

DIGITAL_HUMANITIES

ANNE BURDICK JOHANNA DRUCKER PETER LUNENFELD
TODD PRESNER JEFFREY SCHNAPP

THE MIT PRESS CAMBRIDGE, MASSACHUSETTS LONDON, ENGLAND

I. HUMANITIES TO DIGITAL HUMANITIES

1

2. EMERGING METHODS AND GENRES

27

A PORTFOLIO OF CASE STUDIES

- 62 MAPPING DIFFERENTIAL GEOGRAPHIES
- 64 EXPANDED PUBLICATION OF A TEXTUAL CORPUS
- 66 AUGMENTED OBJECTS & SPACES
- 68 VIRTUAL RECONSTRUCTION
- 70 MULTI-AUTHORED LOCATIVE INVESTIGATION

3. THE SOCIAL LIFE OF THE DIGITAL HUMANITIES

73

4. PROVOCATIONS

99

A SHORT GUIDE TO THE DIGITAL_HUMANITIES

- QUESTIONS & ANSWERS
- 122 DIGITAL HUMANITIES FUNDAMENTALS
- 124 THE PROJECT AS BASIC UNIT
- 126 INSTITUTIONS AND PRAGMATICS
- SPECIFICATIONS
- 128 HOW TO EVALUATE DIGITAL SCHOLARSHIP
- 130 PROJECT-BASED SCHOLARSHIP
- 132 CORE COMPETENCIES IN PROCESSES AND METHODS
- 134 LEARNING OUTCOMES FOR THE DIGITAL HUMANITIES
- 135 CREATING ADVOCACY

AFTERWORD: NOTES ON PRODUCTION

137

REFERENCE NETWORKS

140
