

## Project Examples for A\_R Final Project Re/Mediation Element

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### 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](#)

- ❖ [Re/Presentation in the Anthropo\(s\)cene Gallery](#)
- ❖ MLA e-lit exhibit, 2013 [Avenues of Access](#)

### 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.