Project Examples for A_R Final Project Re/Mediation Element

Visualize Something

❖ Understanding Shakespeare
❖ Infographic: Every Scene In The Great Gatsby
❖ Writing Without Words: Visualizing On The Road - See Literary Organism, Sentence Drawings & Sentence Length as just a few of her many examples
❖ A Thousand Words: Advanced Visualization for the Humanities
❖ Visualization by way of Remix & Glitch: Null_Sets: Encoding Text as Abstract Images, Glitch Art, & text2image: Transforming Text into Visual Glitches

Map Something

❖ Timeline: Pulp Fiction presented in chronological order
❖ Mapping Inception, Several Ways: Dream Layer Map, Video Sequence of Dream Layers unfolding in real time, Inception Explained via Infographic.
❖ Infographic: A Flowchart Maps Time Travel In The Movies
❖ Interactive Google Maps of the roadtrip(s) in Danielewski’s Only Revolutions and other text analysis features of the text created as companions to Hayles’s How We Think
❖ Timeline of 20th c. Art and New Media
❖ Visual maps of the interactive fiction game Zork
❖ Mapping Cloud Atlas
❖ Mapping the Relationships between the Artists who Invented Abstraction

Tweet

❖ Microblogging Marx
❖ Literary Experiments via Twitter Fiction
❖ Literary Twitter Bots
❖ Twitter MetaData Visualizations & Tweetping.net

Curate Something

❖ Museum of Non-Zero Maps
Analyze Something

- Text Analysis + Social Media + Social Science: *Temporal Patterns of Happiness and Information in a Global Social Network: Hedonometrics and Twitter*
- Text analysis reveals source of pseudonymous authorship: *How Forensic Linguistics Revealed J. K. Rowling’s Secret*
- Text analysis explores historical social & psychological trends: *The Expression of Emotions in 20th Century Books*

Code, or Make Something

- *Fragmented Memory: Weaving a Computer Core Dump as a Tapestry*
- *Electrolibrary*
- *Cellist Turns 130 Years of Climate Change Data into Music*

Innovate, Interdisciplinarily

- *STEAM Examples*
- *Digital Humanities Award-winners 2012* & the list of nominations for the 2012 DH award
- *Defining Digital Humanities - Digital Humanities - LibGuides at Duke University*
- Duke *STEAM Toolkit & Resources*

Lead the Class Project

Someone’s project could be to become the website designer and manager. Your tasks would include the following:

- Design & maintain the website per the collaborative specs and preferences of the class.
  - Create new pages as needed and design the front end interface of the site (per class preference).
  - Organize a meeting (online or in-class) to decide upon the design elements and the page outline. Cohesion in page design will make your online #dh journal much more polished.
  - Maintain the backend of the interface, managing comments, trolls, and metadata.
  - Manage the media elements and links making sure all are ready - if you spot any problems, contact the author of that page and ask him/her to rectify the issue.
NOTE: Each student should be responsible for the content on his/her page! The designer/manager will only check to make sure all is functional.

➢ Act as go-to web helper if your classmates need help designing their pages. NOTE: All students should google their questions prior to asking the designer/manager for help. The designer/manager can use his/her own discretion deciding whether or not you are abusing his/her time when you can, with a little work, find the answer yourself.

❖ Be project manager tasked keep everyone on track and informed about submission deadlines. You should work to create group project cohesion and schedule group meetings as needed.