Digital Humanities (DH)

* What it is: the intersection of computing and the humanities. E.g.,
	+ Application of computing to humanistic disciplines
	+ Study of how new media affects humanistic disciplines and vice versa
	+ The field is strongly interdisciplinary, but basic tools and standards are also shared in common by scholars working more traditionally within their separate fields
	+ What new questions can we ask? What old questions can we investigate in new ways?
* At Southeastern, in the English Department, the corner of the field that we work
	+ Literary editing (faculty/student teams)
	+ Teaching students to write and publish for online environments
	+ Creative writing in electronic environments (only starting on this one)
* Humanitiesonline.org
	+ Our “flagship” DH projects are editions and documentary archives
		- *Book of Margery Kempe*
		- *Early Ruskin Manuscripts, 1826-1842*
		- *Civil Rights Movement on the Northshore*
	+ Cooperative projects with other institutions
		- British Library (Kempe)
		- Lancaster University (UK) and other libraries holding pertinent Ruskin mss. (Beinecke, Huntington, Morgan, Princeton, and others)
	+ What students have to master, and why this mastery is essential for careers
		- XML – a markup that is both consistent in its grammar and flexible and extensible in its vocabulary, meaning that the markup is used to organize information in a wide variety of academic disciplines, businesses, and industry
			* XML describes structures of documents and other data, not their surface appearance; it is analytical *(humanists are really good at explaining structures of documents and data)*
			* “Human readable” – that is, the content is independent of proprietary software
			* Content is kept strictly separate from display, so that content can be exhibited in countless formats, while remaining inviolate in itself *(the XML document is “transformed” using XSLT and style sheets into desired formats – humanists and artists are really good at making the data structures they’ve analyzed also look good on the user end)*
		- TEI standard – an international consortium, which has established a common XML vocabulary for humanistic digital projects in various disciplines
			* Shared markup standard assures that projects can interface
			* Assures long-term preservation of scholarly information, since libraries, publishers, and academies have signed on in support
			* Rigorous standard *(students enjoy the markup but the standard is exacting – students learn what professional standards mean in a very direct way)*
		- Teamwork – no DM project can be undertaken by an individual; these projects require cooperation among team members contributing various strengths and passing along a shared memory to successors
* Some resources
	+ TEI <http://www.tei-c.org/index.xml>
	+ Kirschenbaum’s What is DM? <http://mkirschenbaum.wordpress.com/2011/01/22/what-is-digital-humanities/>
	+ Digital Scholarship in the Humanities (online journal) <http://digitalscholarship.wordpress.com>
	+ Literary Studies in the Digital Age (MLA Commons) <http://dlsanthology.commons.mla.org>
	+ Association for Documentary Editing <http://www.documentaryediting.org/wordpress/>