



Aalto University
School of Science



(all) the (different) Digital Humanities

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*This presentation:
<http://j.mp/allthedh>*

Background reading

Svensson, P. (2010). The Landscape of Digital Humanities. Digital Humanities Quarterly, 4(1)

Digital Humanities is a tactical term

To assert that digital humanities is a “tactical” coinage is to insist on the reality of circumstances in which it is unabashedly deployed to get things done—“things” that might include getting a faculty line or funding a staff position, establishing a curriculum, revamping a lab, or launching a center.

Kirschenbaum, M. (2012). Digital Humanities As/Is a Tactical Term. In M. K. Gold (Ed.), Debates in the Digital Humanities

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Once a course is on the books as “Introduction to Digital Humanities,” it is there for the long haul. Once a center is named, names are hard to change—who wants to have to redo the letterhead and the stenciling on the wall? The institutional structures we create thus tend to have long half-lives.

An academic infrastructure that includes a journal named Digital Humanities Quarterly and a federal agency with an Office of Digital Humanities (to take just a few examples) are not easily shifted. Behind these labels lie some very deep investments—of reputation, process, and labor, as well as actual capital.

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(all) the (different) Digital Humanities

- 1. Humanities Computing**
- 2. DH as Information Science**
- 3. Transformative, open Humanities**
- 4. Multimodal Humanities**
- 5. Computational Social Science**
- 6. Digital Studies, Cultural Studies, Game Studies, Internet Studies**
- 7. Political DH**

Digital Humanities as Humanities Computing

The digital humanities comprise the study of what happens at the intersection of **computing tools** with cultural artefacts of all kinds. This study begins where basic familiarity with standard software ends. It probes how these common tools may be used to make new knowledge from our cultural inheritance and from the contemporary world. It equips students to analyze problems in terms of **digital methods**, choose those best for the job at hand, apply them creatively and assess the results. It teaches students to use **computing as an instrument** to investigate how we know what we know, hence to strengthen and extend our knowledge of the world past and present.

Center for Computing in the Humanities. "Introduction to the Digital Humanities". King's College London. Accessed 19 February 2010.

Digital Humanities as Multidisciplinary Collaboration

Our mission is to produce, **through the lens of humanistic inquiry, new modes of thinking in design and computer science** to serve data-driven research in the humanities. We believe that humanistic inquiry, grounded in interpretation, has much to contribute to the development of technologies if they are to help us reveal ambiguity and paradox, allowing human-scale exploration of complex systems.

About -page of the Humanities + Design research laboratory at Stanford

Digital Humanities 1.0 vs 2.0

The **first wave** of digital humanities work was **quantitative**, mobilizing the search and retrieval powers of the **database**, automating **corpus linguistics**, stacking hypercards into critical arrays. The second wave is **qualitative, interpretive, experiential, emotive, generative** in character. It harnesses digital toolkits in the service of the Humanities' core methodological strengths: **attention to complexity, medium specificity, historical context, analytical depth, critique and interpretation.**

The Digital Humanities Manifesto 2.0

DH as (not) Information Science

Framing digital humanities in **libraries as a service** to be provided and consequently centering the focus of the discussion on faculty members or others outside the library seem likely to stall rather than foster libraries engagement with digital humanities....Better, I think, for libraries to support space and resources for interesting, possibly risky DH projects and to think of "technology transfer" as the key service to develop...**Enabling anyone in the library who wants to "do DH"** to be involved and to have at least some way for librarians, library staff, and GAs to start pursuing their own DH ideas will be a more productive starting point.

Trevor Munoz: Digital humanities in the library isn't a service, 2012

DH2.0: Digital Humanities as progressive humanities

One potentially rich space for action for the media studies professor is in a third variant of the digital humanities, the multimodal scholar. This third type of digital humanist in effect blends many of the desires and goals of the other "early adopters," the computing humanist and blogging humanist. This emergent breed, the multimodal humanist, brings together databases, scholarly tools, **networked writing**, and **peer-to-peer commentary** while also leveraging the potential of visual and aural media that so dominate contemporary life.

Tara McPherson: Introduction: Media Studies and the Digital Humanities
Cinema Journal, 48, Number 2, Winter 2009, pp. 119-123 |
10.1353/cj.0.0077

DH as the digital for fields that don't have a strong tradition of their own

Archaeology evidently does not figure strongly in DH journals, and DH barely figures within archaeological publications. The impression from the disciplinary discussion above is that archaeology remains largely distinct - some might say aloof - from DH. ... There are certainly strong parallels between both DH and Digital Archaeology (DA) - both share similar concerns with interdisciplinarity, technology and digital methods. Indeed, the characterisation of DA and DH is not so different. ... As a field, DA is well-established.

Huggett 2012: Core or Periphery? Digital Humanities from an Archaeological Perspective

Multimodal Humanities

“HUMlab opened as a functioning **digital space** in 2000.”

“This paper explores how **interactive 3-D worlds** and computer modeling can be used to **excite interest** in traditional dwellings constructed by indigenous groups in the Canadian High Arctic”

“The M.A. in **Historical & Cultural Visualization** prepares you for future work in such fields as public history, city planning and architectural design, cultural heritage, **museum exhibition design and visualization-based journalism**, and provides a springboard for more advanced study in art history, archaeology, architectural history and visual studies.”

“Humanities Heritage **3D Visualization**: Theory and Practice – NEH Summer Institute for Advanced Topics in the Digital Humanities”

Computational Social Science

Computational social science refers to the academic sub-disciplines concerned with **computational approaches** to the social sciences. It focuses on investigating social and behavioral relationships and interactions through **social simulation, modeling, network analysis, and media analysis**. Fields include **computational economics** and **computational sociology**.

[Wikipedia on Computational Social Science](#)

Computational Sociology

Computational sociology is a branch of sociology that uses computationally intensive methods to analyze and model social phenomena. Using computer **simulations, artificial intelligence, complex statistical methods, and analytic approaches like social network analysis**, computational sociology develops and tests theories of complex social processes through **bottom-up modeling of social interactions**.

[Wikipedia on Computational Sociology](#)

Computational Economics

Computational economics includes computational **modeling** of economic systems, **computational econometrics**, **statistics and finance**, **tools** for the design of automated internet markets, **programming tools** specifically designed for computational economics, and **pedagogical tools** for the teaching of computational economics

[Wikipedia on Computational Economics](#)

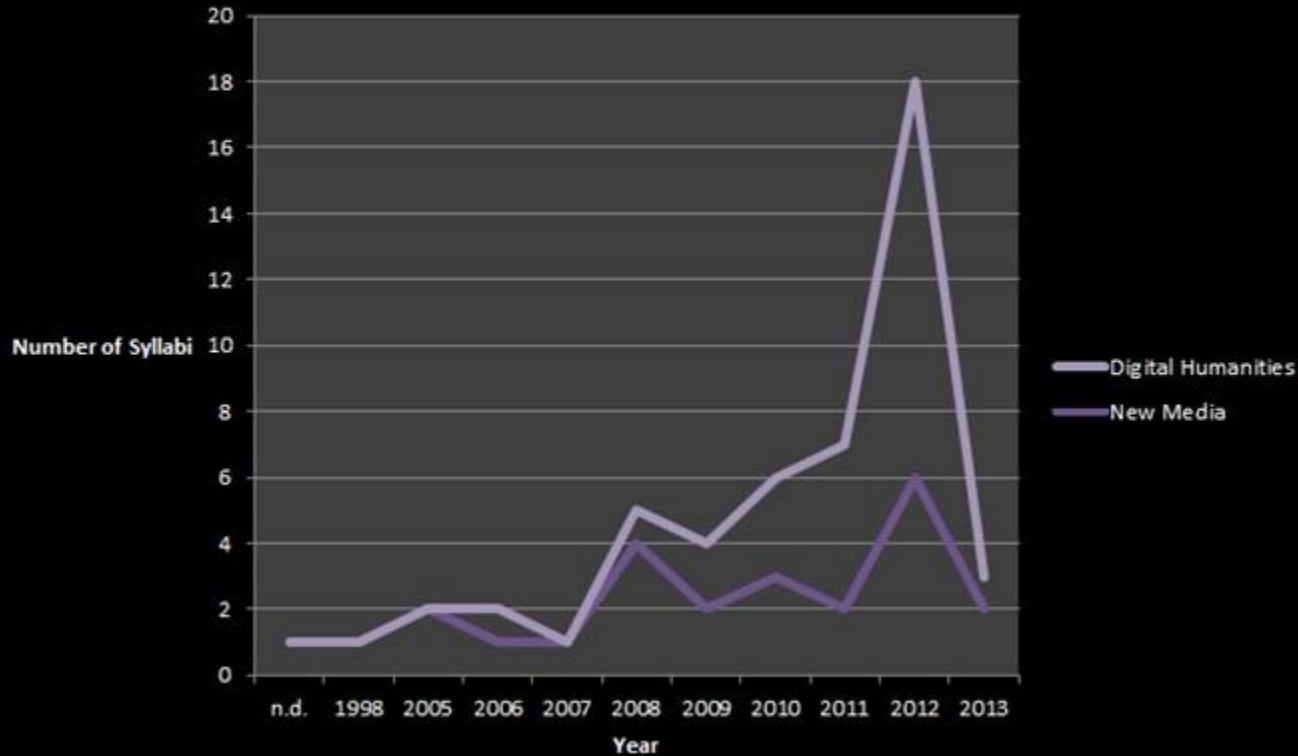
Digital Studies as Digital Humanities

The increasing importance assumed by **digital technologies** in contemporary culture has given rise to new forms of scholarly inquiry, new ways to assess and to organize humanistic knowledge, and new forms of cultural communication. The very questions that the humanities disciplines ask have changed. How have reading and writing changed in the **digital era**? What new forms of cultural expression emerge with the advent of the **digital age** and how do they build upon or break with the old? How should we assess the ethical and political implications of **digital technologies**? What kinds of tools do we have or do we need to develop in order to make sense of and/or to take advantage of these **new technologies**?

Interdisciplinary Studies in Humanities Program. "Concentration in Digital Humanities". Stanford University. Accessed 18 August 2008.

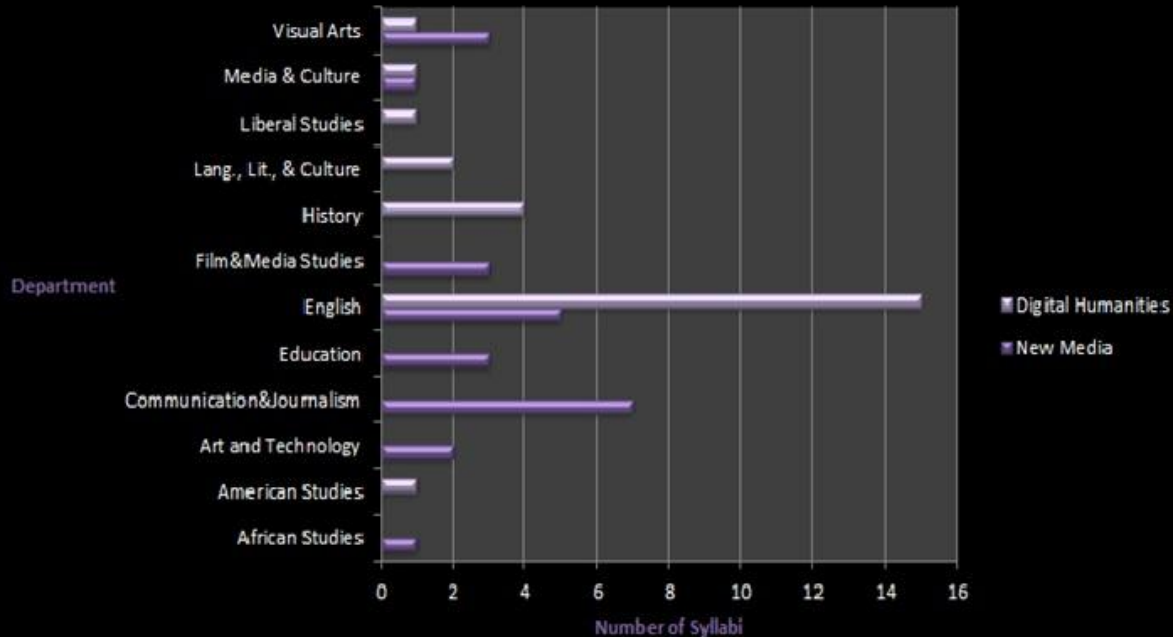
DH vs New Media Studies

NM/DH Breakdown by Year



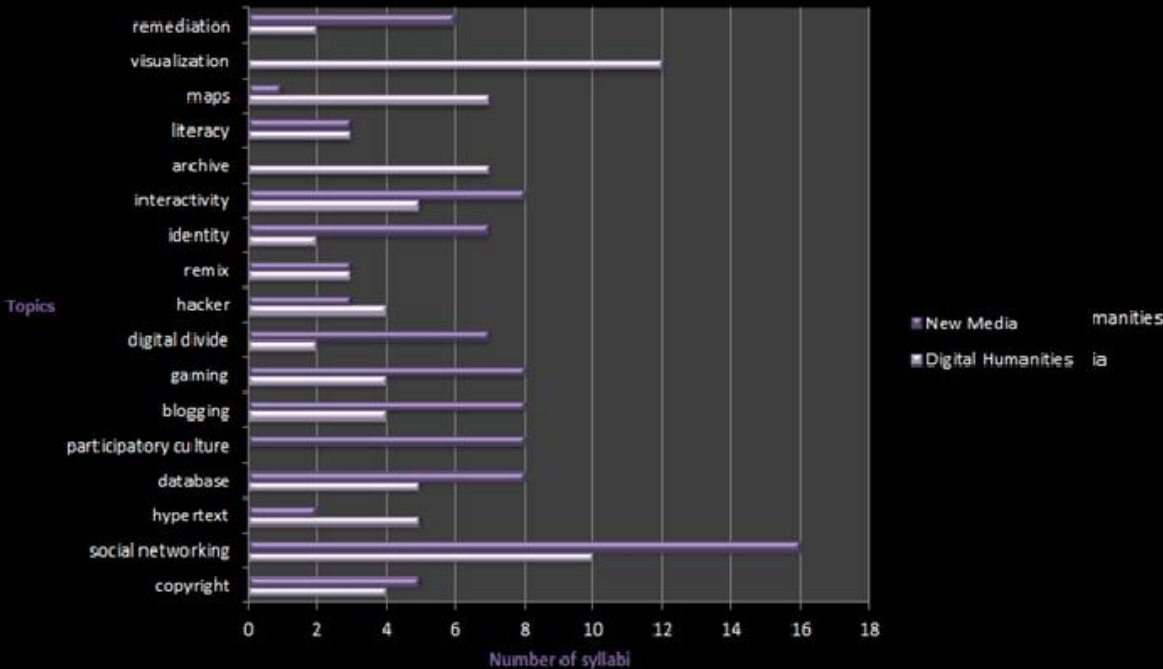
Year	NM	DH
n.d.	1	0
1998	1	0
2005	2	0
2006	1	1
2007	1	0
2008	4	1
2009	2	2
2010	3	3
2011	2	5
2012	6	12
2013	2	1

NM/DH Breakdown by Department



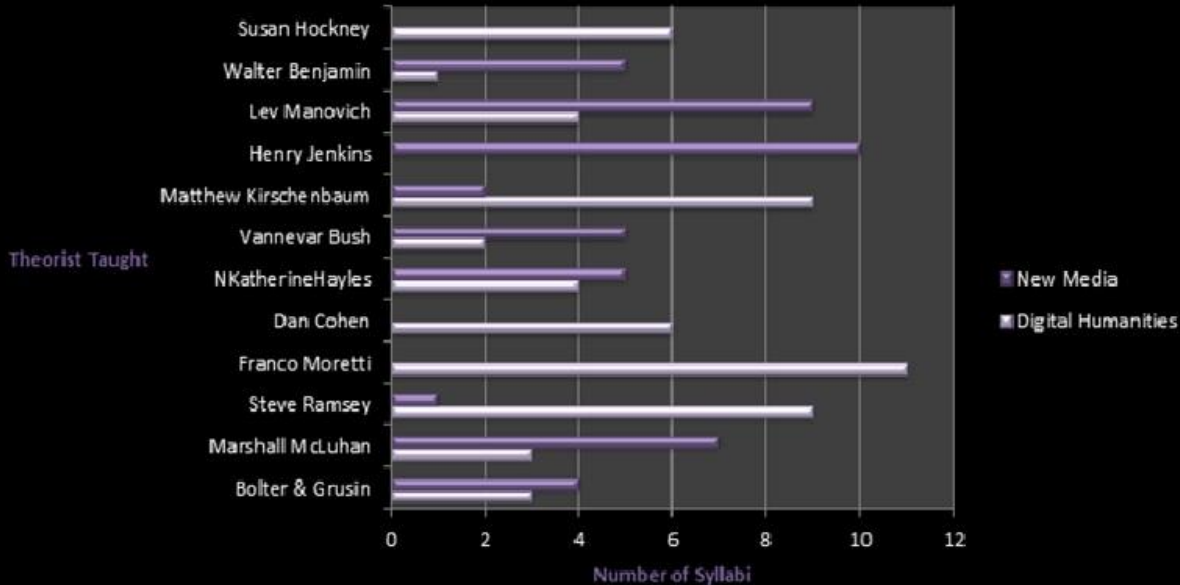
Department	NM	DH
African Studies	1	0
American Studies	0	1
Art and Technology	2	0
Communication & Journalism	7	0
Education	3	0
English	5	15
Film & Media Studies	3	0
History	0	4
Lang., Lit., & Culture	0	2
Liberal Studies	0	1
Media & Culture	1	1
Visual Arts	3	1

Breakdown of Frequent Topics



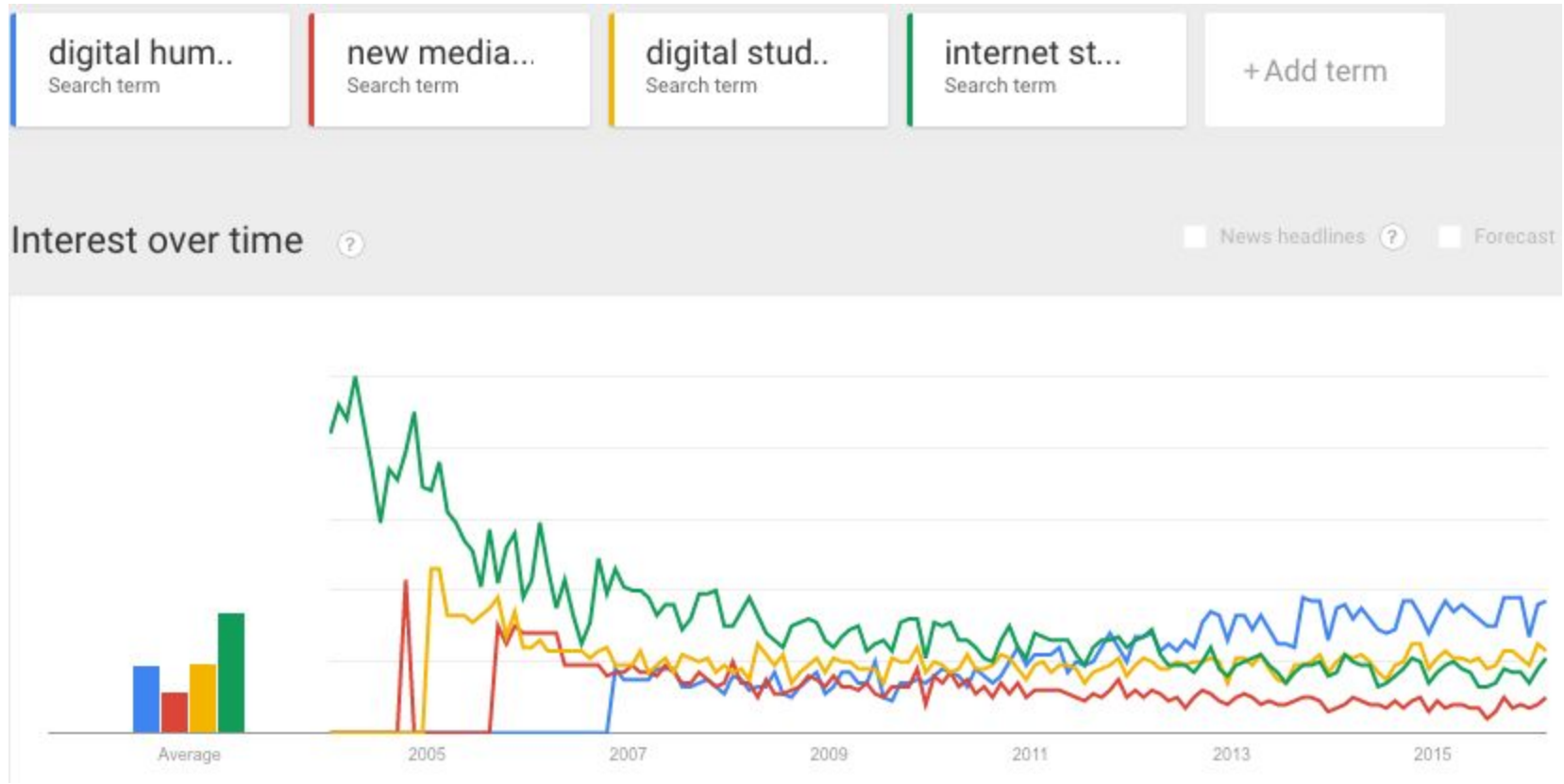
Topics	Total	DH	NM
copyright	9	4	5
social networking	26	10	16
hypertext	7	5	2
database	13	5	8
participatory culture	8	0	8
blogging	12	4	8
gaming	12	4	8
digital divide	9	2	7
hacker	7	4	3
remix	6	3	3
identity	9	2	7
interactivity	13	5	8
archive	7	7	0
literacy	6	3	3
maps	8	7	1
visualization	12	12	0
remediation	8	2	6

Top 10 Theorists Taught

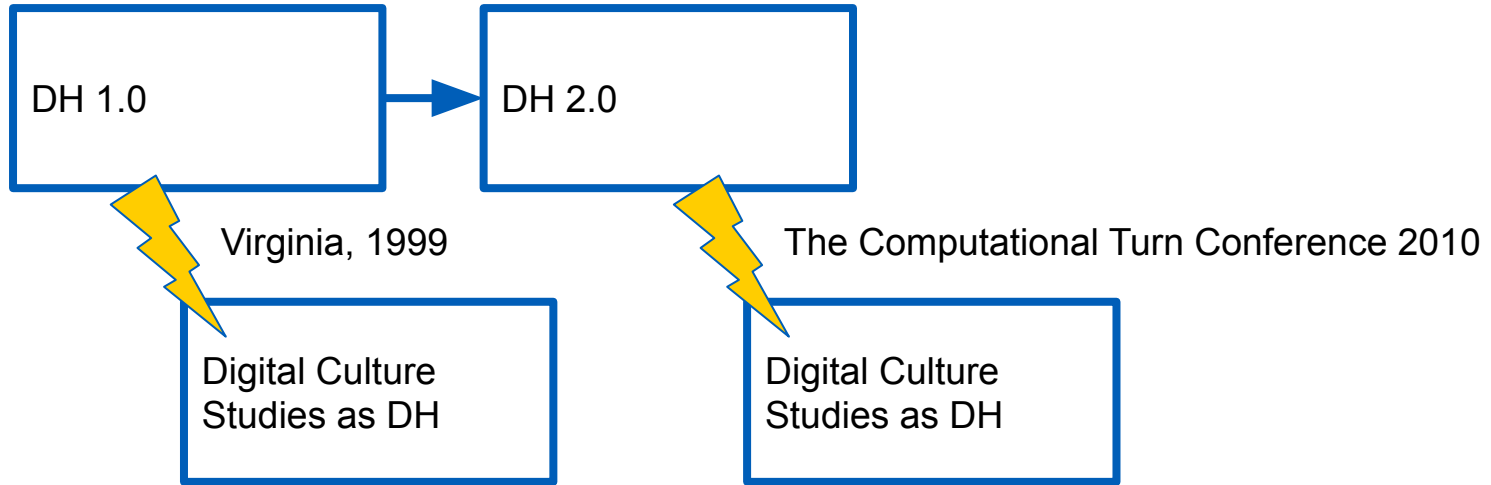


Theorist	Total	DH	NM
Bolter & Grusin	7	3	4
Marshall McLuhan	10	3	7
Steve Ramsey	10	9	1
Franco Moretti	11	11	0
Dan Cohen	6	6	0
NKatherineHayles	9	4	5
Vannevar Bush	7	2	5
Matthew Kirschenbaum	11	9	2
Henry Jenkins	10	0	10
Lev Manovich	13	4	9
Walter Benjamin	6	1	5
Susan Hockney	6	6	0

DH vs New Media/Digital/Internet Studies



the DH coup d'état

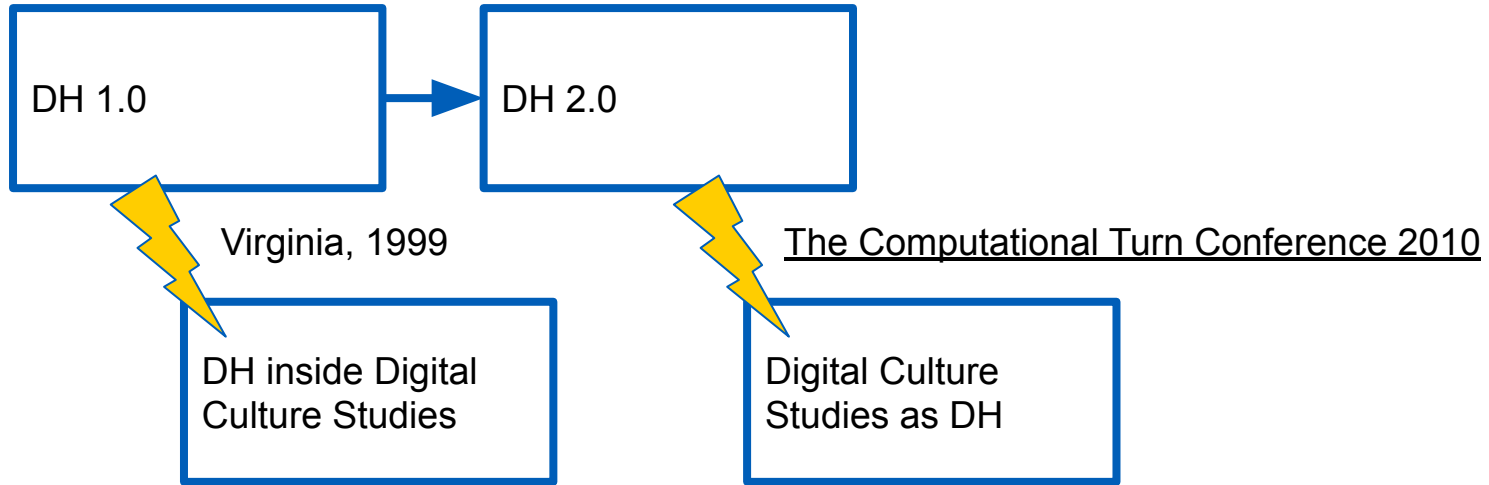


Virginia, 1999

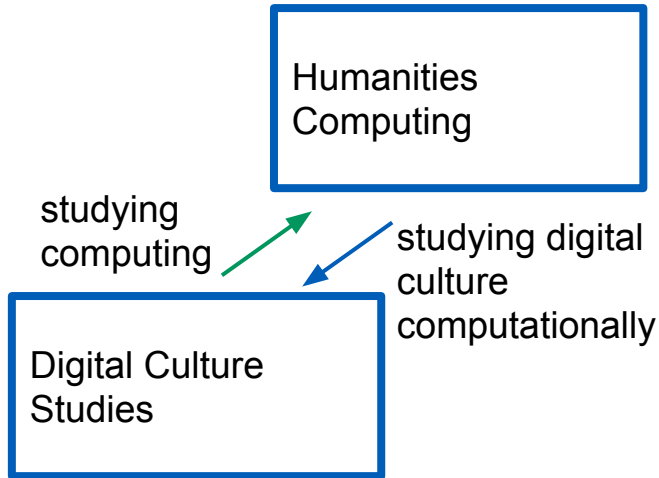
- September, 1999: “Participants in this fall’s seminar will discuss the nature of **humanities computing** (Is it, in fact, a field of scholarly inquiry?) and whether the University should offer a degree program in it.”
- December 1999: “Clear statement of central research questions will go a long way toward legitimizing a **Digital Media** program and separating it from the ‘collegial service’ model pervasive in Humanities Computing”
- 2012: “The adoption of the ‘digital media’ rubric was, as you note correctly, a tactical one within UVA’s environment, meant to aim at a compromise in which critical/theoretical issues from media studies might feel legitimate as part of the practice.”

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Transferrals between DH and Digital Culture Studies



Relationship between DH and Digital Studies



Software Studies

The theoretical analysis of how software systems (including apps, algorithms, machine learning and big data analytics) shape contemporary cultural and social life.

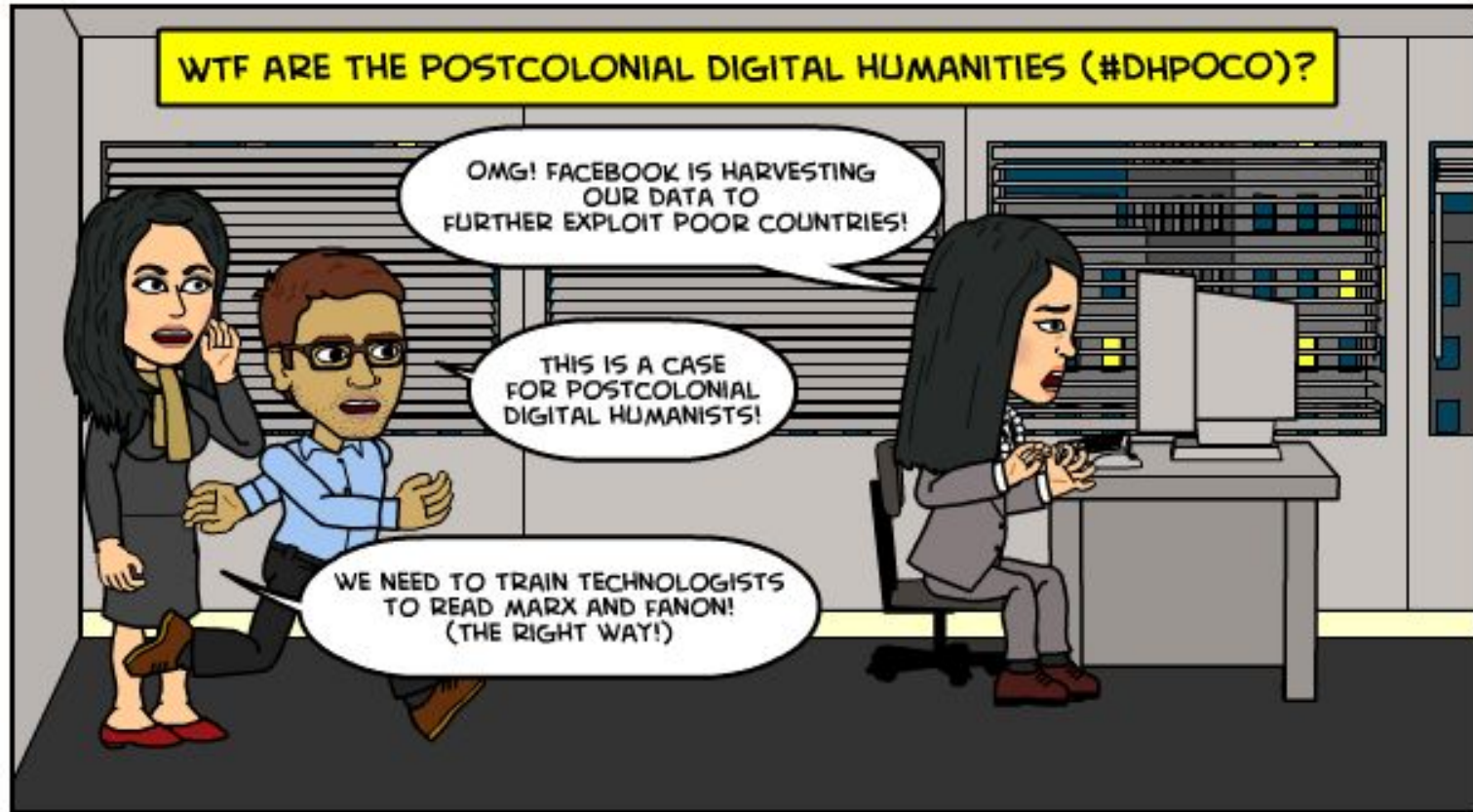
About the Software Studies Initiative

Computational Social Science, v2

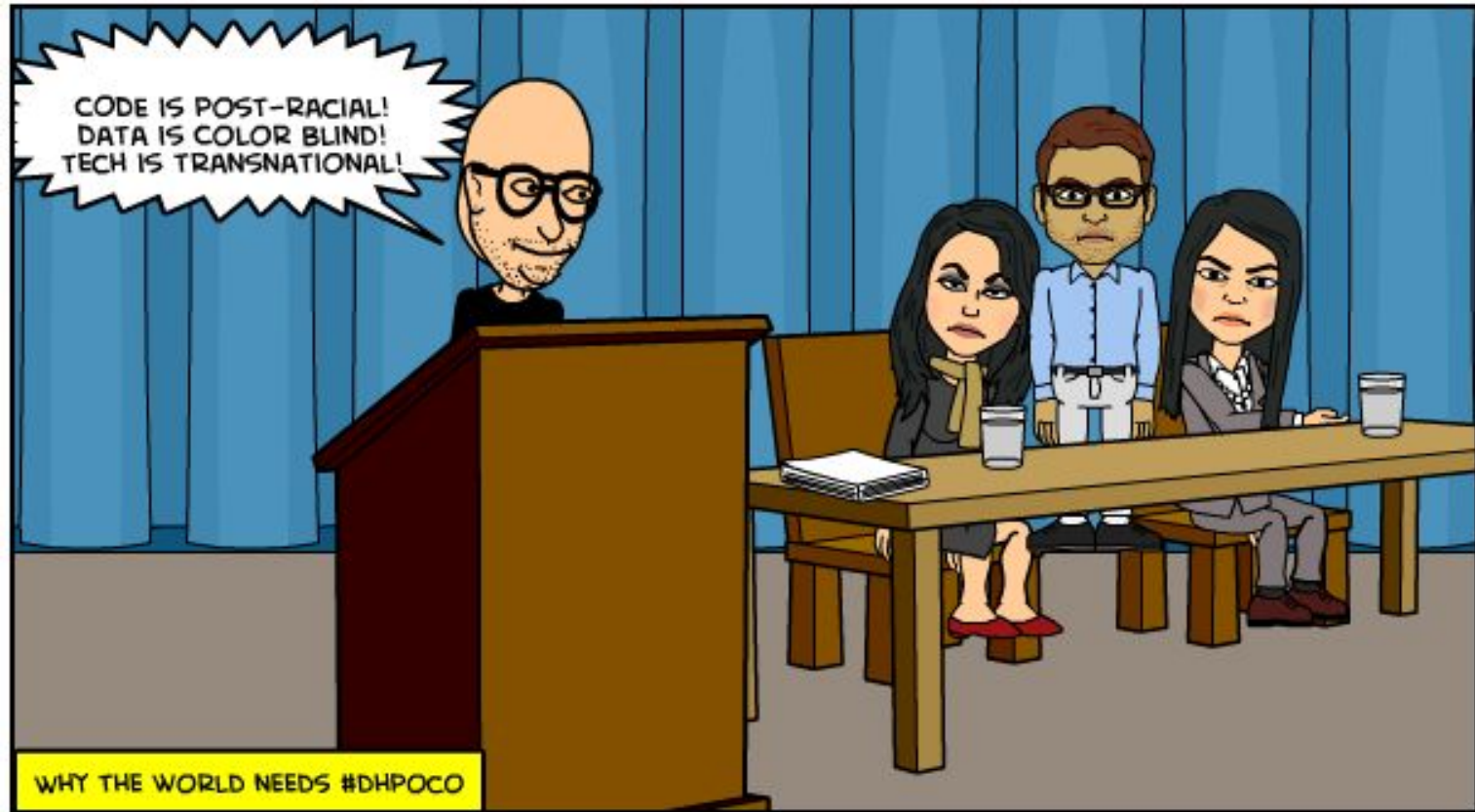
The capacity to collect and analyze massive amounts of data has transformed such fields as biology and physics. The emergence of such a **data-driven** “computational social science” has been much slower. If one were to look at the disciplinary journals, there would be minimal evidence of an emerging science engaged in **quantitative modeling of these new kinds of digital traces**. However, computational social science is occurring, and on a large scale, in places like Google, Yahoo, and the National Security Agency.

Lazer, David et al. “Life in the Network: The Coming Age of Computational Social Science.” Science (New York, N.Y.) 323.5915 (2009): 721–723.

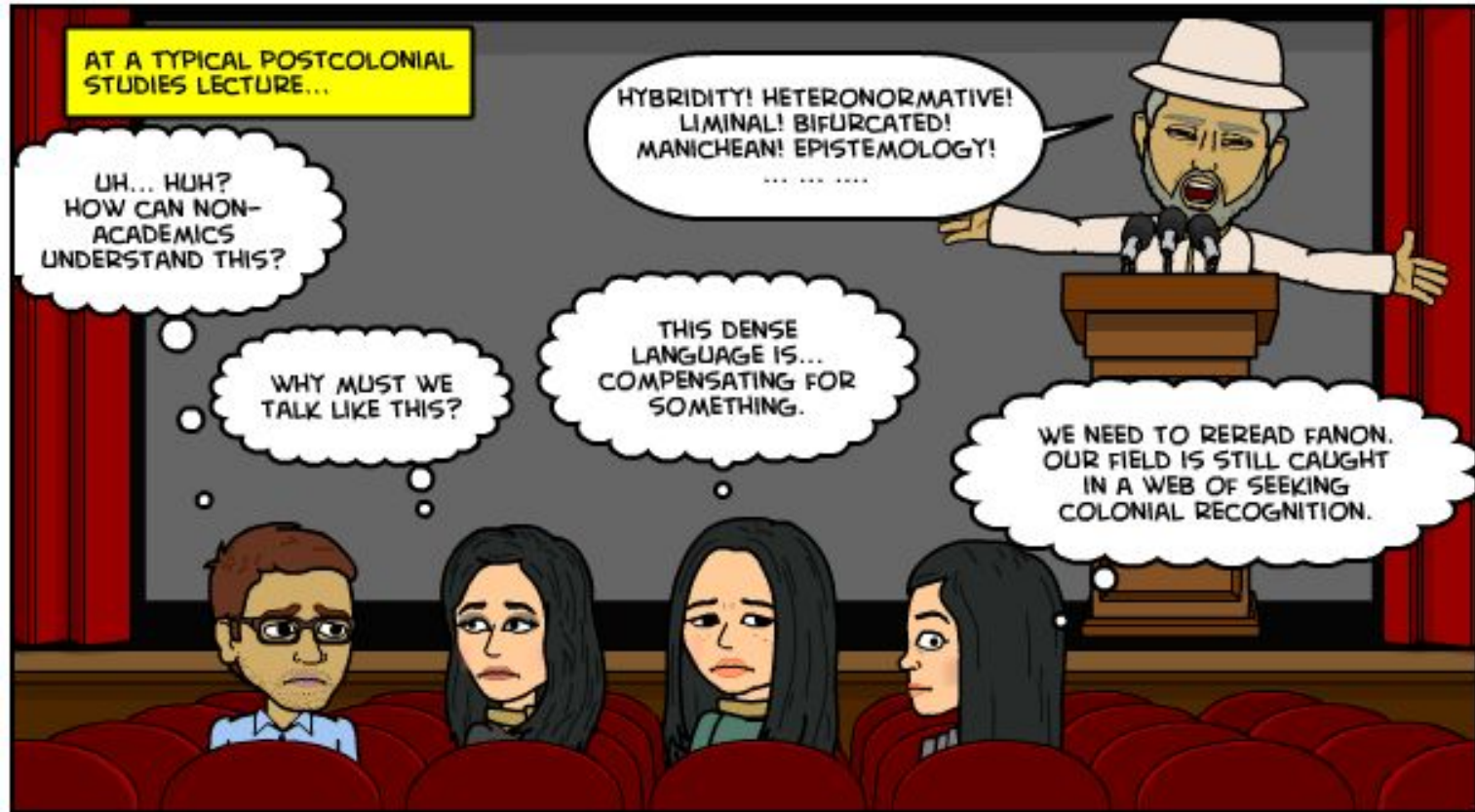
Postcolonial Digital Humanities



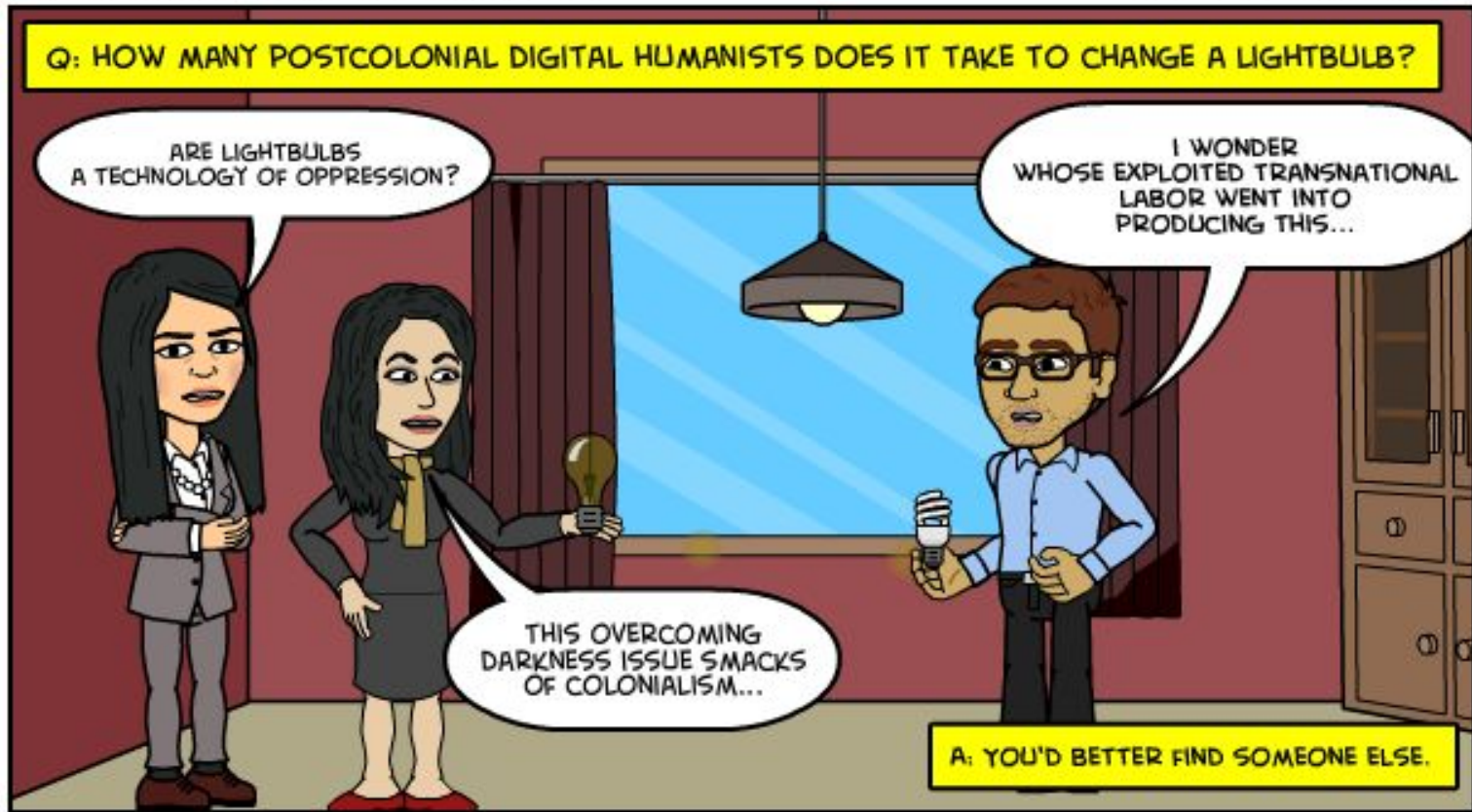
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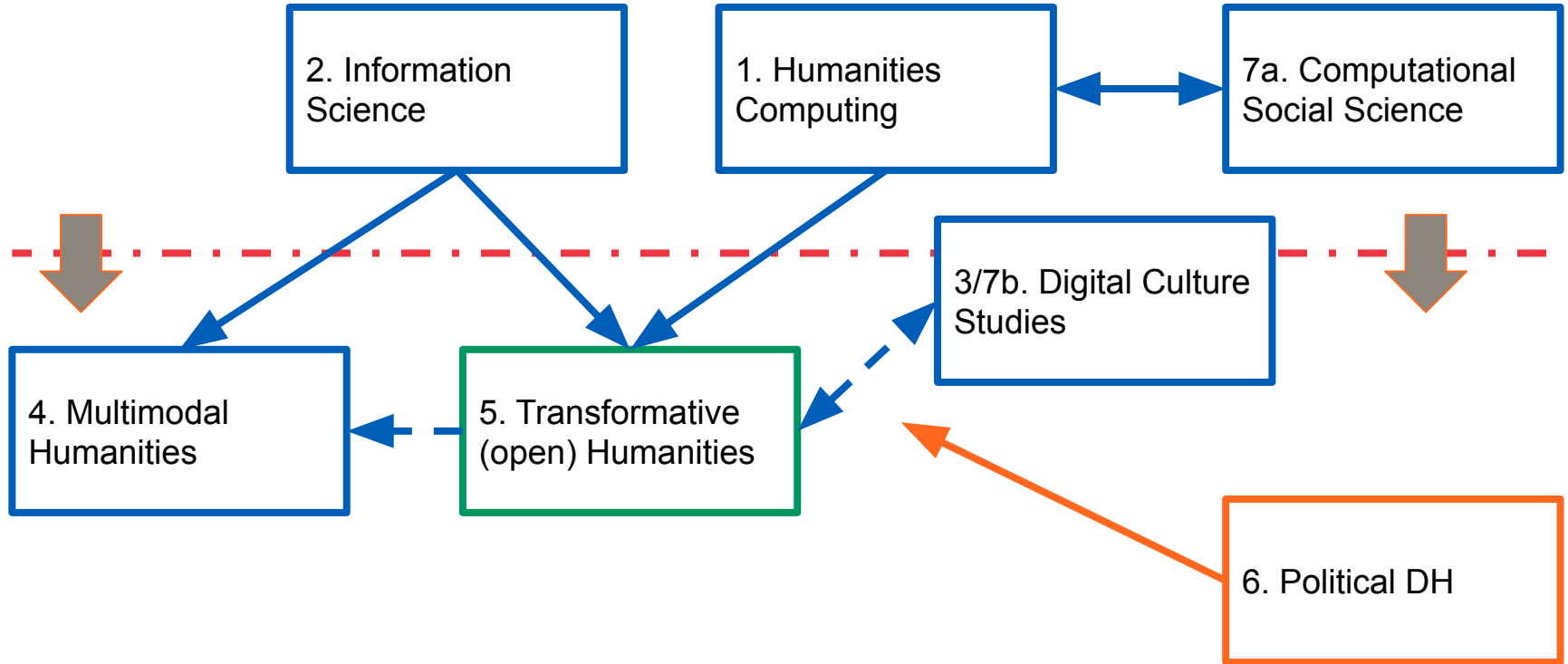
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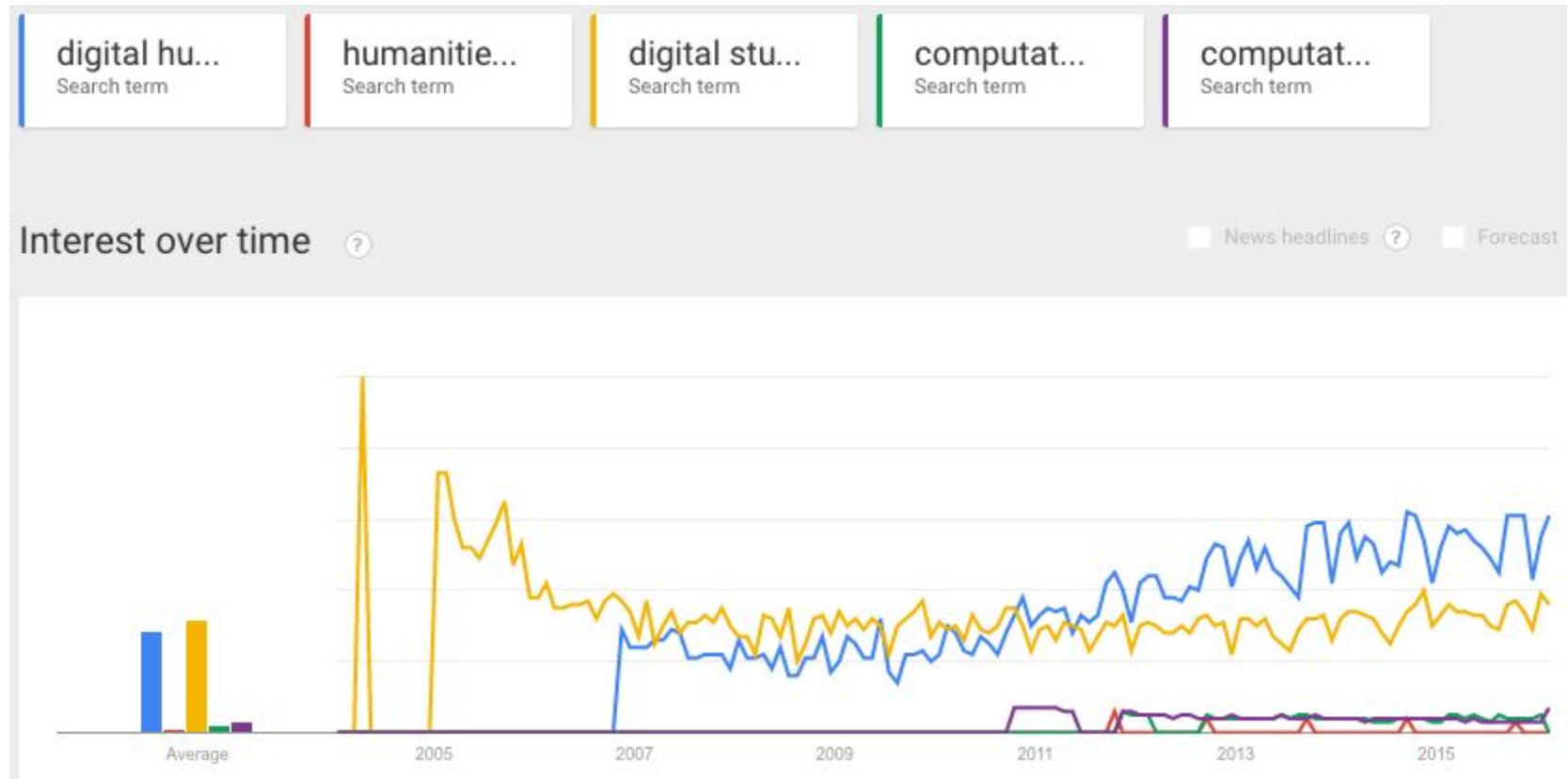
1. **Humanities Computing**
 - a. Corpus Linguistics
2. **DH as Information Science: DH 1.0, Digitization, Data Publication**
3. **Digital Studies, Cultural Studies, Game Studies, Internet Studies**
4. **Multimodal Humanities: Digital Humanities as Artistic Practice, DH as Exploratory Studio, Digital as an Expressive Medium, DH as 3D, Augmented Reality**
5. **Transformative, open DH: open access, social media, collaboration, Blogging Humanities, ...**
6. **Political DH: #transformDH, #DHPOCO**
7. **Computational Social Science**
 - a. simulation, modeling, data mining
 - b. Digital Studies, Media Studies, Internet Studies



Digital Humanities development in time



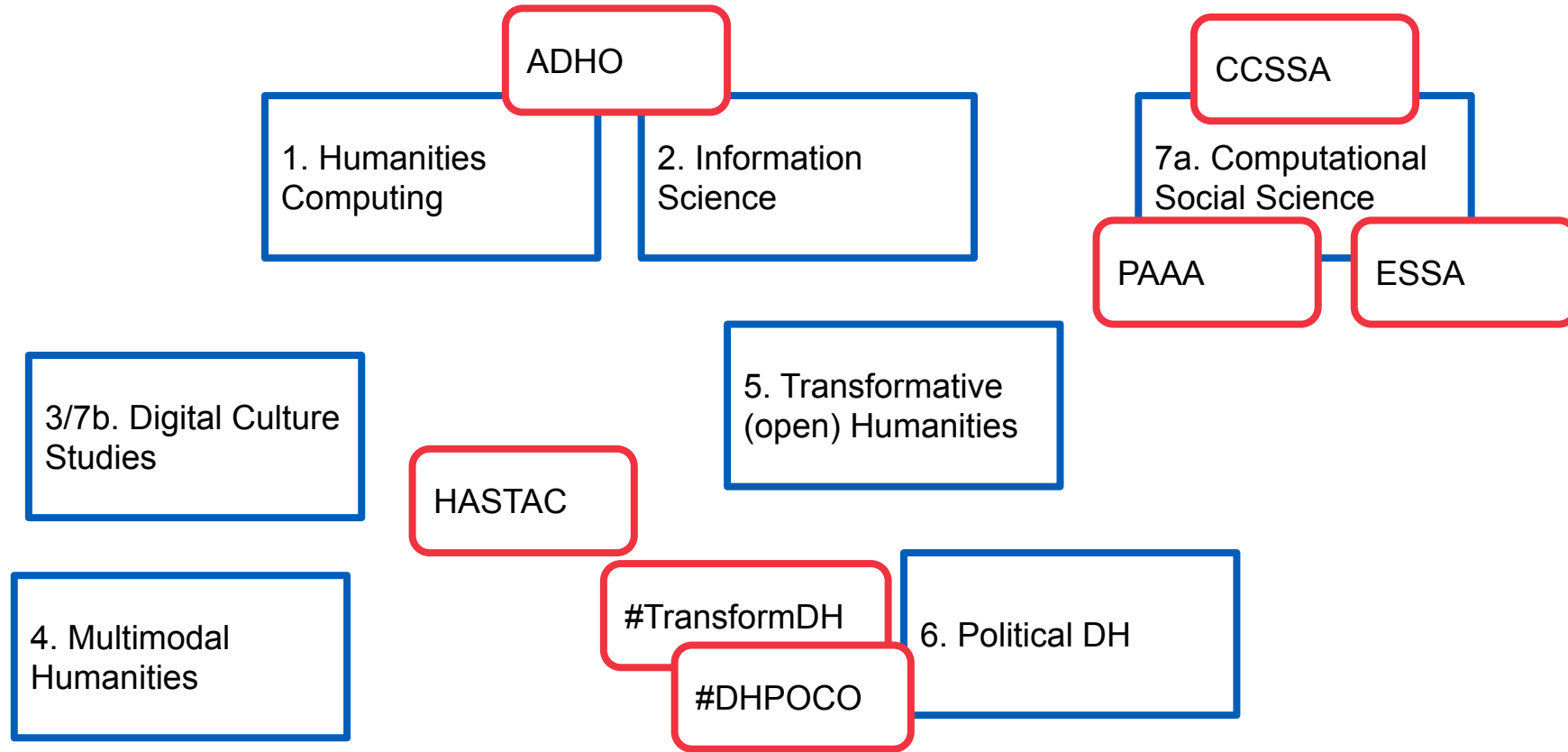
Digital Humanities trends



Digital Humanities organizations

- **ADHO: Alliance of Digital Humanities Organizations**
 - “promotes and supports digital research and teaching across all arts and humanities disciplines”
- **HASTAC: Humanities, Arts, Science, and Technology Alliance and Collaboratory**
 - “Changing the Way We Teach and Learn”
- **#DHPOCO**
- **#TransformDH**
 - “Transformative Digital Humanities: Doing Race, Ethnicity, Gender, Sexuality, Disability, and Class in DH”

Digital Humanities organizations



Computational Social Science organizations

- **CSSA: The Computational Social Science Society of the Americas**
- **PAAA: Pan-Asian Association for Agent-based Approach in Social Systems Sciences**
- **ESSA: The European Social Simulation Association**

Digital Humanities typology

1. Humanities
Computing

2. Information
Science

7a. Computational
Social Science

3/7b. Digital Culture
Studies

5. Transformative
(open) Humanities

4. Multimodal
Humanities

6. Political DH

(all) the (different) Digital Humanities

1. **Humanities Computing = research method**
2. **DH as Information Science = research field centered on modeling and publishing cultural heritage collections**
3. **New Media Studies, Digital Culture Studies, Game Studies, Internet Studies, CSS as NMS = research field centered on digital as content**
4. **Multimodal Humanities = research field centered on multimodality**
5. **Open Humanities = movement to change general academic practices, closely related to open science**
6. **Political DH = movement to keep the field(s) of DH mindful of postcolonial feminist concerns**
7. **Computational Social Science as research method**

Conclusions

Digital Humanities is a tactical term

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Conclusions

- **Globally, we're stuck with all these different things being Digital Humanities**
- **But locally, when doing anything, one should remember that they are distinct, and act accordingly:**
 - In an institutional context, be clear what subsets you include in your DH
 - When mixing DHs, be mindful of whether they do or don't support each other in that particular instance