

# PLIN064 Úvod do *digital humanities*

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Organizational notes

Digital Humanities: Description, Key Activities

Practical Hands On: Text Analysis

DH Examples

# Organizational notes

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- interactive lectures
- hands on, mostly as Python Notebooks
- final project: processing of DH data of your choice
- short presentation

**Computer technology** has mediated in the development of *formal methods* in humanities scholarship. Such methods are often much **more powerful** than traditional research with *pencil and paper*. They include, for instance, parsing techniques in *computational linguistics*, the calculus for expressive timing in *music*, the use of exploratory statistics in *formal stylistics*, visual search in *art history*, and data mining in *history*. Although scientific progress is in the first place due to **better methods**, rather than solely due to better computers, new advanced methods ***strongly rely on computers*** for their validation and effective use. Put in a different way, if you are going to compare two texts, you can do it with traditional pencil and paper; but if you are going to compare fifty texts with each other, you need sound **computational methods**.

[de Smedt et al., 1999] (emphasis by ZN)

# Digital Humanities

- new modes of scholarship
- collaborative
- trans-disciplinary
- computationally engaged

... a new view on *traditional objects* in **humanities**

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... a new view on *traditional objects* in **humanities**  
but also a study of *digital objects* from the point of view  
of the **humanities**

# Knowledge Discovery

introspection, intuition  
(pen & pencil)



data-driven research

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data-driven research

4V = velocity, volume, veracity, variety



# Activities I

## Fundamental Activities (not only in DH):

- curation – selection and organization in an interpretive framework
- analysis – processing of text or data & visualization
- editing – keeping track of authenticity, origin, transmission, production
- modeling – assumption about knowledge specific to the subject (e.g. in case of analyzing correspondence, a *timeline*)

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## Activities II

### Digital Activities:

- digitization,
- classification,
- description,
- metadata organization,
- navigation

[Burdick et al., 2012]

# DH Examples I

## Text

- linguistics: synchrony and diachrony
- language variations: dialects, slang, pidgin . . .
- language and social groups
- literary texts: authors, eras, areas
- cross-lingual discourse
- discourse analysis: event extraction, communication studies
- names: toponymy, ethnonymy, demonymy . . .
- history
- cultural analytics: trends in cultural change
- social studies
- genealogy

# DH Examples II

## Visual art

- new media
- virtual reality
- museology: curation, preservation, access
- archaeology: 3D modeling
- architecture

## Multi-modal

- anthropology: sound + video of human activities
- analysis of video-games and other born-digital objects

## DH in Czechia

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Czech Academy of Sciences

`<https://digitalhumanities.cz/>`

LINDAT/CLARIN, DARIAH-CZ



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