

When: T, Th 12:30 – 1:50 PM
Where: LIS Rm. 52

Office Hours: T: 2:00-3:00; LIS 321 and by appointment.
See also *Communication* below.

Course Objectives

Students who complete this course will:

- Understand the development of humanities computing
- Be familiar with current trends and activities in humanities computing
- Gain hands-on experience with tools and techniques used by humanities scholars
- Complete a introductory digital humanities project

Prerequisites

Required: Sophomore Standing

A note on technical skills: This class is designed for students who are based in the humanities and may not have prior technical experience with programming, web development, etc. The only expectation is a basic familiarity with computers and Internet use. As an overview course it is not my goal for everyone to leave a computer/information scientist. Rather, you should leave with an appreciation for how computers can inform your work in the humanities.

For those of you who maybe in a non-humanities major, such as computer science, engineering, etc. this course will provide you an introduction to how you can apply your technical skills to problems in the humanities.

Program: This course counts toward the GSLIS Information Technology Studies minor.

Grading and Evaluation

Participation	10%
Lab Assignments	15%
Project Proposal (group)	10%
Reading Responses	20%
Final Project (group)	20%
Final Project Essay (individual)	25%

Assignments

Reading Responses are due at 11:59 p.m. Monday evenings. Your responses should be posted to the Reading Responses forum in Moodle. Each reading response should be between 300-500 words. Reading responses are not merely summaries of the material, but a critical analysis and comparison.

Lab Assignments are due at the end of each Lab Activity (Wednesday).

Project Proposal: During the first half of the semester students will form teams to work collaboratively on final projects (see below). Prior to the Spring Break, each team will submit a 1000 word project proposal. Each proposal should include:

- **Significance of the Project**
- **Goals and Outcomes of the Project**
- **Proposed Methods, Tools and Sources the Project will use.**

Final Project: Based on the submitted Project Proposal, students will construct a digital humanities project using the various approaches learned in class. During the last two weeks of the semester, class sessions will become Project Studios. Each day teams will report on the progress of their project, demonstrate prototypes and discuss challenges. Each team will receive a shared grade based on:

- Use of methods learned in class
- Contribution to humanities research
- Creativity
- Completeness

Final Project Essay: Each student will also complete an individually graded Final Project Essay. Your essay should describe:

- Project planning process
- Methods and approaches used to solve problems
- The *roles* that different members of the team played during the course of the project.
- An assessment of whether the project succeeded or failed to achieve planned goals.

Absences & Late Assignments

From time to time, students may need to adjust their schedules for personal and/or academic reasons. If it is necessary to miss a class please contact the instructor prior to your absence. Multiple absences will impact a students overall participation grade.

Over the course of the semester, students are allow to submit *one* assignment after the official due date without penalty. However, any subsequent work submitted after the due date without the permission of the instructor will receive failing grades. See the *Communications* section below for more information about discussing late assignments with the instructor.

Academic Integrity

Students are encouraged to become familiar with the University of Illinois Student Code with regard to [Academic Integrity](#). Violations of these codes will not be tolerated in this course.

Communication

Office Hours

Tuesdays: 2:00-3:00; LIS 321
and by appointment

Online Consulting

Sometimes you may be working on a project and have a quick question that needs to be answered in order to keep you moving along. Students are welcome to contact me via chat to consult on projects and assignments. I reserve the right to defer your request until regular office hours, or a time we can meet at mutual convenience.

- gTalk: *****@gmail.com
- AIM: *****
- Yahoo: *****
- Skype: *****

Students may also contact me at (217) ***-**** in cases of dire emergency.

Required Texts

Schriebman, Susan, Ray Siemens and John Unsworth, eds. (2004) *A Companion to Digital Humanities*. Oxford: Blackwell.
(referred to as CDH in the schedule)

Copies of this text will be available in the bookstore, however the full text is also available online at: <http://www.digitalhumanities.org/companion>

See the *Bibliography* for additional readings cited in the schedule.

Course Schedule

01 Tuesday January

January 19 Introduction

Reading

McCarty "What is Humanities Computing?"

Unsworth "What is Humanities Computing and What is Not?"

Online Activity

Ungraded Exercise: Humanities Experience

Ungraded Exercise: Technical Experience

January 21 - Lab Introduction

Reading

CDH: Laue "How the Computer Works"

Shuler, R. "How does the Internet Work?"

Activity

Introduction to GSLIS Computer Lab & Resources

02 January 26/28

January 26 – History of Computing in the Humanities

Reading

CDH: Busa, "Perspectives on Digital Humanities"

CDH: Hockey, History of Humanities Computing

Project: William Blake Archive (<http://www.blakearchive.org/blake/>)

Reading Response: DUE 01/25/2010 11:59p.m.

February 28 - Lab: XML Markup and Modeling with XML Schemas

Reading

TEI, A Gentle Introduction to XML

Activity

Text Markup using Oxygen XML Editor

03 February 2/4

February 2 – Textual Analysis

Reading

CDH: Renear, "Text Encoding"

CDH: Willett, "Electronic Texts"

Project: Women Writers Project (<http://www.wwp.brown.edu/>)

Reading Response: DUE 02/01/2010 11:59p.m.

February 4 - Lab: XML Markup and Modeling with XML Schemas

Reading

Kyrnin, Writing a Schema

Activity

Write a simple XML schema & apply to a document

Group Project Discussion & Team Formation

04 February 9/11

February 9 – Relational Structures and Information Modeling

Reading

CDH: Ramsey, “Databases”

Reading Response: DUE 02/08/2010 11:59p.m.

February 11 – Lab: Designing a Database

Reading

Lozano, Introduction to Relational Database Design

Activity

Entity-Relationship Diagrams

05 February 16/18

February 16 – Using Data in the Humanities

Reading

CDH: Thomas, “Computing and the Historical Imagination”

Vanhoutte, "Prose Fiction and Modern Manuscripts"

Rahtz, "Storage, Retrieval, and Rendering"

Project: The MONK Project <http://www.monkproject.org>

Reading Response: DUE 02/08/2010 11:59p.m.

February 18 - Lab: Building a Database in MySQL

06 February 23/25

February 23 – Ontologies and the Semantic Web

Berners-Lee, T. “The Semantic Web”

Nagypál. Applying the Semantic Web.

Heath, Tom. “How Will We Interact with the Web of Data?.”

Project: DBpedia <http://www.dbpedia.org>

Reading Response: DUE 02/08/2010 11:59p.m.

February 25 – Lab: Using Linked Open Data for Humanities Research

Dodds, L. Introduction to SPARQL: Querying the Semantic Web

07 March 2/4

March 2 – Programming in the Humanities

Kirschenbaum, M. “Hello Worlds: Why Humanities Students Should Learn to Program”

Turkle, W. The Programming Historian.

Elkner, J., Downey, A.B. and Meyers C. How to Think Like a Computer Scientist (Chapter 1: The Way of the Program)

Reading Response: DUE 03/01/2010 11:59p.m.

March 4 – Lab: Python Tutorial (The Programming Historian)

08 March 9/11

March 9 – Maps and Mapping

Eiteljorg II, H. "Combining Maps and Data: Geographic Information Systems" p. 108-145.

Earhart, A. Mapping Concord: Google Maps and the 19th-Century Concord Digital Archive.

Project: Spatial History Project

<http://www.stanford.edu/group/spatialhistory/cgi-bin/site/index.php>

Reading Response: DUE 03/01/2010 11:59p.m.

March 11 - Lab: Making a Google Map

Group Project Discussion (con't)

09 March 16/18

March 16 – Vectors and Rasters: Digital Images

CDH: Kirschenbaum, "So the Colors Cover the Wires"

CDH: Deegan & Tanner, "Converting Primary Sources"

Nauta, G.J., 2008. As You Can See: Applying Visual Collaborative Filtering to Works of Art. Digital Humanities Quarterly

Project: Opening History <http://imlsdcc.granger.uiuc.edu/history/>

Reading Response

Reading Response: DUE 03/15/2010 11:59p.m.

March 18 – Lab: Manipulating images with GIMP

Group Project Discussion (con't)

March 19 – Group Project Proposals Due

March 23/25 SPRING BREAK

10 March 30/ April 1

March 30 – 3D Modeling, Virtual Worlds and Games

Frischer, B. "New Directions for Cultural Virtual Reality"

Squire, K. and Durga, S. (in press) Productive gaming: The case for historiographic game play.

Jerz, D.B. Somewhere Nearby is Colossal Cave: Examining Will Crowther's Original Adventure in Code and in Kentucky

<http://www.digitalhumanities.org/dhq/vol/1/2/index.html>

Project: Rome Reborn <http://www.romereborn.virginia.edu/>

Reading Response: DUE 03/29/2010 11:59p.m.

April 1 – Lab Activity: Using Open Source Software

- Install Omeka (<http://www.omeka.org>)

11 April 6/8

April 6 – Digital Sources in Libraries, Archives and Museums

CDH: Besser, “The Past, Present and Future of Digital Libraries”

Cameron, F. “Beyond the Cult of the Replicant”

Project: UIUC Libraries Digitized Book of the Week

<http://www.library.illinois.edu/blog/digitizedbotw/>

Reading Response: DUE 04/05/2010 11:59p.m.

April 8 – Lab Activity: Mashing up the Humanities

- The Library of Congress and The Flickr Commons
- Wikipedia, dBpedia and Freebase
- Yahoo! Pipes
- Google APIs/Google Maps

12 April 13/15

April 13 – Data Curation in the Humanities – Guest Lecture Dr. Allen Renear

CDH: Pitti, “Designing Sustainable Projects and Publications”

CDH: Smith, “Preservation”

Rosenzweig, Roy. “Scarcity or Abundance? Preserving the Past in a Digital Era,”

Sperberg-McQueen & Miller “How to Future-proof your data”

Reading Response: DUE 04/12/2010 11:59p.m.

April 15 – Open Project Time

13 April 20/22

April 13 –Audio, Video and Interactive Multimedia

CDH: Kolker, "Digital Media and the Analysis of Film"

Vectors: Journal of Culture and Technology in a Dynamic Vernacular.

<http://www.vectorsjournal.org/>

Center for Digital Storytelling <http://www.storycenter.org/>

Reading Response: DUE 04/19/2010 11:59p.m.

April 22 – Project Studio

14 April 27/29

April 27 – Project Studio

April 29 – Project Studio

16 May 4/6

May 4 – Project Studio

May 6: Reading Day

May 7 Final Projects Due

Bibliography

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