# Συστήνοντας τα Digital Humanities (DH): γενεαλογίες, ιστορίες και προοπτικές

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Presentation's bibliography link:  bit.ly/2o0ndoJ

**DH Defined**
@DHDefined

Following ⌄

I have no idea how DH is defined.

4:15 PM - 7 Sep 2017

[ Αυτοματοποιημένο twitter bot που αναπαράγει τους ανά καιρούς ορισμούς των Digital Humanities (DHday) ]

HIDDEN HISTORIES

DIGITAL HUMANITIES
1949 TO PRESENT

Springer Series on Cultural Computing

Julianne Nyhan
Andrew Flinn

Computation
and the
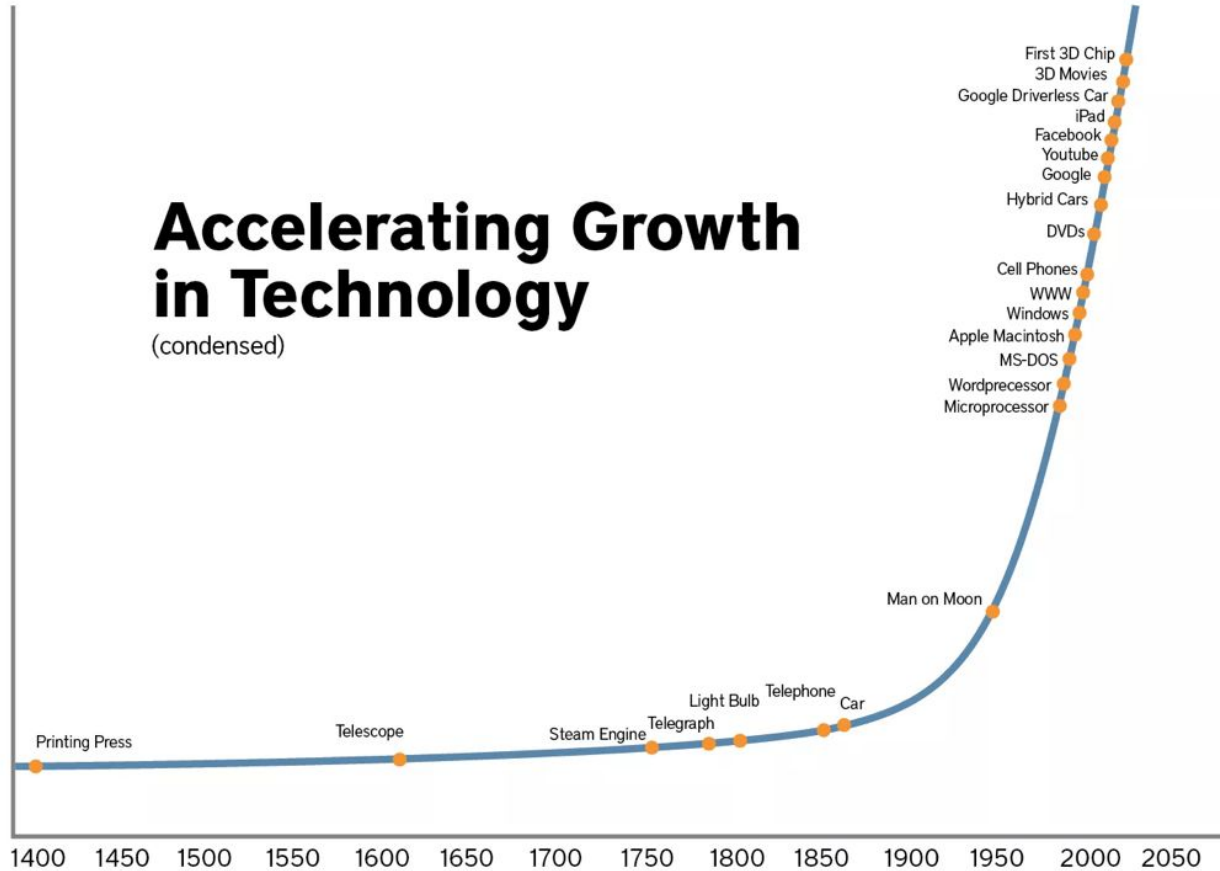Humanities

Towards an Oral History
of Digital Humanities

Springer Open

# ιστορία/ες των DH Vs ορισμό/ούς των DH;

- ενίσχυση των δεσμών της κοινότητας γύρω από την 'κοινή ιστορία'

-  η γνώση της προϊστορίας & του παρελθόντος του κλάδου ως ρυθμιστικός παράγοντας για τη μελλοντική εξέλιξη του

- 'ιστορία εν τη γενέσει' - αίσθηση της συμμετοχής στη διαμόρφωση του κλάδου

- ευρύτερη ιστοριογραφική κίνηση γύρω από την ιστορία των Ανθρωπιστικών Επιστημών [Society for the History of the Humanities | journal *History of Humanities* | 'Making of the Humanities VI' conference, 2018- ]

- Δεν είναι κάτι καινούριο !
  - ιστορική διάσταση της σύνδεσης (Ανθρωπιστικών) Επιστημών και τεχνολογίας
  - η τεχνολογία **δεν** είναι κάτι εξωτερικό, που "συμβαίνει" στις Ανθρωπιστικές Επιστήμες, την ανθρώπινη ιστορία και κουλτούρα

# Accelerating Growth in Technology

(condensed)

First 3D Chip
3D Movies
Google Driverless Car
iPad
Facebook
Youtube
Google
Hybrid Cars
DVDs
Cell Phones
WWW
Windows
Apple Macintosh
MS-DOS
Wordprecessor
Microprocessor

Man on Moon

Light Bulb
Telephone
Car
Steam Engine
Telegraph

Printing Press

Telescope

1400 1450 1500 1550 1600 1650 1700 1750 1800 1850 1900 1950 2000 2050

# Συστήνοντας τα DH

(συστήνω, introduce), v.    'παρουσιάζω κάτι για πρώτη φορά, κάνω τις συστάσεις'
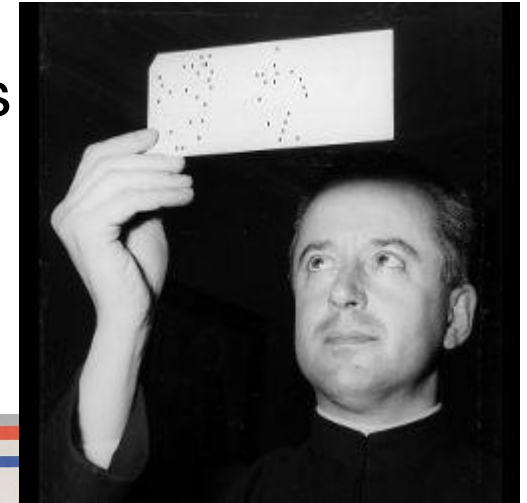                            'καθιερώνω, ιδρύω'


**πώς οι βασικοί πρωταγωνιστές, ιστορικά και μέχρι σήμερα, συνέλαβαν, παρουσίασαν, καθιέρωσαν τη σχέση των υπολογιστικών τεχνολογιών με τις Ανθρωπιστικές Επιστήμες στο ιστορικό συνεχές, και κατ' επέκταση, τον κλάδο των Digital Humanities;**



- ειδολογικές πραγματείες (genre pieces / essays)
- εννοιολογικούς χάρτες  (intellectual maps)

# 1949-70 Computers and / in the Humanities

1949 Father Busa , Index Thomisticus,  IBM Italia

-   νέα υπολογιστική τεχνολογία ως αφορμή
    ενθουσιασμού

-   υπολογιστική δύναμη στην υπηρεσία μεγάλου
    όγκου κειμενικής πληροφορίας

-   εμπειρική απάντηση στο δόγμα/ διαμάχη " the
    two cultures " ( Charles Snow, 1959 )



"THE DIFFICULT WE CAN
DO IMMEDIATELY

THE IMPOSSIBLE TAKES
A LITTLE LONGER"

*Roberto Busa, S.J., and The Emergence of Humanities Computing* | UC
Berkeley, Bancroft Library

# 1949-70 Computers and / in the Humanities

Joseph Raben, "**Prospect",** *Computers and the Humanities: A Newsletter (CHum),* September 1966, 1:1

"**We define humanities as broadly as possible**. Our interests include literature of all times and countries, music, the visual arts, folklore, the non-mathematical aspects of linguistics, and all phases of the social sciences that stress the humane. When, for example, the archaeologist is concerned with fine arts of the past, when the sociologist studies the non-material facets of culture, when the linguist analyzes poetry, we may define their intentions as humanistic; **if they employ computers, we wish to encourage them and to learn from them.**"

# 1970-90 Humanities Computing

Υπολογιστικές εργασίες κυρίως γύρω από το **κείμενο**

"Thus, very early on, a distinction was made between the computation as a **tool** for humanities research and the transformation of literary or historical documents into a computerized **archive** or database". (Hockey, 'History of Humanities Computing', 2004)

1. Αριθμητικοί υπολογισμοί & επεξεργασία κειμενικών δεδομένων
2. Ηλεκτρονικά κείμενα

[ Lexicographical, textual archives, corpora, and concordance making, indexing, lexical analysis, stylistic analysis, linguistics, machine translation, textual editing and attribution studies ]

# 1970-90 Humanities Computing

Υπολογιστικά κέντρα - **υπηρεσίες βοηθητικές (support function / service-oriented**) στη διάθεση των ερευνητών | Humanities "faculty" VS Computing "staff"

"… today, even the most reluctant scholar has at least an indefinite notion of the computer's ability to store, manipulate and analyse natural language texts, whilst his less wary colleagues are likely to meet with a sympathetic reception if they approach **their local computing centre with proposals for literary or linguistic research – some universities, indeed, have set up institutes and departments whose special task it is to facilitate work of this kind.**"

R. A. Wisbey, *The Computer in Literary and Linguistic Research,* 1971

1976, προσωπικός υπολογιστής  (personal computer)

# 1970-90 Humanities Computing

Θεσμική καθιέρωση
- 1964 Literature and Linguistic Computing Center (Cambridge)
- 1970 - 80 Conference in Literature and Linguistic Computing (Cambridge) (IBM-sponsored)
- 1973 Association for Literary and Linguistic Computing  (EU) - now European Association for Digital Humanities
- 1978 Association for *Computing in the Humanities*  (USA & Canada)
- 1978 International Conference on Computing in the Humanities (USA & Canada)
- 1986 journal *Literary and Linguistic Computing* (LLC) - now *Digital Scholarship in the Humanities*
- Humanities Computing Yearbook 1988- 1971

Οι υπολογιστικές δυνατότητες κι εξελίξεις ρυθμίζουν το είδος και τα όρια των εργασιών I
- Υπερκείμενο - Hypertext (Ted Nelson, 1967)
- Character encoding (ASCII)
- Text encoding / Markup (COCOA, SGML, XML)
- 1987 Humanist - Global Online Seminar (ListServ - e-mail )
- 1989 Text Encoding Initiative

# 1990s Humanities Computing +

Οι υπολογιστικές δυνατότητες κι εξελίξεις ρυθμίζουν το είδος και τα όρια των εργασιών ΙΙ

**World Wide Web**
- Δημοσίευση ερευνητικών πορισμάτων (electronic resource, digital library)
- Προώθηση του κλάδου σε μεγαλύτερο κοινό
- Συνεργατικά & αποκεντρωμένα  projects  (Orlando, TLG, Blake Archive)
- Αναπαράσταση & επεξεργασία πληροφορίας ( HTML )

**Πολυμεσική πληροφορία (multimedia information: images, audio, video)**

**Πέρα από την επιστημονική κοινότητα  -  GLAM, mass digitisation & tech infrastructure**

1995 Arts and Humanities Data Service (UK)
1996 Getty Art History Information Program, *Research Agenda for Networked Cultural Heritage*

1999 "Is humanities computing an academic discipline?", Seminar series, Institute for Advanced Technology in the Humanities, University of Virginia

"Participants in this fall's seminar will discuss the nature of humanities computing (Is it, in fact, a field of scholarly inquiry?) and whether the University should offer a degree program in it."

Susan Hockey, Is There a Computer in this Class?
Espen Aarseth, From Humanities Computing to Humanistic Informatics: Creating a Field of Our Own
John Nerbonne, Humanities Computing: A Federation of Disciplines
**Willard McCarty, Humanities Computing as Interdiscipline**
Geoffrey Rockwell, Is humanities computing an academic discipline?
Lou Burnard, Is Humanities Computing an Academic Discipline? or, Why Humanities Computing Matters
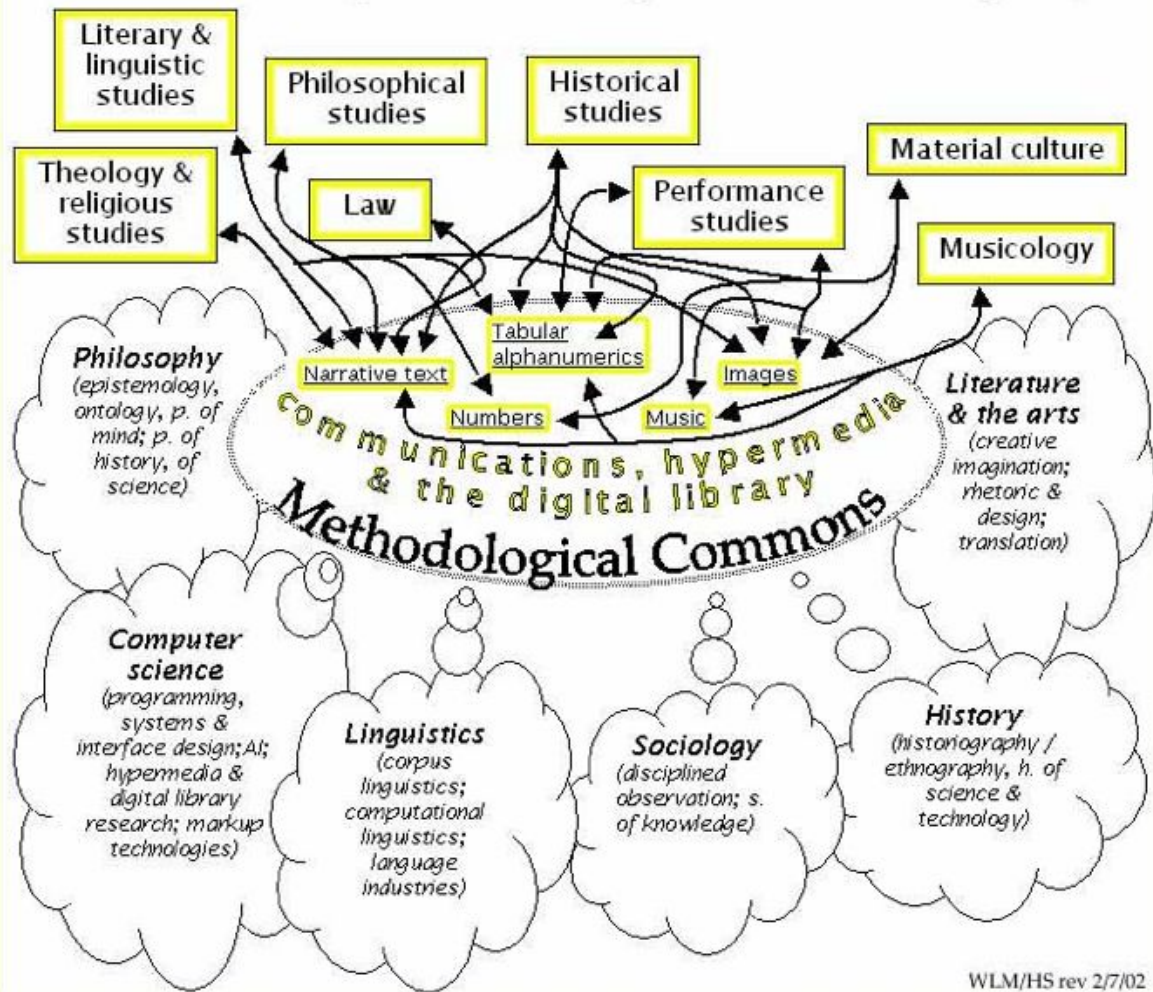Stuart Moulthrop, Computers, Humanism, and the Coming Age of Print

# 1999 Willard McCarty, "Humanities Computing as Interdiscipline"

Questioning disciplinarity, indeed questioning the *raison d'être* of of higher education, is a feature of contemporary society. Disciplines are questioning identities formed around cultural assumptions no longer workable. We can see how computing is apt to have profoundly transformative effects within the academy [...] **In asking, "is humanities computing a discipline?" we are in part asking how a disciplined understanding of our subject is to shape our institutional response to these changes.**

Humanities computing is **interdisciplinary** by nature, which is to say that it divides naturally according to the types or ways of viewing data rather than by the disciplines of application. A true interdiscipline is, however, not easily understood, funded or managed in a world already divided along disciplinary lines […]the enigma challenges us to rethink **how we organise and institutionalise knowledge.**

# A rough intellectual map for humanities computing

Literary & linguistic studies

Philosophical studies

Historical studies

Material culture

Theology & religious studies

Law

Performance studies

Musicology

**Philosophy**
*(epistemology, ontology, p. of mind; p. of history, of science)*

**Literature & the arts**
*(creative imagination; rhetoric & design; translation)*

Tabular alphanumerics

Narrative text

Images

Numbers

Music

communications, hypermedia & the digital library

**Methodological Commons**

**Computer science**
*(programming, systems & interface design; AI; hypermedia & digital library research; markup technologies)*

**Linguistics**
*(corpus linguistics; computational linguistics; language industries)*

**Sociology**
*(disciplined observation; s. of knowledge)*

**History**
*(historiography / ethnography, h. of science & technology)*

WLM/HS rev 2/7/02

**1999, "Should we have a MA in Digital Media?"** (seminar's concluding remarks)

**2000, Humanities Computing Seminar, University of Virginia**
Panels: Teaching with Digital Media, Employment in Digital Media, Research and Digital Media

**2001–2, MA Digital Humanities Curriculum Seminar,** Media Studies Program, University of Virginia, NEH funded

    syllabus on "**Knowledge Representation**"

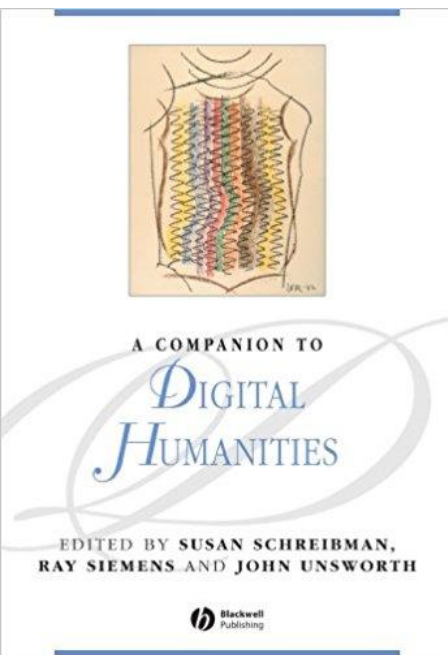## 2000 John Unsworth, "What is Humanities Computing and What is Not?"

Humanities computing is a practice of **knowledge representation, a form of modeling**.

Computer is used **as tool for modeling humanities data and our understanding of it,** and that activity is entirely distinct from using the computer when it models the typewriter, or the telephone, or the phonograph.

## 2003 Willard McCarty, *Humanities Computing*

By **modeling** I point to the heuristic process of constructing and manipulating models, a 'model' I take to be either a representation of something for purposes of study (denotative model) , or a design for realizing something new (exemplary model).

# 2004 - Digital Humanities

A COMPANION TO
*DIGITAL HUMANITIES*

EDITED BY SUSAN SCHREIBMAN,
RAY SIEMENS AND JOHN UNSWORTH

Blackwell Publishing

**AD HO** ALLIANCE OF DIGITAL HUMANITIES ORGANIZATION

europeana

DARIAH-EU

THAT CAMP

centerNet
An international network of
digital humanities centers

NATIONAL ENDOWMENT FOR THE
Humanities
**Office of Digital Humanities**

Google

Official Blog
Insights from Googlers into our
technology, and the Google cult

Our commitment to the digital humanities
July 14, 2010

arts-humanities.net

| 2004 | 2005 | 2007 | 2008 | 2010 |

2010 Melissa Terras, "Present, Not Voting: Digital Humanities in the Panopticon", keynote #DH2010

We need to move away from 'the intersection of'.

The discipline need people who are not just prepared to whine but prepared to roll up their sleeves and do things to improve our associations, our community, and our presence in academia.
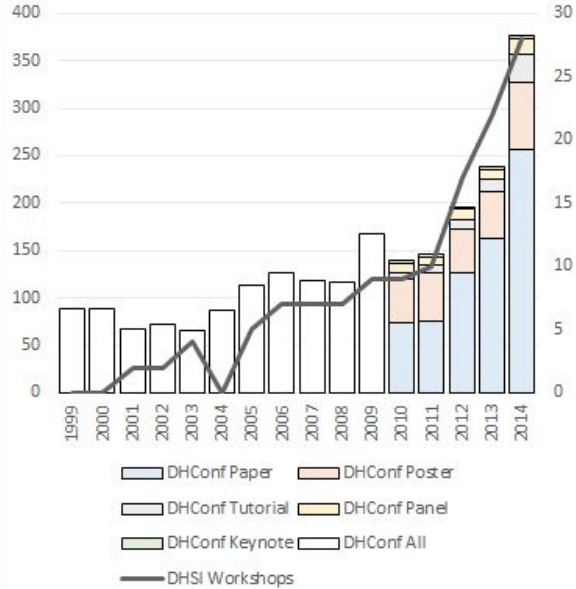
**Matthew Kirschenbaum**
@mkirschenbaum

Following

my summation of @melissaterras's justly lauded #dh2010 plenary: party's over folks, time to get our shit together.

3:30 PM - 10 Jul 2010

Annual DH Conference Presentations & DHSI Workshops

@scott_bo

PHYSICAL CENTRES IN DIGITAL HUMANITIES ACROSS THE GLOBE

114 Centers in 24 Countries

@UCLDH, 2011

# 2011 Big Tent Digital Humanities
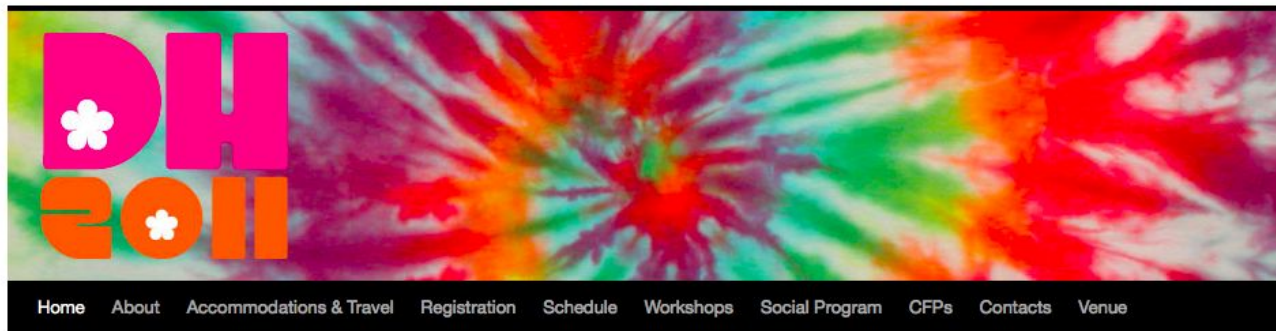


Although DH2011 belongs to everyone who participates in it, by choosing this theme we meant to announce publicly our own opinion that **a broad and diverse and vibrant DH field, one in which a thousand flowers might bloom, is the sort of DH we believe in and hope to promote.**

# 2011 Melissa Terras, "Peering Inside the Big Tent: Digital Humanities and the Crisis of Inclusion"

"Big Tent Digital Humanities" deliberately obfuscates the focus of the field. Everything is Digital Humanities! Everyone is a digital humanist! But if everyone is a Digital Humanist, then no-one is really a Digital Humanist.

Despite the changing definitions and perspectives that surround our field, **the value and usefulness of our skills are demonstrated through what we actually do, the research we undertake, the tools we build, the people we teach, the literature we write. It is in the doing that we can explore what the changing information environment means for the Humanities, and scholars in the Humanities.** We can argue the limits and boundaries of our constituency, and the list of essential skills that make up DH, over and over. **But as digital technologies become increasingly pervasive, the work and skills of Digital Humanists become increasingly important.** We are holding on tight to our place in academia – by our teeth, if needs be.

## 2011 Stephen Ramsay, "Who's In and Who's Out" / "On building"
2012 Stephen Ramsay & Geoffrey Rockwell, "Developing Things: Notes toward an Epistemology of Building in the Digital Humanities"

Do you have to know how to code [to be a digital humanist]? I'm a tenured professor of digital humanities and I say 'yes.' Personally, I think **Digital Humanities is about building things**. If you are not making anything, you are not a digital humanist. You might be something else that is good and worthy — maybe you're a scholar of new media, or maybe a game theorist, or maybe a classicist with a blog[...] **Building is, for us, a new kind of hermeneutic (screwmeneutics)**.

## 2011 Alan Liu, "Where Is Cultural Criticism in the Digital Humanities?"

Beyond acting in an instrumental role, the digital humanities can most profoundly advocate for the humanities by helping **to broaden the very idea of instrumentalism**, technological, and otherwise. This could be its unique contribution to cultural criticism.

# Map of Digital Humanities

**Media Studies**

Hypertext Theory & Lit
'Electronic Literature'

Humanities Computing

Classics    Languages

New Media Studies

New Media & Network Art

Network Critique

Media Archaeology

History of the Book

Book History

History of Reading

Digital Humanities

**Literary Studies**

Text Encoding

Text Analysis

Topic Modelling

Social Network Analysis

Mapping

"Distant Reading"
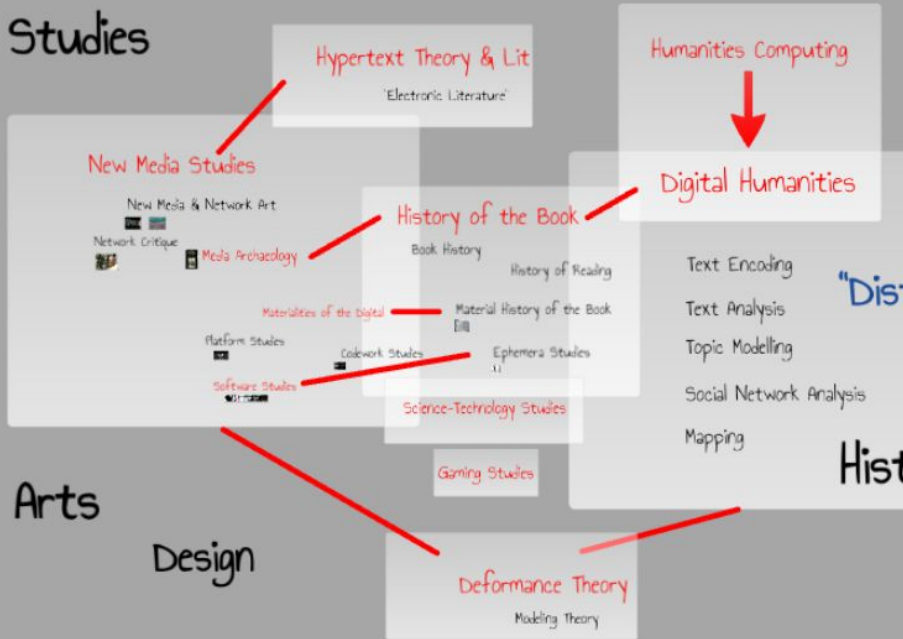
Art History

Corpus Linguistics

Materialities of the Digital

Material History of the Book

Platform Studies

Codework Studies

Software Studies

Ephemera Studies

Science-Technology Studies

**History**

Historical Sociology

**Media Arts**

Gaming Studies

**Design**

Deformance Theory

Modeling Theory

Information Science

Sciences    Communication

Anthropology

Engineering

Political Science,

Archaeology

@Alan Liu 2013

**Non-humanities disciplines**    Computer Science    Geography    Sociology    **Near-humanities disciplines**

2010 Matthew G. Kirschenbaum, "What Is Digital humanities and What's It Doing in English Departments?"
2012 Matthew G. Kirschenbaum, "Digital Humanities As/Is a Tactical Term"

"*At the 2009 MLA Convention, one field seems to be alive and well: the digital humanities... seem like the first 'next big thing' in a long time*"

At a moment when the academy itself is facing massive and often wrenching changes linked to both new technologies and the changing political and economic landscape, many seemed to feel that the connection to wider academic issues was not incidental or accidental and that **digital humanities**, with **a culture, a scholarship (and a pedagogy)** that values collaboration, openness, nonhierarchical relations, and agility, might be **an instrument for real resistance or reform.**
Digital humanities is **a mobile and tactical signifier**, whether from the standpoint of universities, publishers, scholarly organizations, funders, the press, or its actual practitioners.

# 2016 Miriam Posner, "What's Next: The Radical, Unrealized Potential of Digital Humanities"

The digital humanities, and the wider scholarly community, face a crucial choice – we can do what we know how to do, accept the datasets inherited and constructed by powerful institutions, reproducing existing social inequalities, or we can scrutinize data, rip it apart, rebuild it, re-imagine it, and perhaps build something entirely different and weirder and more ambitious.[...] Truly, **the interrogation of structures of power is the most complicated, challenging computing problem** I can imagine, and DH hasn't even *begun* yet to take it on.

# DH2016 Submission Topics



| | 0% | 5% | 10% | 15% | 20% | 25% |

- Text Analysis
- Historical Studies
- Data Mining / Text Mining
- Archives, Repositories, Sustainability And Preservation
- Literary Studies
- Visualisation
- Corpora And Corpus Activities
- Interdisciplinary Collaboration
- Digitisation, Resource Creation, And Discovery
- Content Analysis
- Cultural Studies
- Knowledge Representation
- Natural Language Processing
- Linking And Annotation
- Interface And User Experience Design
- Linguistics
- Networks, Relationships, Graphs
- Metadata
- Databases & Dbms
- Software Design And Development
- Digital Humanities - Pedagogy And Curriculum
- Digital Humanities - Diversity
- Audio, Video, Multimedia
- Maps And Mapping
- Glam: Galleries, Libraries, Archives, Museums
- Media Studies
- Information Retrieval

topics in red were added this year

- ☐ Topical coverage in 2016
- ☐ Topical coverage in 2015
- ☐ Topical coverage in 2014
- ☐ Topical coverage in 2013

@scott_bot
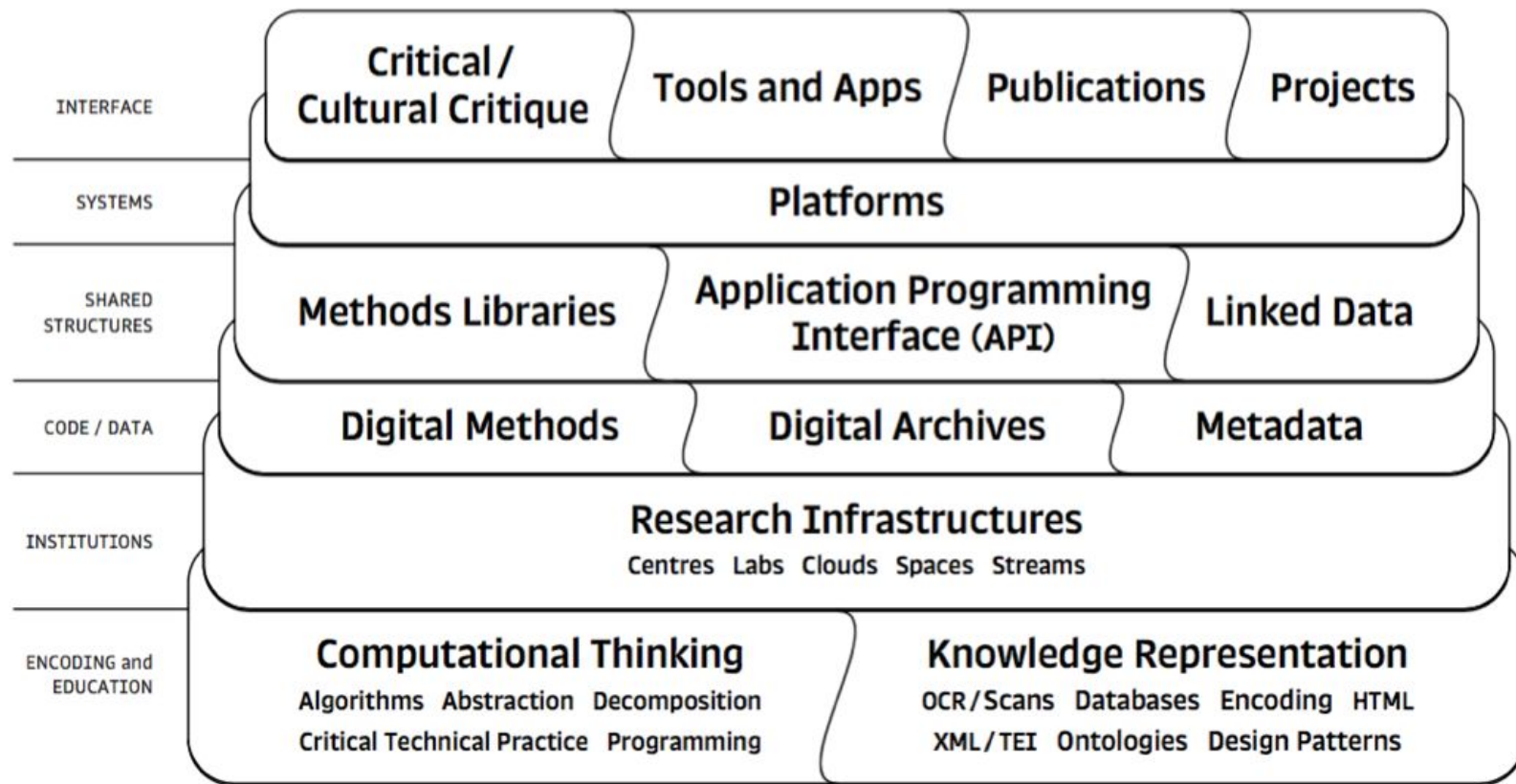
# 2017 D.Berry, A. Fagerjord, 'Digital Humanities'

The Digital Humanities offers a critical reading of culture and society that connects to the changing ways in which culture is produced… by moving away from a comparative notion of the digital, contrasted with other material forms such as paper or photopaper, and instead beginning to think about **how the digital is modulated within various materialities with specific affordances**.

# The Digital Humanities Stack

| | |
|---|---|
| INTERFACE | **Critical / Cultural Critique** · **Tools and Apps** · **Publications** · **Projects** |
| SYSTEMS | **Platforms** |
| SHARED STRUCTURES | **Methods Libraries** · **Application Programming Interface (API)** · **Linked Data** |
| CODE / DATA | **Digital Methods** · **Digital Archives** · **Metadata** |
| INSTITUTIONS | **Research Infrastructures** Centres Labs Clouds Spaces Streams |
| ENCODING and EDUCATION | **Computational Thinking** Algorithms Abstraction Decomposition Critical Technical Practice Programming · **Knowledge Representation** OCR/Scans Databases Encoding HTML XML/TEI Ontologies Design Patterns |

# 2017 Ted Underwood, "DH as a semi-normal thing"

The initial wave of utopian promises and enraged jeremiads about "DH" seems to have receded. Scholars have realized that new objects, and methods, of study are here to stay — and that they are in no danger of taking over. Now it's just a matter of doing the work. That, also, takes time.

At the end, the Digital Humanities could have something important to contribute towards thinking about and developing our understanding of the role of the human in an increasingly digital present.

D.Berry, A. Fagerjord, *Digital Humanities,* 2017

# Ερωτήσεις;
# Ευχαριστώ!

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Presentation's bibliography link:  bit.ly/2o0ndoJ