This Digital Life

Reading, Writing and Culture in a Digital Age

Anne B. McGrail

There are things we live among "and to see them Is to know ourselves"

--George Oppen
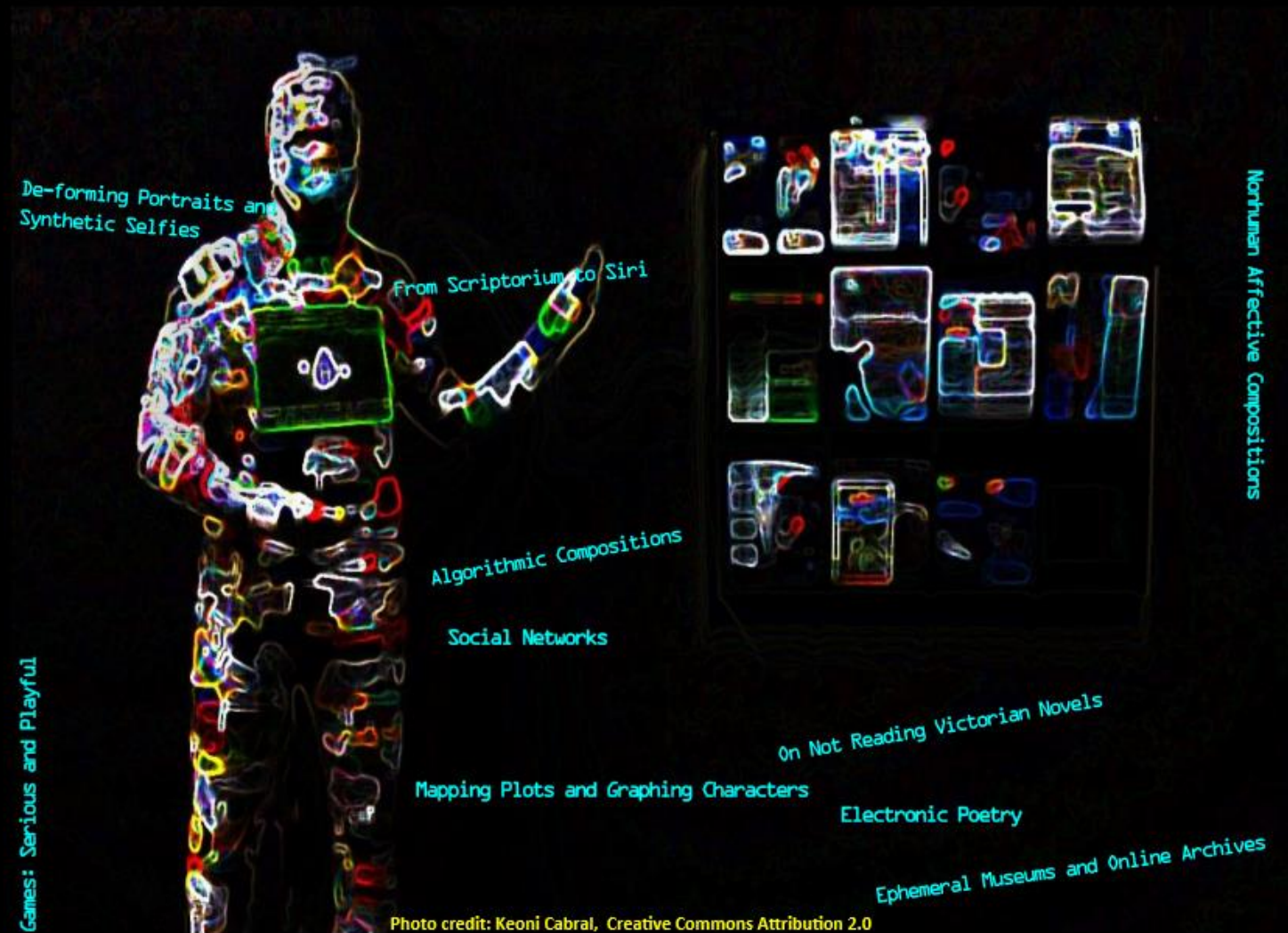
What is Digital Humanities?

A Course by Any Other Name ?

May Not Fill

reading, writing and culture in a digital age

De-forming Portraits and Synthetic Selfies

From Scriptorium to Siri

Algorithmic Compositions

Social Networks

Nonhuman Affective Compositions

On Not Reading Victorian Novels

Mapping Plots and Graphing Characters

Electronic Poetry

Games: Serious and Playful

Ephemeral Museums and Online Archives

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Defining the Field

- "integrating digital technology into our scholarship will have to be pursued on as broad a scale as possible" Jerome McGann, 2005

- "Humanities computing is a model or mimicry, as a way of reasoning, as a set of ontological commitments: it determines what we can see, bringing some part of the world into sharp focus at the expense of blurring other parts. This blurring and bringing into focus is not an incidental side effect but the 'essence' of the work." John Unsworth "What Digital Humanities is and What it is Not"

Threshold Concepts

- Akin to a portal
- Transformative
- Integrative
- Permanent

Threshold Concepts Part 1

- DH is about Making Stuff
  - Mise en place: building a website
  - SWAG for a cause
- DH is about Breaking Stuff
  - Unediting Emily Dickinson (See "13 Ways of Doing DH at CC")
  - Form, Ideal Form, Glitches (see https://snorpey.github.io/jpg-glitch/
  - Write Like Gertrude
- DH is about Taking Stuff
  - Issues of appropriation/colonization/ethics
  - Taking Pictures: Synthetic Selfies

Threshold Concepts Part 1B

- DH is about Close and Distant Reading
  - Wordles and Voyant tools
  - Mapping Plots and Graphing Characters (See "13 Ways")
- DH is about Permanence and Ephemera
  - Ephemeral museums and archives

Humanities Computing or Digital Humanities is…

- …About the Book
- …About how Algorithms Organize Information and Our Experience of the World
- …About Anticipating Your Audiences
- …About Breaking Stuff Like Gertrude
- …About Active Collaboration
- …About Human and Extra-Human Subjectivity
- …About how Words Get Their Meaning from Other Words
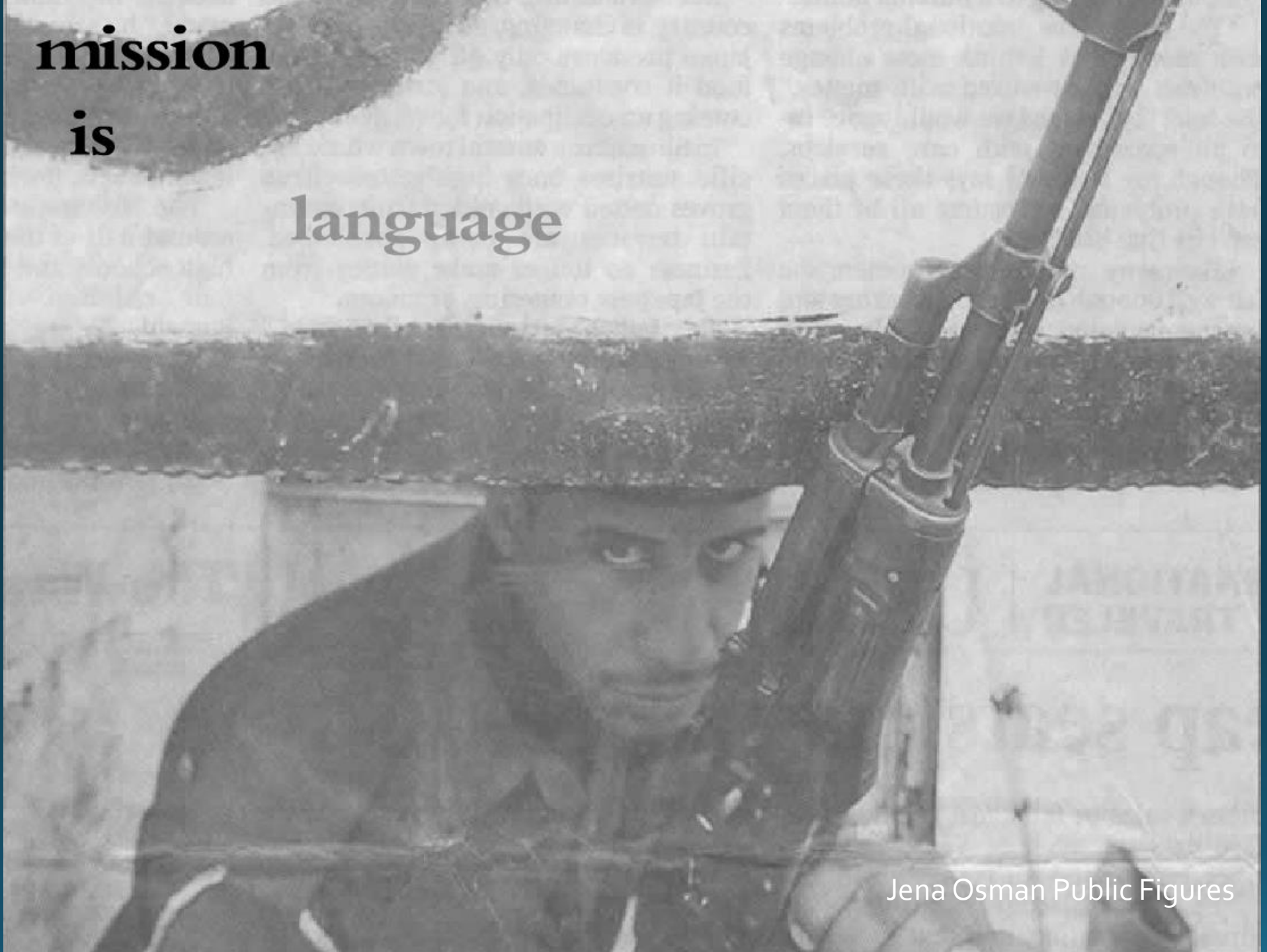- …About Awareness of Audiences

Floating Utterances

Most of the utterances we exchange in the course of a day do not come out of anyone's mouth in particular.

Glitches

Synthetic Selfies

Jena Osman *Public Figures*

mission
is

language

"Scary Girl"

Narrative Games