collections.
- DIGHUMLAB will help with more efficient and relevant access to Danish and European collections of sound and image media, particularly access which enables and further challenges humanities research.
- DIGHUMLAB, as an overarching and national-wide infrastructure, will host smaller experimental labs where skills, methods, and tools will be made available for all national researchers.
- Workshops and seminars in the sphere of digital humanities will be organised, and European and international collaboration in line with DIGHUMLAB's vision and aims will be sought.

DIGHUMLAB was founded by [Aalborg University](#), [Aarhus University](#), [the University of Copenhagen](#), and [the University of Southern Denmark](#).

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