**Introduction to Digital Humanities**

**4-5:30 PM MW**

**Wilson 244**

**Instructor: John Unsworth**

This course is a graduate-level introduction to the history, theory, and methods of the digital humanities. It is also a required course for the graduate certificate in digital humanities. In it, we will cover a range of historical, disciplinary, technical, and contemporary issues in digital humanities. It is focused on digital humanities in the context of literature and language, but it also considers more general cultural and epistemological issues, as well as pragmatics, such as how maps and other spatial and temporal perspectives are enabled by the digital. This course is also designed to introduce students to areas of digital humanities activity at UVa. Students should come away from the course with a solid understanding of the origin of digital humanities, the kinds of work done under that label, the opportunities to participate in DH research at UVa, the research insights offered by digital humanities methods, and the applicability of those methods to the student’s own research interests.

**Assignments & Grading:**

The real focus of this course is reading and discussion, so participation counts for a lot. **Assignments** include

* three autobiographical essays during the semester, reflecting your own intellectual history with respect to digital humanities,
* a curricular intervention aimed at future iterations of this course, and
* a final project in which you will be asked to plan a DH research intervention

Curricular interventions may be done individually or with one other class member; Research interventions may be group or individual projects. Four of the weeks of readings after spring break are deliberately left open, for the four curricular interventions selected by the class.

**Grading**: One of your tasks throughout the semester is to evaluate your own learning (in the reflective assignments): I will respond in writing to each of these. Curricular and Research projects will be assessed by all the members of your class. Ultimately, you will assign your own grade for the semester, in light of all of this feedback. I reserve the right to adjust those grades, which is unlikely.

**Readings & Resources:**

There are no materials to buy for this class: most are open-access and online for free; other material will be excerpted, with excerpts on Collab, restricted to students in the class but still free. I hope some of the books from which we read will seem valuable enough to buy for your own collection. *This document is not the authoritative list of readings for the semester: the Class Meetings pages on Collab will have the latest updates*. *The Resources page on Collab will have links to materials not otherwise mentioned in this semester’s syllabus or class meetings.*

**Class Meetings:**

### Jan 13, 15: Introduction and Background

Overview of the class, review of the syllabus as a contract for the class, questions, and preliminary discussion of readings that outline the origins of digital humanities, their relevance to humanities research and education, and issues of diversity and inclusiveness as they apply to digital humanities.

#### ****Readings:****

* Father Busa, “[Foreword: Perspectives on the Digital Humanities](http://www.digitalhumanities.org/companion/view?docId=blackwell/9781405103213/9781405103213.xml&chunk.id=ss1-1-2&toc.depth=1&toc.id=ss1-1-2&brand=9781405103213_brand)” Blackwell Companion to Digital Humanities.  2004.
* Melissa Terras and Julianne Nyhan, ["Father Busa's Female Punch Card Operatives,"](https://dhdebates.gc.cuny.edu/read/untitled/section/1e57217b-f262-4f25-806b-4fcf1548beb5#ch06) Debates in The Digital Humanities 2016
* John Unsworth, [“Digital Humanities: From 1851?”](https://web.archive.org/web/20140224051943/http%3A/blogs.brandeis.edu/lts/2013/05/17/digital-humanities-from-1851/) Brandeis LTS Blog, now at archive.org.
* Hockey, Susan. [“The History of Humanities Computing.”](https://collab.its.virginia.edu/access/content/group/64f84fdf-293c-41a7-aabc-d5e038afd3be/Hockey.HistoryofHC.pdf)In Companion to Digital Humanities, ed. by Susan Schreibman, Ray Siemens, and John Unsworth. Oxford: Blackwell, 2004.
* Matt Kirschenbaum, “”[What Is Digital Humanities and What’s It Doing in English Departments?](https://mkirschenbaum.files.wordpress.com/2011/03/ade-final.pdf)” ADE Bulletin, no. 150 (2010). (Also reprinted in Debates in the Digital Humanities, 2012)
* Tara McPherson, ["Why Are the Digital Humanities So White?, or, Thinking the Histories of Race and Computation,"](http://dhdebates.gc.cuny.edu/debates/text/29) in Debates in the Digital Humanities (2012)
* Ted Underwood, "[Digital Humanities as a Semi-Normal Thing](https://dhdebates.gc.cuny.edu/read/untitled-f2acf72c-a469-49d8-be35-67f9ac1e3a60/section/ac5fc1c4-abcb-4a04-8a4b-fa5fe763220e#ch10)" in Debates in Digital Humanities 2019

#### ****Projects:****

* [“’Is Humanities Computing an Academic Discipline?’ An Interdisciplinary Seminar.”](http://www.iath.virginia.edu/hcs/index.html) UVa, 2001-2002.
* [DH Certificate @UVa](https://dh.virginia.edu/certificate)

#### ****Events:****

* [LaDale Winling presentation at the Scholars' Lab, on learnjng from failed DH projects](https://dh.virginia.edu/events/7473%22%20%5Ct%20%22_blank)

### January  20, 22:  Digital humanities -- a disciplinary sampler

As a way of contextualizing several weeks of reading and discussion that will be focused on DH and literary studies, this week will be devoted to readings that describe the intersection of DH with other humanities disciplines, some textually oriented, and some not.

**Due Jan 22:** Chapter One of your intellectual digital humanities autobiography, in which you might describe your motivation for learning more about digital humanities, explain your experience in this area to date, talk about what you hope to learn, clarify, or problematize during the semester. Or ideas of your own.

**Readings:**

* Hugh Craig, “[Stylistic Analysis and Authorship Studies](http://digitalhumanities.org:3030/companion/view?docId=blackwell/9781405103213/9781405103213.xml&chunk.id=ss1-4-1&toc.id=0&brand=9781405103213_brand),” Blackwell Companion to Digital Humanities, 2004
* Greg Crane, “[Classics and the Computer: An End of the History](http://www.digitalhumanities.org/companion/view?docId=blackwell/9781405103213/9781405103213.xml&chunk.id=ss1-2-4&toc.depth=1&toc.id=ss1-2-4&brand=9781405103213_brand),” Blackwell Companion to Digital Humanities, 2004
* Ethan Watrall, [“Archaeology, the Digital Humanities and the ‘Big Tent’,”](http://dhdebates.gc.cuny.edu/debates/text/79) in Debates in Digital Humanities 2016
* Kevin L. Ferguson, “[Volumetric Cinema,](https://dhdebates.gc.cuny.edu/read/untitled-f2acf72c-a469-49d8-be35-67f9ac1e3a60/section/a214af4f-2d31-4967-8686-738987c02ddf#ch28)” Debates in Digital Humanities 2019
* Bobby L. Smiley, “[From Humanities to Scholarship: Librarians, Labor, and the Digital](https://dhdebates.gc.cuny.edu/read/untitled-f2acf72c-a469-49d8-be35-67f9ac1e3a60/section/bf082d0f-e26b-4293-a7f6-a1ffdc10ba39#ch35),” Debates in Digital Humanities 2019
* Lincoln Mullen, [A Braided Narrative for Digital History](https://dhdebates.gc.cuny.edu/read/untitled-f2acf72c-a469-49d8-be35-67f9ac1e3a60/section/e5496dc6-dcc1-42e7-8609-9377d05812c5#ch31), Debates in Digital Humanities 2019

#### ****Projects:****

* Andrew Quintman and Kurtis R. Schaeffer, "[Life of the Buddha](http://lotb.iath.virginia.edu/)," IATH
* Mona Kasra, Luke Dahl, "[Experiencing Embodied Cultural Practices through Motion Capture and Immersive Media: A Hybrid Research/Practice Collaboration Across Disciplines](http://eecp.iath.virginia.edu/)," IATH
* Morris Eaves, Bob Essick, Joe Viscomi, "[The Blake Archive](http://blakearchive.org/)," IATH

#### ****Events:****

* [Introduction to R/R Studio, Jan 21 10-12, Brown 133](https://dh.virginia.edu/events/7437)
* [Introduction to Python, Jan 21 2-4, Brown 133](https://dh.virginia.edu/events/7438)
* [Lunchtime Seminar with Katherine Bode, Jan 21, 2020 12:30 pm to 2:30 pm, Wilson Hall 117](https://dh.virginia.edu/events/7491)
* [Introduction to The Command Line and Unix, Jan 22 10-12, Brown 133](https://dh.virginia.edu/events/7439)
* [DH Grad Mixer, January 22 5:30-7:30, Wilson Hall First Floor Common Area](https://dh.virginia.edu/events/7364)
* [DH Project Scoping Panel, January 22 6:00 pm to 7:00 pm Wilson Hall 142](https://dh.virginia.edu/events/7363)

**Jan 27, 29: Critiques of Digital Humanities**

There are a variety of critiques of the digital humanities, and in this week’s readings and discussion we’ll investigate a fairly representative sampling.

#### ****Readings:****

* + David Greetham, [“The Resistance to Digital Humanities,”](http://dhdebates.gc.cuny.edu/debates/text/47) Debates in the Digital Humanities 2012
	+ Alan Liu, [“Where Is Cultural Criticism in the Digital Humanities?”](http://dhdebates.gc.cuny.edu/debates/text/20) Debates in the Digital Humanities 2012
	+ George Williams, [“Disability, Universal Design, and the Digital Humanities”](http://dhdebates.gc.cuny.edu/debates/text/44) Debates in the Digital Humanities 2012
	+ Alexis Lothian and Amanda Phillips, [“Can Digital Humanities Mean Transformative Critique?”](https://journals.dartmouth.edu/cgi-bin/WebObjects/Journals.woa/1/xmlpage/4/article/425) Volume 3 Issue 1 (2013)
	+ Daniel Allington, Sarah Brouillette, David Golumbia, [“Neoliberal Tools (and Archives): A Political History of Digital Humanities,”](https://lareviewofbooks.org/article/neoliberal-tools-archives-political-history-digital-humanities/) LA Review of Books, May 1, 2016
	+ Alan Jacobs, "[Critiquing the Critique of Digital Humanities,](http://text-patterns.thenewatlantis.com/2016/05/critiquing-critique-of-digital.html)" The New Atlantis, May 2, 2016
	+ Timothy Brennan, [“The Digital-Humanities Bust”](https://www.chronicle.com/article/The-Digital-Humanities-Bust/241424?key=m5UvP8_ex3VKbYi7dlXqQR6znYtM88bAiGE3wUAxno_kQtgV4FDVbW6vzhmPZR7tUzltU0d2aXJqNTBfcTl2SzU2XzJmV3lyVXI2UHRpdmlOcGpYTmVxRGlldw&utm_campaign=buffer&utm_content=buffer09a91&utm_medium=social&utm_source=twitter.com) Chronicle of Higher Education, October 15, 2017

#### ****Local Projects:****

* + "[Federating Repositories of Accessible Materials for Education](https://news.library.virginia.edu/2019/01/11/federating-repositories-of-accessible-materials-for-higher-education-awarded-a-1000000-grant-from-the-andrew-w-mellon-foundation/)"
	+ [Disability@UVa](http://disability.virginia.edu)
	+ "[Antisocial Media: How Facebook Disconnects Us and Undermines Democracy](https://youtu.be/JeP1Xz07MVs?t=1953)," Siva Vaidhyanathan, University of Virginia

#### Events:

* + [Data Wrangling in R](https://dh.virginia.edu/events/7440), 10:00 am to 12:00 pm January 28, 2020, Brown 133
	+ [Using APIs with Python](https://dh.virginia.edu/events/7441), 2:00 pm to 4:00 pm January 28, 2020, Brown 133
	+ [Introduction to Data Visualization with Tableau](https://dh.virginia.edu/events/7443),10:00 am to 11:45 am January 30, 2020, Brown 133

**Feb 3, 5: Intersectional DH**

Digital humanities is a set of methods that can be applied in many different disciplinary contexts, and as part of civic discourse as well.  “Intersectonality” is a term that emerges from feminist studies in the late 1980s, and refers to the way different marginalized identities interact in the experience of individuals.

**Due Feb. 3:** Application for DH Certificate

**Readings:**

* Bethany Nowviskie [“On the Origin of ‘Hack’ and ‘Yack’”](http://dhdebates.gc.cuny.edu/debates/text/58)
* Amy Earhart, Toniesha L.Taylor, [“Pedagogies of Race: Digital Humanities in the Age of Ferguson,](http://dhdebates.gc.cuny.edu/debates/text/72)" Debates in Digital Humanities 2016
* Roopika Risam, [“Beyond the Margins: Intersectionality and the Digital Humanities”](http://www.digitalhumanities.org/dhq/vol/9/2/000208/000208.html) DHQ 9.2 (2015)
* Christina Boyles, “[Counting the Costs: Funding Feminism in the Digital Humanities](https://collab.its.virginia.edu/access/content/group/64f84fdf-293c-41a7-aabc-d5e038afd3be/Boyles.CountingCosts..pdf)” in Bodies of Information, ed. Elizabeth Losh and Jacqueline Wernimont.
* Bonnie Ruberg, Jason Boyd, and James Howe, “[Toward a Queer Digital Humanities,](https://collab.its.virginia.edu/access/content/group/64f84fdf-293c-41a7-aabc-d5e038afd3be/Ruberg.QueerDH.pdf)” in Bodies of Information, ed. Elizabeth Losh and Jacqueline Wernimont.
* Safiya Umoja Noble, [“A Future for Intersectional Black Feminist Technology Studies](http://sfonline.barnard.edu/traversing-technologies/safiya-umoja-noble-a-future-for-intersectional-black-feminist-technology-studies/0/)" Scholar and Feminist Online 13.3 (2016)

**Projects:**

* [Chicana por mi Raza: Digital Memory Collective](http://chicanapormiraza.org/)
* [La Gazette Royal de Hayti](http://lagazetteroyale.com/)
* [The Papers of Julian Bond](https://fromthepage.com/centerfordigitalediting/the-papers-of-julian-bond)
* [The HistoryMakers](https://virginia-thehistorymakers-org.proxy01.its.virginia.edu/home)
* [The Archive of Immigrant Voices](https://archiveofimmigrantvoices.omeka.net/)

**Events:**

* [Workshop: Data Visualization in R, February 4, 10:00 am to 12:00 pm, Brown 133](https://dh.virginia.edu/events/7446)
* [Workshop: Data Visualization with Tableau II,](https://dh.virginia.edu/events/7448) February 6, 10:00 am to 11:45 am, Brown 133

**Feb 10-12: Spatial Humanities**

“The spatial humanities is a new interdisciplinary field resulting from the recent surge of scholarly interest in space. It prospects a ground upon which humanities scholars can collaborate with investigators engaged in scientific and quantitatively-oriented research. This spatial turn invites an initiative focused on geographic and conceptual space and is poised to exploit an assortment of technologies, especially in the area of the digital humanities.” –Indiana University Press (<http://bit.ly/1t4Nw6a>)

**Readings:**

* Bethany Nowviskie, “[Inventing the Map in the Digital Humanities: A Young Lady's Primer.](https://journals.tdl.org/paj/index.php/paj/article/view/11/61)” Poetess Archive Journal 2.1 (2011): n. pag.
* Benjamin M. Schmidt, “[Words Alone: Dismantling Topic Models in the Humanities](http://journalofdigitalhumanities.org/2-1/words-alone-by-benjamin-m-schmidt/),” Journal of Digital Humanities 2.1, 2012.
* Todd Presner, David Shepard, Yoh Kawano, [“The Humanities in the Digital Humanities,”](https://collab.its.virginia.edu/access/content/group/64f84fdf-293c-41a7-aabc-d5e038afd3be/Presner.HumInDH.2014.pdf)from  Hypercities: Thick Mapping in the Digital Humanities. Cambridge, MA: Harvard University Press, 2014. 6-65.
* Matt Wilkens, [“The Geographic Imagination of Civil-War Era American Fiction,”](https://collab.its.virginia.edu/access/content/group/64f84fdf-293c-41a7-aabc-d5e038afd3be/Wilkens.Geography.pdf) American Literary History 25.4, Winter 2013.
* Worthy Martin, [“Warp and Weft on the Loom of Lat/Long”](https://collab.its.virginia.edu/access/content/group/64f84fdf-293c-41a7-aabc-d5e038afd3be/Martin%2C%20Deep_Maps_and_Spatial_Narratives_----__9_Warp_and_Weft_on_the_Loom_of_Lat_Long_.pdf)in Deep Maps and Spatial Narratives, ed. David J. Bodenhamer, John Corrigan, Trevor M Harris. Indiana UP, 2015.
* Sarah E. Bond, [“Mapping Racism and Assessing the Success of the Digital Humanities,”](https://sarahemilybond.com/2017/10/20/mapping-racism-and-assessing-the-success-of-the-digital-humanities/) History From Below, October 20, 2017.

**Projects:**

* [The Salem Witch Trials](http://salem.lib.virginia.edu/home.html)
* [Jefferson’s University… the early life](http://juel.iath.virginia.edu/home)
* [English Medieval Architecture: A Model For Design Process Analysis](http://www.medievalarchitecture.org/), including [Neatline](http://neatline.org/) project
* [Violence Research Center: London Medieval Murder Map](https://www.vrc.crim.cam.ac.uk/vrcresearch/london-medieval-murder-map)

**Events:**

* [Shiny Web Apps in R,](https://dh.virginia.edu/events/7450) February 11, 2020, 10:00 am to 12:00 pm
* [Introductory Statistics with R](https://dh.virginia.edu/events/7452), February 12, 10:00 am to 12:00 pm, Brown 133
* [HMI Lunch: Computer Ethics with John Basl, Philosophy, Northeastern University](https://dh.virginia.edu/events/7370), Feb 12, 12:15-1:30, Wilson 142

**Feb 17, 19: Technical Basics for DH Beginners**

by Samuel Nicol and Dipsikha Thakur

**Due Feb 19th:**  The second chapter of your intellectual DH autobiography is due on this date.  In this chapter, you might reflect on what has changed your views on DH since the beginning of the semester, what you’ve learned that you think you might use in your own work, or other ideas of your own.

These readings have been arranged so that students who are engaging with the digital humanities for the first time can have access to the very basic technical terms, tools and ideas that underpin the larger debates and projects of the field. The readings have been divided into two sections. The first section offers a broad overview of XML and a couple of general resources on DH for beginners to the field. The second section provides some history and a hands on learning experience with either Python or R, whichever the DHer decides. Both languages offer a lot in terms of textual analysis but in different ways. Understanding their histories and some of their possibilities will allow for a more nuanced idea of how DH projects that we have assessed were completed. We would like to add that we are aware that this curricular intervention may have limited use for our particular group at this particular moment. Nonetheless, we think it would be helpful for students who come to the Digital Humanities without any previous knowledge (and we hope there will be more of us) in the future iterations of this course.

**Readings:**

**Monday**

* Scott Kleinman, [An Introduction to Coding for Digital Humanists](http://scottkleinman.net/495dh/?page_id=426).  In this piece, Kleinman explains what basic terms such as markup languages, programming languages and code mean and how they relate to each other. The main reason it is recommended here is because it offers a very helpful guide to the fraught question of what digital humanists “should” know when it comes to the technical side of the Digital Humanities. Kleinman acknowledges that the answer to this question can vary but nonetheless offers a basic list of skills and knowledge that is realistic and (from personal experience) can ease the transition to this new methodology.
* [“An Introduction to XML”](https://www.wwp.northeastern.edu/outreach/seminars/_current/presentations/xml_intro/xml_newIntro_tutorial_00.xhtml)●    Julia Flanders and Syd Bauman.  This piece focuses on the markup language XML and on HTML in particular. One of the reasons this particular introduction to XML is very helpful for digital humanists is that it makes XML legible as a digital extension of ways we already structure information in the analogue humanities. (In my case, I found the analogy of citations helpful in visualizing XML and TEI, which in turn allowed me to ask myself what other function such a structuring might have.)  This continues with the later sections of the tutorial which teaches the “grammar” of HTML. It frames XML elements and attributes as nouns and adjectives and offers exercises which can help the reader to memorize the rules of structuring information in more accessible ways.The only issue with this resource is that  it has a more obvious dendritic structure, so it looks like one has to come back to the Homepage and then explore a different page each time. However, there is a very small tab on the upper left side of the page with “prev” and “next” buttons. They are quite hard to notice, but once I found them they made the navigation much easier.
* [“Overview of Text Encoding and the TEI”](https://www.wwp.northeastern.edu/outreach/seminars/_current/presentations/overview/overview_newer_tutorial_00.xhtml) Julia Flanders and Syd Bauman,  While the previous link focused on XML itself, this one opens up the possibility (and, to the non-novice, the very obvious reality) of using TEI to aid research in the humanities. It focuses on the representation of research objects and lays out the mechanics of “modelling” a document and the kinds of selection and formalism that go into making it a faithful proxy for the analogue. A side note: this is perhaps trivial, but quite early on this tutorial visualizes the scholarly activities that make up the Digital Humanities as a cloud of practices that rough fall in one of the two categories: critical reading and making. For a newcomer to the field, having these practices laid out next to each other may offer very practical assistance in conveying their relationship to each other.

**Wednesday**

* James Gottlieb, [Coding and Digital Humanities](http://www.jamesgottlieb.com/2012/03/08/coding-and-digital-humanities/).  Gottlieb examines the middle ground between the extremes of the “hack vs. yack” debate, and with this examination proposes that this middle ground be followed. Our section is based in part on a desire to understand the “how”, even slightly, of Digital Humanities projects. By better knowing “how” to do the work, we can more deeply understand the “why” and make more nuanced analyses of our findings. That does not mean we need to know everything about coding, just enough to feel comfortable looking at it. In a way, Gottlieb’s piece is a good manifesto for our understanding of Hack and Yack.
* [Python, History](https://docs.python.org/3/tutorial/appetite.html); and [R, What is R](https://www.r-project.org/about.html)?  Two broad histories of the two biggest programming languages used in DH. Having a sense of why they were developed and what they are generally used for is incredibly important. If you don’t know what a socket wrench is used for, you’ll never know how to adapt it to fit your needs. The same goes for programming languages. Python works well with words, R works well with numbers. Finding a way to use R to analyze information that Python has more difficulty understanding is a phenomenal skill, and even knowing the basics of how each works will help our progress in DH.
* [Code Academy](https://www.codecademy.com/), Free Trial; and [DataCamp](https://www.datacamp.com/), Free Trial.  Now the actual putting into practice, beyond XML. Code Academy allows you to practice Python and DataCamp is a similar service that includes R, which Code Academy does not. Getting the chance to actually practice the languages, even a small amount, is beneficial. Through this practice, DHers will learn some of the techniques and limitations that each language offers, which will promote deeper understanding of the projects we assess in class and hopefully spark ideas for projects moving forward.

**Resources:**

* [XML for Dummies Cheat Sheet](https://www.dummies.com/web-design-development/site-development/xml-for-dummies-cheat-sheet/)
* [Digital Humanities Data Curation Glossary](https://guide.dhcuration.org/glossary/)
* [DH Tools For Beginners on Medium](https://medium.com/dh-tools-for-beginners)
* [Teaching Yourself to Code in DH](https://scottbot.net/teaching-yourself-to-code-in-dh/)

**Projects:**

* [The Text-Encoding Initiative](https://tei-c.org/)

**Events:**

* [Workshop: Introduction to Zotero](https://dh.virginia.edu/events/7457), February 20, 10:00 am to 11:30 am, Brown 133
* [Workshop: Introduction to Image Processing with Fiji/ImageJ](https://dh.virginia.edu/events/7454), February 18, 2:00 pm to 5:00 pm, Brown 133
* [DH Mixer](https://dh.virginia.edu/events/7383), Feb 20, 5-7pm, Harrison Small Auditorium

**Feb 24, 26: Algorithmic Criticism**

What do quantitative methods bring to literary criticism?  What are the limitations and possibilities of these methods, and what results do they have to show?

**Readings:**

* Northrop Frye, [“Literary and Mechanical Models,”](https://collab.its.virginia.edu/access/content/group/64f84fdf-293c-41a7-aabc-d5e038afd3be/Frye.Models.1989.pdf) in Research in Humanities Computing: Selected Papers from the ALLC/ACH Conference, Toronto, June 1989. [On Collab, under Resources]
* Stanley Fish, "[Mind Your Ps and Bs: The Digital Humanities and Interpretation](https://opinionator.blogs.nytimes.com/2012/01/23/mind-your-ps-and-bs-the-digital-humanities-and-interpretation/)" NYTimes Opinionator Blog, January 23, 2012.
* Stephen Ramsay, “[Algorithmic Criticism](http://www.digitalhumanities.org/companion/view?docId=blackwell/9781405148641/9781405148641.xml&chunk.id=ss1-6-7&toc.depth=1&toc.id=ss1-6-7&brand=9781405148641_brand),” Companion to Digital Literary Studies (2008).
* Tanya Clement, “‘[A thing not beginning and not ending’: using digital tools to distant-read Gertrude Stein's The Making of Americans](https://collab.its.virginia.edu/access/content/group/64f84fdf-293c-41a7-aabc-d5e038afd3be/Clement.LLC.2008.pdf),” Literary and Linguistic Computing 23:3 (2008): 361-381.
* Franco Moretti, ["Style, Inc. Reflections on Seven Thousand Titles (British Novels, 1740–1850)"](https://collab.its.virginia.edu/access/content/group/64f84fdf-293c-41a7-aabc-d5e038afd3be/Moretti.style.pdf)
* Katherine Bode, "“[The Equivalence of *Close* and *Distant* Reading, or, Toward a New Object for Data-Rich Literary History](http://hdl.handle.net/1885/156496)”. *Modern Language Notes* 78.1 (2017): 77–106.
* Ted Underwood, "The Long Arc of Prestige," Chapter 3 of Distant Horizons: Digital Evidence and Literary Change, Chicago: University of Chicago Press, 2019

**Projects:**

* [HTRC](http://analytics.hathitrust.org/) (you can log in using your UVA credentials, and create a data capsule that will allow you to text-mine against the HathiTrust collections, including the 65% that is in copyright)

**Events:**

* [Jim English lecture, Feb 27, 4:30 pm, Wilson 142](https://dh.virginia.edu/events/7482)
* [Seminar Lunch with Jim English, February 28, 12:30 pm, Wilson Hall 142](https://dh.virginia.edu/events/7483)

**Mar 2, 4: Infrastructure**

How does technological infrastructure affect the epistemology of everyday academic life?  How do databases structure meaning?  What transformations are enacted by digital annotations and text markup? How do GIS and 3D interventions interact with other forms of representation of historical space?  When a digital humanist chooses one tool among many, what are the effects on research questions and answers?  On classroom experience?

**Due March 4th:**  Curricular intervention.  Choose a set of readings for one week of the Intro to DH semester.  Include a rationale for the readings, and for the topic in the context of the course and the certificate.  Class members will vote to select four of these for the second half of the semester.

**Readings:**

* John Unsworth, [“Living Inside the (Operating) System: Community in Virtual Reality.”](http://www.iath.virginia.edu/pmc/Virtual.Community.html) in *Computer Networking and Scholarship in the 21st-Century University*, ed. Teresa Harrison and Timothy D. Stephen. SUNY Press, 1996.
* Susan Leigh Star, “[The Ethnography of Infrastructure”](https://collab.its.virginia.edu/access/content/group/64f84fdf-293c-41a7-aabc-d5e038afd3be/Star.Ethnography.Infrastructure.pdf) American Behavioral Scientist 43:3 (1999): 377-391
* Lev Manovich. “[Database as Symbolic Form](https://collab.its.virginia.edu/access/content/group/64f84fdf-293c-41a7-aabc-d5e038afd3be/Manovich_DatabaseAsSymbolicForm.pdf).”  Convergence: The International Journal of Research into New Media Technologies 5, no. 2 (1999): 80-99
* John Unsworth, “[Pubrarians and Liblishers at 20: Reflections on Library Publishing from 1995–2014](https://collab.its.virginia.edu/access/content/group/64f84fdf-293c-41a7-aabc-d5e038afd3be/unsworth.pubrarians%4020.pdf%22%20%5Ct%20%22_blank).”  *Journal of Librarianship and Scholarly Communication*, 2(4)
* Julia Flanders, “[Building Otherwise](https://collab.its.virginia.edu/access/content/group/64f84fdf-293c-41a7-aabc-d5e038afd3be/Flanders.Building.Otherwise.pdf),” Bodies of Information, ed. Elizabeth Losh and Jacqueline Wernimont, 2019
* Susan Brown, “[Delivery Service: Gender and the Political Unconscious of Digital Humanities](https://collab.its.virginia.edu/access/content/group/64f84fdf-293c-41a7-aabc-d5e038afd3be/Brown.Delivery.Service.pdf),” Bodies of Information, ed. Elizabeth Losh and Jacqueline Wernimont, 2019

**Projects:**

* Early work on FEDORA: [Supporting Digital Scholarship](http://www2.iath.virginia.edu/sds/)
* Report of the ACLS Commission on Cyberinfrastructure [(“Our Cultural Commonwealth”](http://www.acls.org/programs/Default.aspx?id=644)) released 2006.

**Events:**

* [Workshop: Qualitative Data Analysis, 10-11:30 am, March 3, Brown 133](https://dh.virginia.edu/events/7466)

**Spring Break: Saturday, March 9 - Sunday, March 17**

During Break, you will need to log in to this Collab site and vote in a ranked-choice poll  for four of the submitted curricular interventions.

After Break, sessions for the weeks of March 23, March 30, April 6 and April 13 will be those chosen by the class from among the  “Curricular Interventions” submitted by class members on March 6th.

**Mar 16, 18: Cybertexts in Theory and Practice**

by Shalmi Barman and Mathilda Shepard, ed. John Unsworth

We have discussed computational approaches to literary texts, the spatial humanities and other ways of doing things digitally. However, we haven’t said much about working with digital productions—hypertexts, cybertexts, digital literature, video games, “new media”—as objects of study. This week’s readings would help us think through various aspects of born-digital texts that impact interpretation, including the nature of hyper- and cyber textuality, the “space” of the internet, code as another layer of textuality, user interfaces, immersion, and interactivity. Our central questions might be: To what extent (and in what ways) do digital environments shape the way texts are authored and experienced?  More generally, how important is the medium to the message– and are the two separable from each other? What is a “cybertext”?  What is electronic literature, what can it do that analog literature cannot, and what are its corresponding constraints? How have programmers used networked digital spaces to generate readable games and playable art? Is it productive to talk about such productions in the language of literary scholarship (i.e. as things to be “read” and “perceived” rather than, say, “played” and “interacted with”)?

The following is a list of recommended readings on these topics.

**Required:**

* Definition of *hypertext*from the first website <http://info.cern.ch/hypertext/WWW/WhatIs.html>
* Vannevar Bush, "[As We May Think](https://www.theatlantic.com/magazine/archive/1945/07/as-we-may-think/303881/)" (1945). This essay imagines a proto-hypertext system called the memex (**mem**ory **ex**tender), which influenced Ted Nelson’s understanding of hypertext (optional: see Nelson’s 1965 paper “[Complex Information Processing: A File Structure for the Complex, the Changing, and the Indeterminate](http://csis.pace.edu/~marchese/CS835/Lec3/nelson.pdf)”).
* N. Katherine Hayles, “Electronic Literature: What is it?” (2007). Subsequently included in her book Electronic Literature: New Horizons for the Literary (2008), available as e-book through UVA Library. A survey of some of the many ‘genres’ of electronic literature and the critical work done to define the field. Through a number of examples, Hayles explores what interactivity, interface navigation, and the advent of Web 2.0 made possible for modern electronic literature.
* Italo Calvino, "[Cybernetics and Ghosts](https://www.jfki.fu-berlin.de/academics/SummerSchool/Dateien2011/Reading_Assignments/iuli_reader2.pdf)" (1967). Here, Calvino thinks through the implications of mechanically-produced literature. In doing so, he ends up characterizing all writers as “writing machines” and problematizes the apparent simplicity of traditional writing. His description of literature as a “combinatorial game” has interesting resonances with later hypertext theories and new media criticism.
* [“Hypertext Terminology”](http://www2.iath.virginia.edu/elab/hfl0036.html) on [The Electronic Labyrinth](http://www2.iath.virginia.edu/elab/elab.html) (1993). This resource explains the technology and functionality of hypertexts through demonstration. It is reminiscent of what Wikipedia is today, inviting you to navigate to related pages by clicking on highlighted words.
* Janet Murray, [Hamlet on the Holodeck: The Future of Narrative in Cyberspace](https://mitpress.mit.edu/books/hamlet-holodeck-updated-edition) (1997), Chapter 7, “The Cyberbard and the Multiform Plot” and its “2016 Update” chapter extension in the 2016 edition. [Available in Collab Resources].  In the 1997 text, Murray analogizes the programmed computer game to bardic storytelling, which also improvises and substitutes one narrative morpheme for the other. She considers how computers might become a comprehensive storytelling medium by incorporating user interactivity along with an author-directed plot. In the 2016 update, she reviews some of the advances that have since been made in cyber storytelling.
* George Landow, [Hypertext 3.0: Critical Theory and New Media in an Era of Globalization](https://books.google.com/books?id=exzQDHI8rpQC&printsec=frontcover&source=gbs_ViewAPI#v=onepage&q&f=false) (2006, 3rd ed. of a “classic” book on the subject first published in 1992). The print copy is available at Alderman [Available in Collab Resources, too].  Pp. 1-9 of Chapter 1, “Hypertext: An Introduction” are useful, but I recommend the following portions of Chapter 6, “Reconfiguring Narrative”: pp. 234-241 (on Shelley Jackson’s Patchwork Girl, especially if you check out the novel from Clemons – see below), and pp. 245-254 on hypertexts, storyworlds, and the computer game. The first section is a case study of the hypertext narrative Patchwork Girl that thematizes the linkages and sutures of a hypertext system. The latter section considers the storyworld of the videogame as an augmented space that operates by similar rules as does a hypertext narrative, while emphasizing the formal differences between games and stories.

**Recommended:**

* Jerome McGann, “[The Rationale of Hypertext](http://www2.iath.virginia.edu/jjm2f/rationale.htm)” (1997)
* John Unsworth, “[Documenting the reinvention of text: the importance of imperfection, doubt and failure](http://people.virginia.edu/~jmu2m/unsworth.mit.html)” (1997)
* Espen Aarseth *[Cybertext: Perspectives on Ergodic Literature](https://jhupbooks.press.jhu.edu/title/cybertext%22%20%5Ct%20%22_blank)* (1997), selections from Chapter 4, “No Sense of an Ending: Hypertext Aesthetics”. I have the print copy; we can send out scans of selections.
* Alexander Galloway, "[The Unworkable Interface](https://www.jstor.org/stable/pdf/20533123.pdf?refreqid=excelsior%3Acf36f3add8d91e57e3047f214b48cd45)" (2008). This article moves from the interface to the intraface as object of study, considering in the process how these objects complicate our ability to differentiate diegetic from non-diegetic space in new media studies.
* Wendy Hui Kyong Chun, "[On Sourcery, or Code as Fetish](https://repository.library.brown.edu/studio/item/bdr%3A405433/PDF/)" (2008). A “sympathetic interrogation” of software studies in new media criticism. Chun questions whether code should really be seen as the source of media productions, arguing instead that the fetish of source code obscures the networks of interaction that make it function as such.
* Matthew Kirschenbaum, [“Materiality and Matter of Stuff: What Electronic Texts Are Made Of”](http://electronicbookreview.com/essay/materiality-and-matter-and-stuff-what-electronic-texts-are-made-of/) (2001). This is a condensed preview of his 2002 article “[Editing the Interface: Textual Studies and First Generation Electronic Objects](https://www.jstor.org/stable/pdf/30227991.pdf?casa_token=FxY5Mg3G32AAAAAA:oVnDGKLgDB6W0OMRsLSIuTZX5oapDutU3d4aeDB0vz9WXDU3hjk9i7rsUQCfzPuq3y3177PsMDzWj5Gk33ZbwXHH4livjCTxaBBro8TgvspntlE_LLhW),” which is also a good read if you’re curious. In both pieces,  Kirschenbaum points out the shortcomings of hypertext and cybertext theory and argues that the field of textual studies provides a more productive framework for studying electronic texts.
* Henry Jenkins, “[Game Design as Narrative Architecture](http://blogs.bgsu.edu/honors1120/files/2013/08/Jenkins_Narrative_Architecture.pdf)” (2004). Jenkins disputes “ludologists” who deny the narrative dimensions of video games. In doing so, he raises some relevant questions regarding the extent to which narrative analysis can be useful in game studies.
* Lev Manovich, "[The Poetics of Augmented Space](https://journals.sagepub.com/doi/pdf/10.1177/1470357206065527?casa_token=qqPetiozEbQAAAAA:d-n3RMGWUGrMsaNQRk-1MEIRp8PM2gIjSrbD1i0J6G0WhcbJ96VE_P_gC0kTYcVaSbbcp8DX1Wg5xg)" (2006).
* Lori Emerson, “Introduction: Opening Closings” from [*Reading Writing Interfaces: From the Digital to the Bookbound*](https://www.upress.umn.edu/book-division/books/reading-writing-interfaces) (2014; E-book available through UVA Library). This piece complements Galloway’s essay on interfaces by exploring “how exactly interfaces limit and create certain possibilities” (ix). Emerson contends that “user-friendly” or “invisible” interfaces promote consumption rather than the production of content and introduces the concept of *readingwriting*through the network.
* Loss Pequeño Glazier, “Hypertext/Hyperpoeisis/Hyperpoetics,” (Chapter 5, pp. 84-95) in [*Digital Poetics: Hypertext, Visual-Kinetic Text and Writing in Programmable Media*](https://books.google.com/books/about/Digital_Poetics.html?id=KdRoAwAAQBAJ) (6th ed., 2008). E-book available through UVA Library.
* Urszula Pawlicka, [“Towards a History of Electronic Literature”](https://docs.lib.purdue.edu/cgi/viewcontent.cgi?article=2619&context=clcweb) (2014)
* Interview with Leonardo Flores, [“Electronic Literature in 2016: Definitions, Trends, Preservation, and Projections”](https://entropymag.org/electronic-literature-in-2016-definitions-trends-preservation-and-projections/)

**Projects:**

* [The Electronic Literature Collection](http://collection.eliterature.org/)
* [I <3 E-Poetry](http://iloveepoetry.org/)
* [Patchwork Girl, or A Modern Monster](https://en.wikipedia.org/wiki/Patchwork_Girl_%28hypertext%29) by Shelley Jackson. Electronic resource accessible at Clemons (call no. PS3560 .A2448 P37 1995), could be reserved for the course.
* Selected interactive fiction (IF): [The Dreamhold](https://eblong.com/zarf/zweb/dreamhold/), [Seedship](http://philome.la/johnayliff/seedship/play%22%20%5Ct%20%22_blank), [Depression Quest](http://www.depressionquest.com/), [Evermore](https://adamwhybray.itch.io/evermore-a-choose-your-own-edgar-allan-poe-adventure)

**Events:**

* TBD

### ****Mar 23, 25: Topic and Readings TBD****

#### **Due March 25th: The final semester project begins with a written plan for a research-based intervention in the digital humanities, due this Wednesday. The eventual research intervention (due later in the semester) could take the form of a working prototype of a digital humanities project, with a design document that explains the goals of the project, forecasts challenges along the way, and states the impact that this project could have, were it fully carried out. Or you might draft a grant proposal to a funding agency, or draft an essay on a topic in DH, with a plan for research and publication. Today, you just need to turn in a paragraph or two describing what you'd like to do for that assignment.**

#### ****Events:****

* [HMI Lunch: What Do Digital Humanists Bring to the Study of Artificial Intelligence? with Rennie Mapp, 12:15-1:30 pm March 25, Wilson Hall 142](https://dh.virginia.edu/events/7475)
* ["Transformations," UVA Graduate Student Conference, March 26-27](https://uvagradcon2020.wordpress.com/program/) (includes a DH Masterclass with Brad Pasanek & Brandon Walsh).

**Mar 30, 31: Topic and Readings TBD**

#### ****Events:****

* [Portfolio/Dossier Due for DH Certificate Students in Final Year](https://dh.virginia.edu/events/7484)
* [Humanities Informatics Lab Conference, 8:00 am to 5:00 pm April 2 to April 4, Wilson Hall 142](https://dh.virginia.edu/events/7486)

**Apr 6, 8: Topic and Readings TBD**

#### ****Events:****

**Apr 13, 15: Topic and Readings TBD**

**Due April 15th**: Final chapter in your DH intellectual autobiography is due. In this chapter, you might reflect back on the semester’s conversations, outline where you think you will go from here in pursuing the DH certificate, or ideas of your own.

**Events:**

**Apr 20, 22: Review and reflection**

Shared reflection on research-based interventions.  Evaluation of the usefulness of assigned readings, assignments.

**Due April 22nd:**Research Intervention

**Readings:**

* No assigned reading, unless agreed upon by April 15th.

**Events:**

* TBD

**Apr 27: Final Class Meeting**

We'll present brief descriptions of our research project ideas to one another, and after class those who are free are invited to adjourn  to Pavilion II for some celebratory snacks.