Objectives

● Familiarize you with basic structures and definitions of Digital Scholarship
● Get you thinking about how you might engage Digital Scholarship in your own work
● Get you connected with the Sherman Centre and resources for Digital Scholarship available at McMaster and beyond.
Today’s Workshop

1. Introduction
2. Exploring Digital Scholarship Projects (in small groups)
3. Defining DS (as a big group)
4. Applying DS to your own research
5. Where do we go from here? Resources for Digital Scholars at Mac.
1. Introduction
The Lewis and Ruth Sherman Centre for Digital Scholarship provides consulting and technical support to faculty and graduate students with all levels of technological experience. We consult on any stage or aspect of a digital scholarship or pedagogical project to help determine the digital tools, techniques and methods that best suit the project whether big or small.

The Sherman Centre hosts a regular workshop series, a graduate colloquium, a visiting scholars series, and two undergraduate courses.

Our scholarly and technical research projects range from software development, 3D printing and modeling, visualization, and social media data ethics and management.

We are located on the first floor of Mills Library at McMaster University. For researchers working on projects in the Centre, it is open and available whenever Mills Library is open.

- contact information
- location and directions
- join our mailing list

McMaster University Library

Made possible by a generous gift from the Lewis & Ruth Sherman Foundation.

Latest news

- 2018-2019 Graduate Residency
  - Call for Applicants
- Continuing Research On Local Networks
- So Long, Thanks for all the Fish, and Promises to Keep.
A brief history of digital scholarship

(A case study from the discipline of History)
1982 – IBM introduces its first PC
and Social Science History in spreading knowledge of the new methods, there still remain leading history schools where quantitative methods are not taught or where the token quantifier of the faculty pursues a lonely task, tolerated but unloved.
The Problem of History in the Age of Abundance

By Ian Milligan | DECEMBER 11, 2016

Our collective cultural heritage faces a serious problem: In the digital age, we can...
Defining Digital Scholarship
...using a word processor to write an essay?
...collaborating with a colleague in a Google doc?
…finding sources on the library website?
…reading digitized archival material?
...scanning historical material?
…creating a digital exhibit?
...using a computer program to analyze historical data?
Answer: Maybe all of them?
How do you define Digital Humanities? (2011)

Anything a Humanities scholar does that is mediated digitally, especially when such mediation opens discussion beyond a small circle of academic specialists. - David Wacks, University of Oregon, USA

Developing tools and workflows to create comprehensive, interoperable, and innovative digital resources. - Jennifer Starzinger, Papers of George Washington, University of Virginia, USA

Humanities gone digital and vice versa - Anna Caporrelli, università degli studi della Tuscia (Viterbo), Italy

In SpecLab (2009), Johanna Drucker explains that the digital humanities does not simply entail “the creation of new electronic environments for access to traditional or born-digital materials. It is the study of ways of thinking differently about how we know what we know, and how the interpretive task of the humanist is redefined in these changed conditions” (xii). What resonates with me about Drucker’s description is how she conceives of DH both in terms of its epistemological function, and in terms of its function for us as critics—and I will add to her definition, as teachers as well. - Lauren Klein, The Graduate Center and Macaulay Honors College, CUNY USA

Une pratique réflexive des outils numériques sur sciences humaines et sociales. - Bjørn-Olav Dazo, Université de Liège, BE

I wouldn't dare I'm interested in how the definition is evolving. I'm more interested in the variety of methods employed in the digital humanities. And I'm most interested in the results and interpretation of research and scholarship in the digital humanities. - Jon Christensen, Stanford University, Bill Lane Center for the American West, USA

Dare I try such a thing when the debate seems to continue on if I'm still on the quest to find my personal definition of DH. When I find one, I'll let you know. - Susan Roy, Stanford University, USA

Digital Humanities is in its simplest form conducting humanities research with the help of a computer whether it is visualizations or text analysis. Digital Humanities can also include combining our expertise of computing and programming with the humanities to complete web based projects or other projects that require some programming knowledge. - Ashley Moritz, University of Alberta, Canada

Humanities research based on Digital Data and the Internet. - Kazuo Watanabe, Ritsumeikan University, Japan

DH stands for a wide variety of disparate practices, methodologies, and ways of communicating that take advantage of technology in order to enable and encourage the act of thinking deeply and critically about life. From this perspective, DH is the name given to the work of the most open-minded and courageous humanities working today. - Stewart Varney, Emory University, USA

I think of digital humanities as an umbrella term that covers a wide variety of digital work in the humanities: development of multimedia pedagogy and scholarship, designing & building tools, human computer interaction, designing & building archives, etc. DH is interdisciplinary; by necessity it breaks down boundaries between disciplines at this local level (e.g. English and history) and global level (e.g. humanities and computer sciences) levels. - Katie Gwizdek, Old Dominion Univ, USA

I see ‘Digital Humanities’ as an umbrella term for two different but related developments: 1) Humanities Computing (the specialist use of computing technology to undertake Humanities research) and 2) the Implications for the Humanities of the social revolution created by ubiquitous computing and online access. Since the late 1990s the latter seems to have become the driving force in DH with responsibility for much of the ‘boom’ in public interest and funding. - Leif Baskes, University of Southampton, UK

A community of practice (to borrow Etienne Wenger’s phrase) whereby, the learning, construction and sharing of humanities knowledge is undertaken with applications of digital technologies in a reflexive, theoretically-informed, and collaborative manner. - Kathryn E. Piquette, Humboldt-Universität zu Berlin, Germany

Digital humanities is a constantly evolving discipline based on scholarship and pedagogy derived from the intersection of computing and technology with traditional humanities education and field of study. - James Neal, Maryland Institute for Technology in the Humanities, USA

A name that marks a moment of transition, the current name for humanities inquiry driven by or dependent on computers or digitally born objects of study, a temporal epithet for what will eventually be called merely Humanities. - Mark Mano, University of Southern California, USA

One of those moments where the rest of the world and Humanities collide. Digital Humanities is an opportunity for the Humanities to explore the immense possibilities that the technologies of today can sustain (and I tentatively suggest, improve) the way in which identification, collection, interpretation, and dissemination of data happens in our field. - Nicole Smith, University of South Carolina, USA

Digital Humanities for me is the way that we can collaborate and share online, all over the world, bringing to life the old stories while creating new stories of our own, in words and in images. - Laura Gibbs, University of Oklahoma, USA

We use “digital humanities” as an umbrella term for a number of different activities that surround technology and humanities scholarship. Under the digital humanities rubric, I would include topics like open access to materials, intellectual property rights, tool development, digital libraries, data mining, born-digital preservation, multimedia publication, visualization, GIS, digital reconstruction, study of the impact of technology on numerous fields, technology for teaching and learning, sustainability models, and many others. - Brett Bobley, NEH, United States

Using computational tools to do the work of the humanities. - John Unsworth, University of Illinois, USA

Where the English department surrenders to the Media Arts department under the conditions that they remain in charge of what storytelling means in the 21st century. Heee. Just kidding. The merging of Literature, Media Arts and other schools of storytelling and criticism into an emergent network that benefits from history but lacks the downside and fixed ideas of entrenched interests be it in the classroom, the boardroom or copyright office. This is an attempt to cast a wider net to include social media and the democratization of media production into the literary cannon complete with thoughtful and insightful analysis and scholarly study and reporting. Literature department walks become iconic membranes and connecting tissue between liberal arts scholarship in academia, art, technology and social media context producers. DH is a conceptual location where good ideas, best practices and innovation is encouraged. Transdisciplinary is the new DH Norm. DH is a network aggregate university. While individual universities are slow to change, the networked body consisting of DH individuals from many different universities can combine to evolve an educational ecosystem that thrives on change.
How do you define Humanities Computing?

https://bit.ly/2vwj7Kv

Voyant Tools

https://voyant-tools.org/
The application of computational tools, techniques and methods intertwined with scholarly inquiry, analysis, and critique.
## 2. Exploring DS Projects

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<tr>
<th>Project</th>
<th>Website/Link</th>
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<tr>
<td>Trading Consequences</td>
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<tr>
<td>Feminist Trump</td>
<td><a href="https://github.com/PublicDesignWorkshop/FeministTrumpBot">https://github.com/PublicDesignWorkshop/FeministTrumpBot</a></td>
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<td>The Shelley-Godwin Archive</td>
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<tr>
<td>Mapping Decline: St. Louis and the American City</td>
<td><a href="http://mappingdecline.lib.uiowa.edu/">http://mappingdecline.lib.uiowa.edu/</a></td>
</tr>
<tr>
<td>Lincoln Logarithms</td>
<td><a href="http://disc.library.emory.edu/lincoln/">http://disc.library.emory.edu/lincoln/</a></td>
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Questions to consider

1. What is the purpose of the project?
2. What kinds of tools is it using?
3. What discipline is it coming from?
4. Who is behind it (students, a group of collaborators, an individual, government institution)? And who is funding it?
5. Who is the intended audience?
6. What does it do well, what does it do not well?
7. Why is this Digital Scholarship? What are the characteristics that make it a Digital project?
3. Defining DS - what have we learned?

- Can we come up with a definition of DS that is a little more robust?
- What does it do that other scholarship doesn’t? What is the point of it?
- What forms can Digital Scholarship take?
4 - Applications

(how do I get started with Digital Scholarship?)
Considerations

...Sustainability

...Documentation

...Time

...Skill Acquisition

...Collaboration

...Failure

...Dissemination

Etc..
5. Where do we go from here?

Workshops:
- DH@Guelph (Univ. of Guelph)
- Digital Humanities Summer Institute (DHSI) (UVic)
- Do More with Digital Scholarship (DMDS) (McMaster)

Campus Centres:
- Sherman Centre (all things DS)
- Maps and GIS Library (mapping)
- Lyons New Media Centre (video equipment, cameras, green room)
- Grant Writing and Funding: Faculty – Research Office.
- Students – Supervisors, chairs, Sherman Centre
Contact us:

http://scds.ca

Mica Jorgenson
jorgenma@mcmaster.ca
@mica_amy

Cathy Grisé
grisec@mcmaster.ca