

# CAMERON BERRY

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## COURSEWORK

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### Fall 2023 - ENGL\_8540: Predictive & Unforeseen Jane Austen

- Presentation: "Teaching ChatGPT to Write in the Style of Jane Austen"
- Practical Work: Generating & Annotating ChatGPT "Austen" Texts

### Spring 2024 - DH\_8991/ENGL 8500: Introduction to Digital Humanities

- Presentation: "Toward an NEH Grant Application for Further CBW Funding"
- Practical Work: NEH Grant Proposal for CBW
- Presentation: "DH & Disability"
- Essay 1: "My Journey Toward Digital Humanities"
- Essay 2: "Queering Distant Reading: Problematics & Possibilities"
- Essay 3: "Reflecting on My Ongoing Digital Humanities Journey"

### Spring 2024 - ENGL\_8900: Pedagogy Seminar

- Presentation: "Incorporating Digital & Multimodal Composing"

### Fall 2024 - ENGL\_5900: Counterpoint Seminar

- Practical Work: Sample Literature Unit with DH Assessment

### Spring 2025 - DH\_7008: Digital Humanities Practicum

- Research Materials Worksheet
- Data Management Plan
- Technical Learning Plan
- Technical Workshop: "Narratology with Voyant Tools"
- Group Research Guide (upcoming)

### Spring 2025 - ENGL\_5559: Textual Accessible Sustainable Teachable Experimental

- Practical Work: Vetting a BESS File
- Practical Work: Use of Voyant-Tools for Literary Analysis
- Presentation: "Anonymous Women & the CBW Database"

## RESEARCH PROJECTS

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### 2025: Aromantic Narratology with Voyant Tools

Digital humanities research project, supervised by Professor Rennie Mapp at the University of Virginia. Explores the capacities of Voyant Tools for narrative analysis rather than sentiment or word analysis, using a sample of Sarah Orne Jewett's novels to test findings.

### 2024-2025: Literature in Context

Research assistant for the inter-university, NEH-funded digital humanities project "Literature in Context," supervised by Professor John O'Brien. Used literary research and XML coding skills to create reliable, free digital editions of commonly studied texts for use by students, teachers, and professors.

## **2024: Queering the Collective Biographies of Women Database**

Digital humanities research project, supervised by Professor Alison Booth at the University of Virginia. Applied principles of queer theory to Alison Booth's ongoing digital humanities project Collective Biographies of Women to evaluate the database's searchability by researchers and useability by project collaborators in order to determine realistic next steps for improvement.

## **2023-2024: Shared Fantasies & Deviant Desires: Paratextual Intimacies in Fan Fiction**

Conference paper presented at UVA's "Intimacies" Graduate Symposium in March 2024. Considered the language fans use to describe their fantasies and express their physical and affective responses to dark and erotic fan fiction in order to analyze the "deviant" intimacies that emerge within these collaborative creative communities.

## **DH EVENTS**

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### **Fall 2023: "Plant Humanities Lab with the Dumbarton Oaks Plant Humanities Initiative"**

- Date: October 13, 2023
- Time: 10 AM - 12 PM
- Speakers: Dr. Yota Batsaki and Ron Snyder

At this event, Dr. Yota Batsaki presented on the Plant Humanities Initiative, an interdisciplinary, collections-based project that uses plants as a lens to explore environmental issues through storytelling, digital tools, and collaborative research, culminating in an open-access site with interactive plant narratives. Ron Snyder then demonstrated how GitHub and Juncture support this work by enabling rich multimedia essays with maps, images, and videos, while also addressing accessibility concerns.

### **Fall 2023: "Video Games and the Pornography of Death"**

- Date: November 16, 2023
- Time: 4 PM - 5:30 PM
- Speaker: Amanda Phillips

In this talk, Amanda Phillips discussed their work on "mechropolitics," a concept they coined to explore how video games construct "death worlds" through their mechanics, drawing from necropolitical theory and engaging deeply with themes of race, power, and mortality. Their talk examined how video games, like pornography, are affective "body genres" that engage viewers through visceral, emotional, and somatic experiences—particularly in their portrayal of death through headshots, X-rays, and ragdoll physics. These depictions reveal complex cultural desires around control, transgression, and spectacle, often reinforcing problematic norms while also opening space for critical, queer interpretations.

### **Spring 2024: "Introducing Newcomers to Digital Humanities"**

- Date: February 1, 2024
- Time: 12:30 PM - 2 PM
- Speaker: Miriam Posner

This event focused on how we might introduce DH to newcomers, but even as a student already enrolled in the certificate program, I found Miriam Posner's definitions incredibly useful. Ultimately framing DH as the use of digital tools to explore (but not necessarily answer) humanities questions, Miriam Posner emphasized the diversity of DH work—from exhibits to text analysis—while suggesting that all such projects essentially consist of "sources, processed and presented."

### **Spring 2024: "Literature in Context: A Digital 'Anthology' of Literature in English, 1400-1925"**

- Date: March 19, 2024
- Time: 12:30 PM - 1:30 PM
- Speaker: Tonya Howe, John O'Brien, and Christine Ruotolo

This was my first introduction to Literature in Context, a digital anthology project which aims to address issues of inconsistent provenance and quality in existing digital texts and provide students and educators with accurate, accessible editions of frequently-assigned texts from 1400–1925. Inspired by this presentation, I met with John

O'Brien soon after to discuss the project in more depth, and I am now working on the project as a research assistant.

#### **Fall 2024: "Tracing the Two Revolutions: A History of the Transgender Internet"**

- Date: October 4, 2024
- Time: 12 PM - 1:30 PM
- Speaker: Avery Dame-Griff

Avery Dame-Griff's lecture explored the intertwined development of the internet and the modern trans community, arguing that the rise of "trans" as a political and communal identity could not have happened without digital networks. From 1980s message boards like GenderNet to 1990s AOL forums, Dame-Griff traced how access to computers and online spaces enabled trans individuals—especially teenagers—to find support, build language, and shape identity in the face of censorship and isolation.

#### **Fall 2024: "On the Mutuality of Method: Distant, Middle & Close Reading in Dickens's Idiomatic Imagination"**

- Date: November 21, 2024
- Time: 5 PM - 6 PM
- Speaker: Peter Capuano

In this lecture, Peter Capuano explained how he used a simplified digital humanities approach to scan texts for idiomatic body expressions from an Oxford dictionary list, revealing that Dickens coined the vast majority of top-used expressions both in raw number and frequency per 100,000 words. His findings show how Dickens transformed literal body parts into idiomatic expressions. Starting with examples like Charlotte Brontë's "brow-beaten" (once a literal description), Capuano traced Dickens's deep engagement with working-class speech. While close readings dominate Dickens scholarship, Capuano emphasized how distant reading can reveal patterns otherwise invisible, suggesting a productive mutuality between digital and traditional methods.

#### **Spring 2025: "AI & the Future of Personhood"**

- Date: January 31, 2025
- Time: 12 PM - 1:30 PM
- Speaker: James Boyle

In this lecture, James Boyle explored how advances in AI challenge long-standing concepts of legal and philosophical personhood, encouraging reflection on what it truly means to be human. Boyle ultimately framed the AI personhood debate as a deeply human one, where the boundaries we set for machines reflect our evolving self-understanding—philosophically, legally, and ethically.

#### **Spring 2025: "Degenerative AI - The Covert Humanism of ChatGPT"**

- Date: February 20, 2025
- Time: 4 PM - 5:30 PM
- Speaker: Bernard Geoghegan

In this lecture, Bernard Geoghegan critically examined the ideological underpinnings of generative AI, particularly ChatGPT, through the lens of theoretical humanism, political economy, and language philosophy. The talk ultimately suggests that AI's true potential may lie not in mimicking humans, but in helping us rethink what it means to be human through new forms of collective, non-hierarchical connection.

## **WORKSHOPS ATTENDED**

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#### **Spring 2024: "Creating & Sharing Audiovisual Digital Exhibits with AudiAnnotate"**

- Date: March 28, 2024
- Time: 12:30 PM - 2 PM
- Speaker: Tanya Clement

During this workshop, Tanya Clement introduced us to AudiAnnotate, a tool designed to address challenges in accessing and interpreting archival AV materials by enabling users to annotate and present time-based media through IIIF manifests. We learned how to use AudiAnnotate to create digital exhibits that are accessible via GitHub, with a focus on scholarly use cases like description, annotation, and controlled access.

### **Fall 2024: “Generative AI in Teaching”**

- Date: November 15, 2024
- Time: 1 PM - 2 PM
- Workshop facilitator: Adrienne Ghaly

This workshop focused on how we might incorporate AI into our course activities and assessments in ways that enhance critical thinking and metacognition in the classroom rather than obviating it. One activity I found particularly beneficial asked students to summarize academic articles themselves and then compare their work to AI-generated summaries.

### **Spring 2025: “Teaching with Video”**

- Date: January 31, 2025
- Time: 9 AM - 12 PM
- Speaker: Lori Morimoto

In this workshop, Lori Morimoto showed us how to incorporate video assignments into the classroom. She highlighted the key benefits of video projects over more traditional assessments, and then in the second half of the workshop, the tech specialists in the library showed us the basics of CapCut.

### **Spring 2025: “Low Code Approaches to Topic Modeling for Humanities Data: Learning to Use BERTopic”**

- Date: April 4, 2025
- Time: 9 AM - 12 PM
- Speaker: Tim Tangherlini

In this workshop, Tim Tangherlini demonstrated some practical applications of topic modeling using minimal coding. Some key takeaways included: 1) the importance of creating networks whenever possible, 2) the use of "fuzzy matching" to identify similar chunks of text, which can be useful for detecting reused content (e.g., plagiarism, quotations, references), and 3) the concept of environments as flexible "sandboxes" that allow users to experiment and explore in a controlled space.