

DIKULT207 – Autumn 2016

Digital Humanities in Practice:

Project Work on Developing a Scholarly Database of Electronic Literature

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Tuesday & Thursday, 14:15-16:00

Sydneshaugen skole, Datalab 124

Course introduction

The course focuses on the development of both theoretical and practical skills in digital humanities. Students will learn how digital platforms can be used in research in the humanities. In the theoretical component of the course, students read academic texts on digital humanities research and do practical research on selected projects in the digital humanities. The course focuses on student active research. Students gain practical research experience as digital humanists by developing projects in ELMCIP Electronic Literature Knowledge Base. This knowledge base is a scientific, open access, relational database programmed in Drupal that documents creative work, research, events and actors in the field of electronic literature.

Students in the course will gain practical experience through working with one or more of the following areas:

- editing: researching, writing, and editing entries about electronic literature in the Knowledge Base
- web design and user interface development
- project planning and implementation; team-work and academic collaboration
- documentation
- visualization based research methods

This course provides a unique opportunity for students to get real-world experience working with scholars on an international research project in electronic literature and the digital humanities, and to contribute to the state of the art in these fields.

The ELMCIP Knowledge Base is based at the University of Bergen and can be accessed at <http://elmcip.net/knowledgebase>

Contributions to the ELMCIP Knowledge Base are publicly accessible and licenced with a Creative Commons, non-commercial share-alike license (nc-sa).

Teaching Methods

There will be four hours of teaching each week for twelve weeks during the semester, split between one theoretical and one practical seminar each week.

Student workload is estimated at 20 hours per week from the beginning of the semester until the exam, including during weeks without classes. This time should be spent attending classes, reading the assigned readings, completing assignments, contributing to the database projects, and gathering relevant material in the library and online (books, articles, videos, etc).

If there are fewer than five students enrolled in the course, the institute can chose to reduce the hours of instruction, as per guidelines published on Mitt UiB. If this is the case, students will be able to find

information about the revision of course hours at the start of the semester, before the deadline for semester registration (Sep. 1).

Class meetings are on Tuesdays and Thursdays, from 14.15-16:00 in Sydneshaugen skole, Datalab 124. Assignments will be posted on Mitt UiB.

UiB course page:

English: <http://www.uib.no/course/DIKULT207>

Norwegian: <http://www.uib.no/emne/DIKULT207>

ELMCIP KB record:

<http://elmcip.net/node/11315>

Reading list DIKULT207 – Autumn 2016

A New Companion to Digital Humanities

John Unsworth, Susan Schreibman, Ray Siemens (eds.)

Chichester: Wiley/Blackwell, 2016. ISBN: 9781118680643

<http://bcs.wiley.com/he-bcs/Books?action=index&itemId=1118680596&bcsId=9977>

The Johns Hopkins Guide to Digital Media

Marie-Laure Ryan, Lori Emerson, Benjamin J. Robertson (eds.)

Baltimore: Johns Hopkins UP, 2014. ISBN: 9781421412245

<https://jhupbooks.press.jhu.edu/content/johns-hopkins-guide-digital-media>

These texts will be supplemented with online readings, which will be available through Mitt UiB, including extensive use of the ELMCIP Knowledge Base: <http://elmcip.net/knowledgebase>

Supplementary literature:

Debates in the Digital Humanities

Matthew K. Gold (ed.) Minneapolis: University of Minneapolis Press, 2012.

ISBN: 9780816677955. Online at <http://dhdebates.gc.cuny.edu/>

Schedule

Week • Date	Topic	Comment
33 • 18.08.16	Orienteringsmøte	12.15-14.00 (Dragefjellet, Aud. 4)
34 • 23.08.16 SR	Course introduction Reading: ELMCIP Electronic Literature Knowledge Base: Project Report	
34 • 25.08.16 SR	Workshop Setting up KB accounts and editing records. Reading: ELMCIP Electronic Literature Knowledge Base: Project Report	

<p>35 • 30.08.16 AS</p>	<p>Introduction to the field of Digital Humanities</p> <p>Readings “Defining the Digital Humanities” (<i>Debates</i>, 67-71) “Sorting Out the Digital Humanities” (Svensson, <i>A New Companion to DH</i>, 476-492)</p>	
<p>35 • 01.09.16 SR</p>	<p>Workshop Introduction to the ELMCIP Knowledge Base (content, platform) + presentation of database user guide (manual). Exploration of the KB.</p> <ul style="list-style-type: none"> ▪ Content types ▪ Cross references ▪ Metadata (fields, tag taxonomy, open and controlled vocabularies, e.g. NT2 database) ▪ Contribution, workflow and guidelines ▪ UI concerns (production, theme, functionality) <p>Create and develop entries from the ELO Conference 2016 conference (creative works/critical writing) and ELC 3 (creative works).</p>	
<p>36 • 06.09.16 SR</p>	<p>Readings “What is Digital Humanities and What’s It Doing in English Departments?” (Kirschenbaum, <i>Debates</i>, 3-11) “The Humanities, Done Digitally” (Fitzpatrick, <i>Debates</i>, 12-15)</p>	
<p>36 • 08.09.16 AS</p>	<p>Workshop From stub to complete record—researching and developing existing records of works and critical writing in the KB. Create and develop entries from the ELO Conference 2016 conference (creative works/critical writing) and ELC 3 (creative works).</p>	
<p>37 • 13.09.16 AS</p>	<p>Readings “Exploratory Programming in Digital Humanities Pedagogy and Research” (Montfort, <i>A New Companion to DH</i>, 98-109) “Graphical Approaches to the Digital Humanities” (Drucker, <i>A New Companion to DH</i>, 238-250) “Ancient Evenings: Retrocomputing in the Digital Humanities” (Kirschenbaum, <i>A New Companion to DH</i>, 185-198)</p>	
<p>37 • 15.09.16 AS</p>	<p>Workshop Create and develop entries from ELO Conference 2016 (creative works, critical writing, events) and</p>	

	ELC 3 (creative works).	
38 • 20.09.16 AS	<p>Readings</p> <p>“Electronic Literature as Digital Humanities” (Rettberg, <i>A New Companion to DH</i>, 127-136)</p> <p>“Electronic Literature” (Rettberg, <i>Johns Hopkins Guide</i>)</p> <p>“Electronic Literature Organization” (Luesebrink, <i>Johns Hopkins Guide</i>)</p>	
38 • 22.09.16 AS	<p>Workshop</p> <p>Create and develop entries from 2016 ELO conference (cf. creative works, critical writing. Source: ELO abstracts 2016). Comparative analysis of works from ELO conferences or ELC in different periods/collections.</p>	
39 • 27.09.16 AS	<p>Readings</p> <p>“Graphs, Maps, Trees” (Moretti, 67-93, Mitt UIB)</p> <p>“Mining the Knowledge Base” (J. Rettberg, S. Rettberg, 1-12)</p>	
39 • 29.09.16 AS	<p>Workshop</p> <ul style="list-style-type: none"> ▪ Gephi workshop based on Jill Walker Rettberg's tutorial ▪ Visualizing Electronic Literature projects ideas 	
40 • 04.10.16 AS	<p>Readings</p> <p>“Critique of the Semantic Web” (Cramer)</p> <p>“Toward a Semantic Literary Web” (Tabbi)</p> <p>“Ontology is Overrated” (Shirky, 1-19)</p> <p>Homework: compare tags of different databases</p>	Workshop on Gephi
40 • 06.10.16 AS	<p>Workshop</p> <p>Finishing ELO 2016/ELC 3 documentation. Brainstorm about students projects. Gephi tutorial.</p> <p>Homework: Cramer vs. Tabbi and Shirky (5-10 lines text)</p>	Document with Drafts & Comments: Students' Projects: Gdoc
41	Høstferie: Reading Week	
42 • 18.10.16 AS	<p>Readings</p> <p>“Platform” (Bogost and Montfort, <i>Johns Hopkins Guide</i>)</p> <p>“Platform Studies: Frequently Questioned Answers” (Bogost and Montfort, DAC09)</p> <p>“Software Studies” (Fuller, <i>Johns Hopkins Guide</i>)</p> <p>“Hard Constraints: Designing Software in the Digital Humanities” (Ramsay, <i>A New Companion to DH</i>, 449-457)</p>	

	Documentation of Platform/Software records in ELMCIP.	
42 • 20.10.16 AS	Workshop Work on Gephi and ELMCIP. Developing tags in a specific set of records in preparation for visualization -- working with one ELO event/platform. Create software/platform records, cross-reference on works.	
43 • 25.10.16 SR	Readings “An Emerging Canon? A Preliminary Analysis of All References to Creative Works in Critical Writing Documented in the ELMCIP Electronic Literature Knowledge Base” (S. Rettberg)	
43 • 27.10.16 AS	Workshop Platform/Software records	
44 • 01.11.16 AS	Readings “Visualising Networks of Electronic Literature: Dissertations and the Creative Works They Cite” (J. Rettberg) “Digital Poetry and Critical Discourse: A Network of Self-References?” (Seiça)	
44 • 03.11.16 AS	Workshop Project workshop	Project / Paper outline due
45 • 08.11.16 AS	Workshop Project workshop	Work with visualisations projects
45 • 10.11.16 AS	Workshop Project workshop	Work with visualisations projects
46 • 15.11.16 AS	Workshop Paper Drafts	Paper Drafts due
46 • 17.11.16 AS+SR	Workshop+Meetings Paper redrafting	Meetings with Scott/Alvaro
47 • 24.11.16	Hand in paper Deadline: 13:00 via Mitt UiB	Papers uploaded to Vurderingsmappe på 13:00. Paper length: 2000 words, Times New Roman, 1.5 line spacing, ~5 pages
49 • 06.12.16	Oral exam, 20 min presentation of research project	

Course structure

▣ Selected readings

What are the digital humanities (DH), and where does this project fit within this context?
Students shall formulate questions from individual readings; situate the theoretical concepts.

▣ Platform introduction

What is ELMCIP? What is the Electronic Literature Knowledge Base as a platform?

▣ System and technology introduction

Drupal, the system/platform, is an open source CMS (Content Management System); the setup of the Knowledge Base, important features and functionality.

▣ Platform studies

Theory and practice on platforms, and the Platform & Software content type.

▣ Visualizing the database

Visualization strategies and techniques.

Graph visualization software: [Gephi](#)

▣ Collective practical projects

The practical projects will be centered around:

1. Recording recent conferences ([ELO Conference 2016](#)), exhibitions ([Electronic Literature: A Matter of Bits, No Legacy](#)) publications ([ELC 3](#)), and relevant journals.

We work with tags and anthology in relation to recent activities in the field, and in relation to the the notion of technicity in form of the new content type: Platform.

2. Platform specific work

- Open source works
- How platform effect genre
- Platform and location
- Platform field specification

▣ Research paper based on practical project

What conceptual issues are coming out of the task (practical project)?

eg. the project's scope, platform and aesthetics, platform and politics, etc.

Identify and work around an individual research question to produce an analytical exam paper (and oral presentation).

Learning Outcomes

After completing the course, students will have:

- an overview of current debates and concepts in the digital humanities, and familiarity with a selection of digital humanities projects
- a basic understanding of a Drupal database
- experience of team-work and of working on an international collaborative research project

After completing the course, students will be able to:

- research and write critical descriptions of works and actors in an aesthetic field for a scholarly database
- assess the usefulness of a range of digital humanities strategies in specific scholarly work
- discuss and prioritise organisational and design choices in developing a scholarly database

Expectations

- each student needs to create or modify/edit 60 records (5 records/week)
- create at least 3 information visualizations
- each student needs to select a subset (event, platform, genre, etc.) and identify patterns and trends, and perform an analysis on that basis
- each student should be able to contextualize their analysis within the theoretical context of DH