Digital Humanities: Tools and Resources

- Digital Humanities @MU & the Digital Humanities Commons
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OFFICE OF DIGITAL HUMANITIES

GRANT NEWS

Roberto Busa (November 13, 1913 - August 9, 2011)

AUGUST 10, 2011 | BY BRETT BOBLEY

Photo courtesy of Alberto Cavicchiolo
+ Click on image to enlarge.
Google Ngram viewer.
The Digital Humanities Initiative is an interdisciplinary community of MU faculty, staff, and students interested in exploring and developing the "digital humanities," broadly construed as the intersection of humanities disciplines and computing. This includes the development and use of online collections, exhibits, editions, and other resources; the use of computing software and techniques in the aid of humanities research; the exploration of new methods of scholarly communication and collaboration; and reflection and research on the impact of the digital technologies on human civilization and cultures.

We communicate via the DH-Humanities-L listserv and meet periodically. We sponsor the monthly Digital Humanities Colloquia, an opportunity to hear about current projects and exchange ideas.

Please join us!

**Upcoming DH Events @ MU**

- **Thursday, Oct 10, 2013: Cyberinfrastructure Day**
  - Among many interesting presentations, see Seeing is Understanding @2:00 (Visualization, I-Lab), Digital Humanities: Tools and Resources (DH Commons, Digital Services @MU Libraries, Hathi Trust) @3:30.

- **Friday, Nov 1, 2013: Immersive Visualization: the I-Lab and Rocca Sorrentina**
  - 10:00-3:00. We'll pay a visit to the Architectural Studies I-Lab to learn about their capabilities and to see a demonstration of Rocca Sorrentina, an immersive learning environment (http://www.muhumanities.org/innovations).

- **Friday, Jan 24, 2014: Launch Party for the Digital Humanities Commons**
  - Details coming soon.
About Allen Institute
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Digital Humanities Commons

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Recent Projects
- Project 3 Title
- Project 2 of DHC
- Project 1 of Digital Humanities Commons

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Welcome

The Allen Institute for Research on Learning, Information & Technology, named in honor of Dr. Bryce L. Allen, provides a unifying and dynamic umbrella for the research and development activities of faculty, staff, and students in the School of Information Science & Learning Technologies (SISLT). The Allen Institute offers an infrastructure of support and a collaborative space wherein the vital inquiry of SISLT can be enhanced. Bryce Allen represented the best of collaboration and creative research; the goal of The Allen Institute is to continue in this noble tradition.

The Allen Institute houses numerous, on-going R&D projects including the following:

**Assessing Women in Student Environments**
- URL: [http://www.engr.psu.edu/aue/](http://www.engr.psu.edu/aue/)
- Point of Contact: Rose Marra
  - AWE offers exportable assessment instruments, literature resources and capacity building tools.

**CANS: Context-aware Activity Notification System**
- URL: [http://cansaware.com/](http://cansaware.com/)
- Point of Contact: Jim Laffey
  - Developing tools for use in the SAKAI course management system.

**eThemes**
- URL: [http://ethemes.missouri.edu](http://ethemes.missouri.edu)
- Point of Contact: Laura Wedman
  - Email: ethemes@missouri.edu
  - An online database of content-rich, age-appropriate resources for teaching and learning.
Information Experience Laboratory
URL: http://ielab.missouri.edu
Point of Contact: Neeley Current
Laboratory and enterprise for research, teaching and service in technology usability.

iSocial
URL: http://isocial.missouri.edu/iSocial/
Point of Contact: Jim Laffey
Developing virtual environments for individuals with autism (partnering with Thompson Center).

KidTools Support System (KTSS)
URL: http://kidtools.missouri.edu
Point of Contact: Gail Fitzgerald
Computer-based performance support tools for children and youth with learning disabilities and/or emotional/behavioral disorders.

Materials Science Problem-Based Learning Project
Design, implementation, and assessment of a problem-based learning (PBL) version of a materials science course in the mechanical engineering curriculum. In order to establish effects, data are being collected in a traditional version of the course and a PBL version of the course.

National Girls Collaborative Project
URL: http://www.ngcproject.org/
Point of Contact: Rose Marra
Design, develop and test performance tools and assess the effectiveness of activities designed to recruit and retain women in engineering and science.
Digital Humanities Commons Collaborators

- Twyla Gibson, Director (GibsonT@missouri.edu)
- Neeley Current, Assistant Director
- Miroslav Marinov, Project Consultant, Systems Developer
- Vikas Boinpally, Software Developer
- Bob Wadholm, Interaction Designer
- Aaron D. Moss, Programmer Analyst
- Toni Milstead, Financial Officer
- Megan Wilkinson, Manager
- Anne Barker, Humanities Librarian (BarkerA@missouri.edu)

Advisory Committee
Project Development Process

- Contact Twyla or Anne to set up a consultation
- Four hour consultation with DHC staff to develop a project idea
- Three days service from software developers, et al. to develop prototype

Goal: to provide basis for further application for internal and external funding for ongoing work.
Coming Soon!

- Nov. 1, 1:00-3:00 presentation of the Architectural Studies iLab and the Missouri Humanities immersive learning environment, Rocca Sorrentina at the iLab.
- Jan. 24 launch party for the Digital Humanities Commons
- Funds for travel/training & grad assistants
  Applications by end of Nov.; decisions by end of Dec.
- Digital Humanities Graduate Certificate

Future Events:
- Updates on new and ongoing projects
- How-to workshops on software
- Open house visits to campus labs
- Visits to/from regional digital humanities centers

Other ideas? Please contact Anne Barker, barkera@missouri.edu