

CMS.633/833

Digital Humanities: Topics, Techniques, and Technologies

Spring 2015, Wednesdays, 7 – 10 pm, Room: 16-676

Instructor:

Kurt Fendt, Room 16-635, office hours W 4-5 PM or by appointment, email: fendt@mit.edu

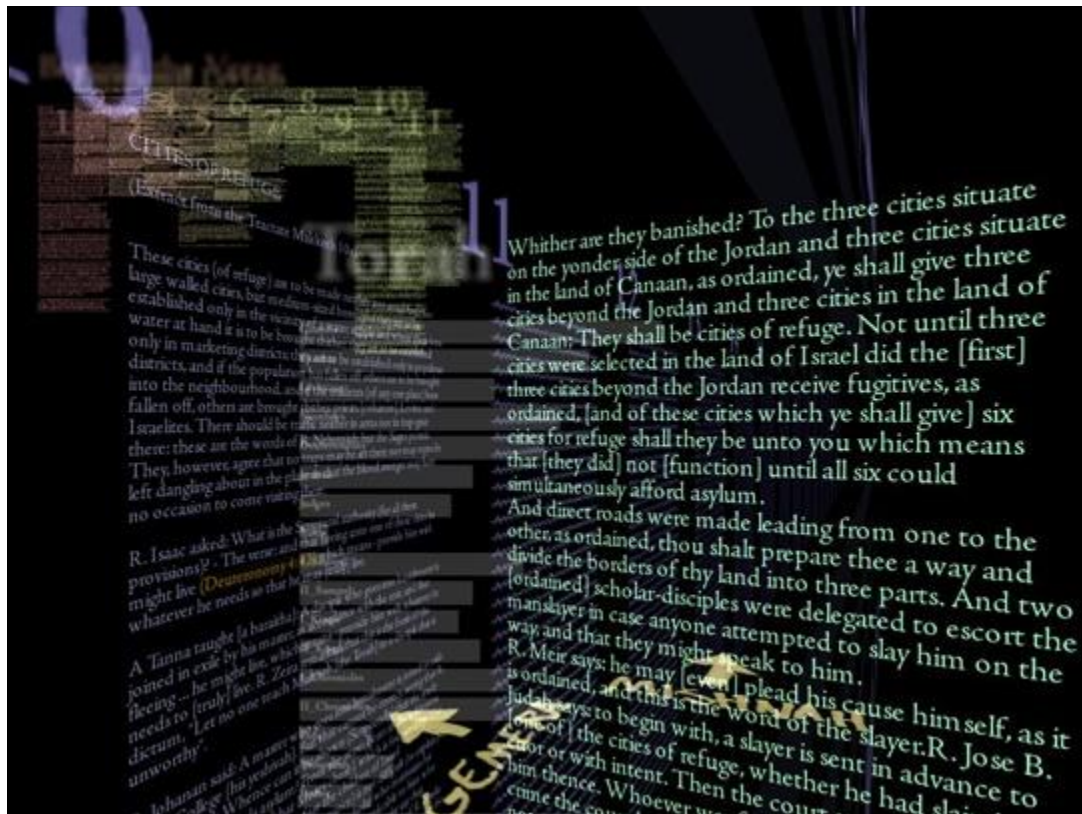
TA:

Andy Stuhl, email: akstuhl@mit.edu

Website: <http://cms633.github.io>

Stellar Site: <https://stellar.mit.edu/S/course/CMS/sp15/CMS.633/>

Annotation Studio: <http://mit.annotationstudio.org>



David Small's *Talmud Project*

Course description

Examines theory and practice of using computational methods in the emerging field of digital humanities. Develops an understanding of key digital humanities concepts such as data representation, digital archives, information visualization, and user interaction through the study of contemporary research in conjunction with working on real-world projects for scholarly, educational, and public needs. Students create prototypes, write design papers, and conduct user studies. Some programming and design experience is helpful but not required. Students taking graduate version complete additional assignments.

Format and Requirements

This class will consist of reading discussions, demonstrations of tools and techniques, and hands-on project work time. Occasionally, we will hear from guest speakers who work in museums, libraries, and research settings. Students are expected to participate in class discussions on readings. Additionally, students will be asked to annotate readings using the tool Annotation Studio (<http://mit.annotationstudio.org>). Small teams will be formed to work on a range of smaller projects throughout the semester. The final project will be selected before spring break and will have to be completed by the end of the term.

Grades will be based on the following criteria:

- Final project (40%), including a design paper and a prototype
- Short projects (20%)
- Presentations and project updates (15%)
- Class participation (15%)
- Annotation Studio (10%)

Class attendance is required. Unexcused absences result in a lower grade. There will be no final exam in the class.

Avoid *plagiarizing*. **Plagiarism** is the use of another's intellectual work without acknowledgment. Full acknowledgment for all information obtained from sources outside the classroom must be clearly stated in all written work submitted. All ideas, arguments, and direct phrasings taken from someone else's work must be identified and properly footnoted. Use quotation marks to identify all sources of wording that are not yours. Identify sources of ideas with appropriate footnoting. Plagiarism receives an F in the subject, the instructor is required to forward the case to the Committee on Discipline. See <http://cmsw.mit.edu/writing-and-communication-center/avoiding-plagiarism/> for more information.

The WCC at MIT (**Writing and Communication Center**) offers *free* one-on-one professional advice from lecturers (who all have advanced degrees and who are all published writers) about all types of academic, creative, and professional writing and about all aspects of oral presentations (including practicing your presentations). We help you think your way more deeply into your topic, no matter what department or discipline you are in. The WCC is located in Kendall Square (E39-115, 55 Hayward Street—the same building that houses Rebecca's Café). To register with our online scheduler and to make appointments, go to <https://mit.mywconline.com/>. To access the WCC's many pages of advice about writing and oral presentations, go to <http://cmsw.mit.edu/writing-and-communication-center/>. The Center's core hours are Monday-Friday, 9:00 a.m.-6:00 p.m.; evening hours vary by semester—check the online scheduler for up-to-date hours.

HyperStudio at MIT

This class is offered by members of MIT's HyperStudio – Center for Digital Humanities, one of the research groups within Comparative Media Studies/Writing. HyperStudio explores the potential of new media technologies for the enhancement of education and research in the humanities. HyperStudio's work focuses on questions about the integration of technology into humanities curricula within the broader context of scholarly inquiry and educational practice. HyperStudio conceptualizes, develops, and deploys innovative media applications in close collaboration with scholars, educators, students, and developers.

Class schedule (preliminary)

Date	Topic	Readings/Assignments
February 4	Introduction to Digital Humanities Sample DH projects DH Exercise	Assignments: Readings (on Stellar & some on Annotation Studio): <ul style="list-style-type: none"> • Read “A Short Guide to the <i>Digital_Humanities</i> (p.121-125) in <i>Digital_Humanities</i> • Read <i>Digital_Humanities</i>, chapter 2 (p. 29-42) Group project: Summary of your prototype
February 11	Data mining of open content: The Artbot project Guest speakers: Desi Gonzalez, Liam Andrew, CMS/HyperStudio Data mining and NER exercises	Assignments: <ul style="list-style-type: none"> • Annotate Vannevar Bush, “As We May Think” in Annotation Studio (http://mit.annotationstudio.org) • Read the rest of <i>Digital_Humanities</i>, chapter 2 (p. 42-60) Tools: <ul style="list-style-type: none"> • import.io • OpenRefine • Kimono
February 18	Humanities data: The Comédie-Française Registers Project From written records to humanities data Guest speaker: Prof. Jeff Ravel, MIT History	Readings: <ul style="list-style-type: none"> • Danah Boyd and Kate Crawford, “Six Provocations for Big Data • Additional readings TBA Tools: Diverse basic visualization tools, incl. Many Eyes
February 25	Databases and structures Narratives and filters Work with CFRP data	Readings: <ul style="list-style-type: none"> • Ann Blair, “Information Overload: Then and Now” • Lev Manovich, <i>The Language of New Media</i>, “The Database,” pp. 218-233 • <i>Optional:</i> Geoffrey Bowker and Susan Leigh Star, “Sorting Things Out” Tools: <ul style="list-style-type: none"> • D3.js
March 4	GIS/Location Data (TBD) Data visualization I (spatial mapping) Data and its interpretation Discussion of Final Projects	Readings: <ul style="list-style-type: none"> • Johanna Drucker, “Humanities Approaches to Graphical Display” • Daniel Rosenberg and Anthony Grafton, <i>Cartographies of Time</i>, Chapter 1: “Time in Print” Tools: <ul style="list-style-type: none"> • CartoDB • Google Fusion Tables • Google Maps/Earth Pro • Mapbox • TileMill

Date	Topic	Readings/Assignments
March 11	Data visualization II (time mapping) Discussion of Final Projects (cont.)	Readings: <ul style="list-style-type: none"> • Edward Tufte, <i>Envisioning Information</i>, “Color and Information” • Stephen Few, “The Chart Junk Debate” Tools: <ul style="list-style-type: none"> • TimeMapper • SIMILE Timeline Assignment: <ul style="list-style-type: none"> • Create visualization based on previous data set
March 18	Curation: From museum curation to digital curation Guest speaker: Kristen Gresh, Photography Curator, Museum of Fine Arts, Boston Selection of Final Projects	Readings: <ul style="list-style-type: none"> • TBA Assignments: <ul style="list-style-type: none"> • Curate a digital exhibition using Google Open Gallery or Omeka • Finish Data visualization project
March 25	SPRING BREAK - NO CLASS	Assignment: <ul style="list-style-type: none"> • Work on Final Project pitch • Explore interaction between technology and public spaces
April 1	Augmented space and design process I Final Project Pitches Guest speaker: Halsey Burgund, Artist and Mobile Developer (TBD)	Readings: <ul style="list-style-type: none"> • Lev Manovich, “The Poetics of Augmented Space” • Jane Alexander, Jake Barton, and Caroline Goeser, “Transforming the Art Museum Experience: Gallery One,” http://bit.ly/1iqN2nE • Human-centered Design Toolkit, “Hear,” pp. 29-68 Assignments: <ul style="list-style-type: none"> • Mobile Interaction project Tools: <ul style="list-style-type: none"> • Balsamiq
April 8	Design process II: Prototyping and wireframing Guest Speaker: Federico Casalegno, Mobile Experience Lab	Readings: <ul style="list-style-type: none"> • Dan Brown, “Communicating Design” • Shawn Medero, “Paper Prototyping” Assignment: <ul style="list-style-type: none"> • Create first project sketches
April 15	Digital humanities debates, frontiers, and future Final project in-class work time	Readings: <ul style="list-style-type: none"> • Stanley Fish, “Mind Your P’s and B’s: The Digital Humanities and Interpretation,” <i>Opinionator</i>, New York Times Online, 23 January 2012 Assignment: Final Project: Draft of paper prototype
April 22	Guest Speaker: Andy Stuhl: Digital Sound Studies & Sound Projects	Assignment: Final Project: Draft of digital prototype

Date	Topic	Readings/Assignments
April 29	Final project in-class work time	Assignment: Written summary of project progress (in Annotation Studio)
May 6	Final project in-class work time	Assignment: <ul style="list-style-type: none">• Draft of final paper
May 13	Final presentations	Assignment: <ul style="list-style-type: none">• Final project and Design Document