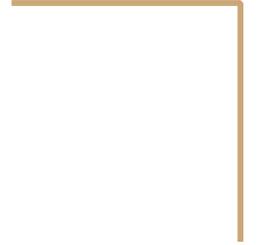




Designing a DH Project

September 26th, 2018
Institute for Humanities Research
Faculty Development Workshop Series





[bit.ly/design -dh-ih r](https://bit.ly/design-dh-ih-r)





Hannah Alpert-Abrams @hralperta · Sep 20



Going to have to define digital humanities for class today. Planning to spend less than five minutes on this crucial and tiresome topic.



Show this thread



“Whatever else it might be then, the digital humanities today is about a scholarship (and a pedagogy) that is publicly visible in ways to which we are generally unaccustomed, a scholarship and pedagogy that are bound up with infrastructure in ways that are deeper and more explicit than we are generally accustomed to, a scholarship and pedagogy that are collaborative and depend on networks of people...”

- Kirschenbaum, “What is Digital Humanities and What’s it Doing in English Departments?” (2010)



“The particular contribution of the digital humanities, however, lies in its exploration of the difference that the digital can make to the kinds of work that we do as well as to the ways that we communicate with one another....”

- Fitzpatrick, “The Humanities, Done Digitally” (2012)



“For me, what counts as digital humanities, ultimately, is work that doesn’t try to police the boundaries of what counts as digital humanities.”

- Jesse Stommel (2015)





"Along with the digital archives, quantitative analyses, and tool-building projects that once characterized the field, DH now encompasses a wide range of methods and practices: visualizations of large image sets, 3D modeling of historical artifacts, 'born digital' dissertations, hashtag activism and the analysis thereof, alternate reality games, mobile makerspaces, and more. In what has been called 'big tent' DH, it can at times be difficult to determine with any specificity what, precisely, digital humanities work entails."

- Lauren F. Klein and Matthew K. Gold (2016)



1st:
Question
2nd: Tool

“Everybody working on a digital humanities project needs to be writing. I am suggesting that this is simply a fact of life. If you don’t have at least a one-pager for your project, then you don’t have a project...”

- Trevor Owens (2011)



PM/

1. Choose wisely. Do you really need this? (Contribution/important information)
2. Don't assume you need a lot of resources. (You'll be in better shape if you don't.)
3. Seek partners, not services.
4. Draft a brief vision-document. Iterate and refine under real conditions. Iterate and refine.
5. Set clear internal milestones. (e.g., "I will be 'Powered by OCD'" and start with a small project (shame as PM's motivator)

6. What does sustainability mean to you/to this work? Secure stewardship agreements, embrace ephemerality as appropriate.
7. Foster community (users, developers) through small-scale publicity in just the right venues. Foster serendipity by communicating outside your comfort zone.
8. Enable decision-making on the part of every team member. Make clear and final decisions when needed. (Keep up momentum, keep up morale.)
9. Be the buffer for administrative and financial distractions.
10. Give all the credit away. But make it clear to your team that you'll take any blame.



Visioning, Planning, Design Documents....

- What is the research question at the heart of your project?
- Who are the stakeholders involved? Who are your collaborators?
- Where/what are your sources (digitized images, text, sound files, maps, social media data, an unexplored archive, a physical object, a spreadsheet...)?
- What is the purpose of this project, and/or who is the audience for it?
- What is the ultimate goal of this project, and/or what new knowledge or perspective will this project communicate?



3 minutes! Write it down....

- What is the research question at the heart of your project?
- Who are the stakeholders involved? Who are your collaborators?
- Where/what are your sources?
 - Examples: digitized images, text, sound files, video files, maps, social media data, an unexplored archive, a physical object, oral histories, a spreadsheet...
- What is the purpose of this project, and/or who is the audience for it?
- What is the ultimate goal of this project, and/or what new knowledge or perspective will this project communicate?

5 minutes! Share it out loud...

- What is the research question at the heart of your project?
- Who are the stakeholders involved? Who are your collaborators?
- Where/what are your sources?
 - Examples: digitized images, text, sound files, video files, maps, social media data, an unexplored archive, a physical object, oral histories, a spreadsheet...
- What is the purpose of this project, and/or who is the audience for it?
- What is the ultimate goal of this project, and/or what new knowledge or perspective will this project communicate?



1 minute or less! Share it out loud...

- What is the research question at the heart of your project?
- What is the ultimate goal of this project, and/or what new knowledge or perspective will this project communicate?



Best Practices

sources & data collection

Where is your data/content?

How will you compile, retrieve, and/or create this data/content?

Are there any privacy, security, or legal issues involved in using this data/content?

How does this data/content relate to your research question?



Best Practices

a brief & incomplete list

Text Encoding Initiative (TEI)

Music Encoding Initiative (MEI)

HTML5

Metadata

Minimal Computing & Markdown

User-centered web design

Clean(ed) text files / unicode

Site Documentation



Getting Started

vision/planning document

[Project Name] Planning Document

Authored by [name]
[Date document started]

Project Team

Project Stakeholders

Project Deadlines

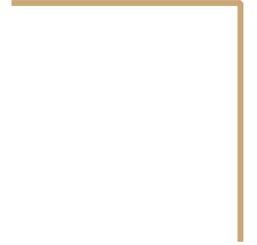
Project Description [internal use]

Goals

Needs [technology, materials, digitization costs, etc.]

Project Development Phases

Project Description [outreach, publicity statement]



[bit.ly/design -d h -i h r](https://bit.ly/design-dh-ih-r)





The sincerest form of flattery....



Photo by Amy Pickup, UT Dallas



The sincerest form of flattery....

Digital Publishing

- Unghosting Apparitional Histories (bit.ly/unghosting)

Digital Archives

- Bracero Archive (braceroarchive.org)
- dc1968 (dc1968project.com)

Digital Companions

- Becoming Richard Pryor (bit.ly/pryor-peoria)

Social Media

- Documenting the Now (docnow.io)

Text Analysis

- Viral Texts (viraltxts.org)

Text Mining

- Quantifying Kissinger (quantifyingkissinger.com)

Large Scale Visualization

- On Broadway (on-broadway.nyc)

Mapping

- Borderlands Archives Cartography (bacartography.org)
- Baldwin's Paris (baldwinsparis.com)

Networks

- Six Degrees of Francis Bacon (bit.ly/6-d-bacon)
- Linked Jazz (linkedjazz.org/network)

Getting Started

platform choices





to host
host...

or not to

Reclaim Hosting
(reclaimhosting.com)

Pantheon (pantheon.io)

Dreamhost (dreamhost.com)

Amazon Web Services
(aws.amazon.com)

Scalar (scalar.usc.edu)

Omeka.net (omeka.net)

Wordpress.com (wordpress.com)

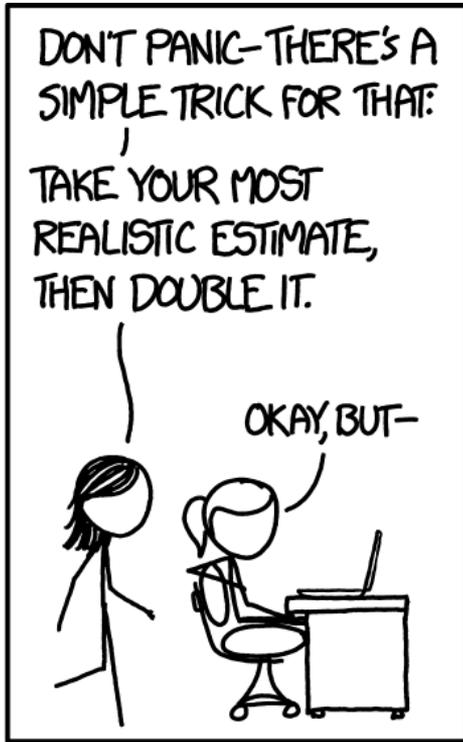
ESRI StoryMaps
(storymaps.arcgis.com)

Humanities Commons
(hcommons.org)

Getting Started

setting milestones





S- Specific
M- Measurable
A- Attainable
R- Relevant
T- Timebound

UPCOMING AND RECENTLY-ACHIEVED SELF-DRIVING CAR MILESTONES

- AUTOMATIC EMERGENCY BRAKING
- HIGHWAY LANE-KEEPING
- SELF-PARKING
- FULL HIGHWAY AUTONOMY
- FIRST SEX IN A SELF-DRIVING CAR
- FULL TRIPS WITH NO INPUT FROM DRIVER
- FULL TRIPS BY EMPTY CARS
- SELF-REFUELING OF EMPTY CARS
- AN EMPTY CAR WANDERING THE HIGHWAYS FOR MONTHS OR YEARS UNTIL SOMEONE NOTICES THE CREDIT CARD FUEL CHARGES
- CARS THAT READ OTHER CARS' BUMPER STICKERS BEFORE DECIDING WHETHER TO CUT THEM OFF
- AUTONOMOUS ENGINE REVVING AT RED LIGHTS
- SELF-LOATHING CARS
- AUTONOMOUS CANYON JUMPING
- CARS CAPABLE OF ARGUING ABOUT THE TROLLEY PROBLEM ON FACEBOOK



Getting Started

sharing out & sharing credit



Collaborators' Bill of Rights

- ¶ 1 1) All kinds of work on a project are equally deserving of credit (though the amount of work and expression of credit may differ). And all collaborators should be empowered to take credit for their work.
- ¶ 2 2) The DH community should default to the most comprehensive model of attribution of credit: credit should take the form of a legible trail that articulates the nature, extent, and dates of the contribution. (Models in the sciences and the arts may be useful.)
 - ¶ 3 a) Descriptive Papers & Project reports: Anyone who collaborated on the project should be listed as author in a fair ordering based on emerging community conventions.
 - ¶ 4 b) Websites: There should be a prominent “credits” link on the main page with PIs or project leads listed first. This should include current staff as well as past staff with their dates of employment.
 - ¶ 5 c) CVs: Your CV is **your** place for articulating your contribution to a collaboration. All collaborators should feel empowered to express their contributions honestly and comprehensively.
- ¶ 6 3) Universities, museums, libraries, and archives are locations of creativity and innovation. Intellectual property policies should be equally applied to all employees regardless of employment status. Credit for collaborative work should be portable and legible. Collaborators should retain access to the work of the collaboration.
- ¶ 7 4) Funders should take an aggressive stance on unfair institutional policies that undermine the principles of this bill of rights. Such policies may include inequities in intellectual property rights or the inability of certain classes of employees to serve as PIs.

A Student Collaborators' Bill of Rights

bit.ly/Collab-Rights-Students



By [CDH Guest Author](#) on June 8, 2015

By Haley Di Pressi, Stephanie Gorman, Miriam Posner, Raphael Sasayama, and Tori Schmitt, with contributions from Roderic Crooks, Megan Driscoll, Amy Earhart, Spencer Keralis, Tiffany Naiman, and Todd Presner

UCLA's Digital Humanities program emphasizes cross-disciplinary, cross-hierarchy collaboration among students, faculty, and staff. We've created this Student Collaborators' Bill of Rights as a statement of our values and principles in the UCLA DH program.



More Resources

The Programming Historian (peer-reviewed tutorials)

programminghistorian.org

“How Did They Make That” (Miriam Posner)

miriamposner.com/blog/how-did-they-make-that

DiRT Directory (registry of digital tools and platforms)

dirtdirectory.org

“Where to Start? On Research Questions in The Digital Humanities” (Trevor Owens)

bit.ly/2OUNMHR