



Social Knowledge Creation in the Humanities

An INKE- and Iter-hosted event @ the Digital Humanities Summer Institute

7 June 2015, 1pm-4pm

University of Victoria, BC, Canada

dhsi.org/events.php | #dhsi15skc [Harry Hickman Building, Room 105](#)

How can we shape the future of scholarly production to address the needs of many? What existing tools and platforms stimulate knowledge creation across communities? In the digital age, what role do scholars play in inspiring, developing, or harnessing social knowledge creation?

This mini-conference, “Social Knowledge Creation in the Humanities,” provokes conversation and stimulates activity around issues of social knowledge creation. We welcome researchers, students, and practitioners who wish to engage intellectually with this topic, as well as to do some hands-on experimentation with related practices and initiatives.

Tentative schedule as of 26 May 2015. Subject to change.

- 1.00-1.10 Welcome, Ray Siemens (U Victoria) & William R. Bowen (U Toronto)
- 1.10-1.15 Overview, Alyssa Arbuckle (U Victoria)
- ► 1.15-1.45 Opening talk and Q&A: John Maxwell (Director, SFU Publishing Program), “The Simplest Thing that Could Possibly Work’: Wikis and Convivial Knowledge Creation.”
Chair: Aaron Mauro (Penn State Erie)
- 1.45-2.10 Lightning paper Session 1: Complexity, Flexibility, and their Limits
Chair: Daniel Powell (U Victoria, King's College London)
 - David Wright (Douglas C), “What 3D Printing Might Teach Us About Fabricating Truths.”
 - Juliette Levy (U California, Riverside), “Digital Zombies in the Academy: Injecting Meaningful Play in Learning.”
 - Alex Christie (U Victoria), “Open Source Interpretation Using z-Axis Maps.”
- 2.10-2.35 Lightning paper Session 2: The Interpersonal in Knowledge Work
Chair: Alex Christie (U Victoria)
 - Daniel Powell (U Victoria, King's College London), “Knowledge at Work: Social Knowledge Creation Re-Creating Cultural Materials.”
 - Randa El-Khatib (American U of Beirut), “Social Annotation of Literary Spaces.”
 - Sjober Hammer (Case Western Reserve U), “Face, Space, and Anxiety: An Ethnographic Study of the Kansas Historical Society’s Social Media Usage.”
- 2.35-2.45 Quick break
- 2.45-3.15 Lightning paper Session 3: Opening and Managing Spaces for Social Knowledge
Chair: Heather Dean (Special Collections, U Victoria)
 - John F. Barber (Washington State U, Vancouver), “Digital Radio and Social Knowledge Creation in the Humanities.”
 - Nicky Agate (Modern Language Association), “Towards a Social Humanities Repository: CORE.”
 - Matthew Hiebert (U Victoria), “Crowdsourcing an Environmental Scan: Triangulating a Model for a Field of

Knowledge."

- Juliette Levy (U California, Riverside), "The Production of Value and the Value of Production in the Digital University."
- 3.15-3.20 Quick break
- 3.20-3.50 Workshops
 - Workshop A, Libraries and Archives: Matt Huculak (U Victoria), Heather Dean (Special Collections, U Victoria), and Lara Wilson (Special Collections, U Victoria), "How Can We Shape the Future by Relying on Our Past? The 'Wikipedia Edit-A-Thon' as a Model for Community Engagement in the Library."
 - Workshop B, Online Academic Communities: William R. Bowen (U Toronto), Matthew Hiebert (U Victoria), and Daniel Powell (U Victoria, King's College London), "Iter Community and the Renaissance Knowledge Network (ReKN)."
 - Workshop C, Digital Pedagogy: Alex Christie (U Victoria), "Building Social Repositories and Extending their Applications (by Pedagogy Toolkit)."
- 3.50-4.00 Closing Comments, Alyssa Arbuckle (U Victoria)

Registration is free and open to all DHSI 2015 participants. Please RSVP via <https://www.eventbrite.ca/e/social-knowledge-creation-in-the-humanities-tickets-16210267346> to reserve a spot. You may register for DHSI 2015 via <http://dhsi.org/registration.html>.

DHSI@Congress 2015, University of Ottawa (Ottawa, Ontario)

The DHSI@Congress is a series of 2.5 hour workshops for scholars, staff, and students interested in a hands-on introduction to the ways that traditional and digital methods of teaching, research, dissemination, creation, and preservation intersect and enhance one another. The workshops are built on the community model of the Digital Humanities Summer Institute at the University of Victoria, which connects Arts, Humanities, Library, and Archives practices and knowledge in a digital context. The workshops are modular and may be taken individually or as a self-directed course of investigation. We invite you to register for any and all workshops that engage your interest.

Thanks to the generosity of our sponsors and hosts, all spots in this workshop are made available via DHSI Tuition Scholarship, requiring only the payment of a small non-refundable \$25 administrative fee for each session. Participants are welcome to enrol in as many sessions as interest them. DHSI@Congress is brought to you by the DHSI in partnership with the Society for Digital Humanities/ Société canadienne des humanités numériques (CSDH/SCHN) and the Federation for the Humanities and Social Sciences (CFHSS). (DHSI@Congress participants must be registered for Congress in order to take part in the workshops. The plenary is free and open to those not registered for Congress.)

For more information, feel free to contact the DHSI@Congress organizer, Constance Crompton, at constance.crompton@ubc.ca or follow us [@DHInstitute](https://twitter.com/DHInstitute) on Twitter.

DHSI@Congress 2015 Schedule

[All workshops are in the Lamoureux building.]

- Saturday May 30
 - 8:00-9:00
 - Software Installation, Optional Drop-in Gathering [Rm 215]
 - 9:30-12:00
 - CWRCshop [Rm 215]
 - Issues in the Digital Humanities [Rm 217]
 - 1:30-4:00
 - Introduction to Databases for Humanists [Rm 215]

- Voyant Tools For Text Analysis [Rm 217]
- Sunday May 31st
 - 8:00-9:00
 - Software Installation, Optional Drop-in Gathering [Rm 215]
 - 9:30-12:00
 - Issues in the Digital Humanities [Rm 216]
 - Digital Humanities Pedagogy [Rm 215]
 - Desktop Fabrication [Rm 217]
 - 1:30-4:00
 - Digital Humanities Pedagogy [Rm 215]
 - 3D Modelling for the Digital Humanities and Social Sciences [Rm 217]
 - 4:30-5:45
 - Closing Plenary: Brian Greenspan (Carleton U), "Burning the Library: DH as Dystopia" [Rm 122] (Free and open to the public)

Brian Greenspan is an Associate Professor at Carleton University in Ottawa, Canada, and the founding Director of the CFI-funded Hyperlab, a facility for graduate research in the Digital Humanities. With colleagues at Carleton and elsewhere, Prof. Greenspan developed the StoryTrek locative media authoring system for literature, augmented reality games, heritage conservation, and the critical study of social space. An Executive member of the Society for Utopian Studies since 2006, his scholarly work focuses on utopian narratives, digital media, and the intersections between them.

DHSI@Congress Workshop Descriptions

- **Issues in the Digital Humanities** (Jason Boyd, Ryerson U)
This workshop will introduce participants to the variety of scholarly activity taking place within what is called the 'Digital Humanities' (DH). We will begin by looking at recent debates around defining 'Digital Humanities', a still evolving area of scholarly praxis. We will then discuss and explore through specific projects and tools DH practices such as web-enabled public or social scholarship, large-scale curation and analysis ('big data,' distant reading); building and making (programming, coding, hacking, fabricating); modelling, prototyping and productive failure; and computer-enabled critical reflection (algorithmic criticism, speculative computing).
- **Voyant Tools For Text Analysis** (Stéfan Sinclair, McGill U)
This workshop will introduce participants to computer assisted text analysis using Voyant (<http://docs.voyant-tools.org/start/>). Voyant Tools is a web-based text reading and analysis environment. It's designed to make it easy for you to work with your own text or collection of texts in a variety of formats. Given these benefits, this workshop will be of potential interest to a wide audience of people interested in using or teaching with Voyant Tools. This workshop will also serve to introduce Voyant Tools version 2.0 and highlight some of the new benefits and functionality of the platform.
- **3D Modelling for the Digital Humanities and Social Sciences** (John Bonnett, Brock U)
This workshop has two aims. The first is to introduce participants to the world of 3D modelling. What methods and software are available to generate 3D content? What languages are used to support their expression and dissemination over the Internet? The second purpose is practical: it will provide an introduction to 3D modelling, and show how such an activity can be integrated into courses devoted to digital history, virtual heritage, architectural history and theatre history, and related disciplines in archaeology and anthropology. Here participants will be introduced to Sketchup, an 3D modelling software package developed by Google that can be procured for free, or for minimal cost in an education institution.
- **Digital Humanities Pedagogy** (Diane Jakacki, Bucknell U)
Intended for teaching faculty, instructors, librarians, and graduate students, this high-impact workshop provides an overview of how to apply DH tools to support larger pedagogical objectives, set goals, and manage expectations. In the workshop we will focus on two such applications: collaborative online writing systems and textual and spatial

visualization. The workshop will involve discussion and analysis of multimodal project assessment, and single and scaffolded assignment development. Participants are asked to bring their own computers, together with one sample assignment (for a course already taught or to be taught), which will be used as the basis for our discussion and analysis. By the workshop's conclusion, participants should leave with a revised course assignment to meet their own expectations of digital pedagogy in the humanities.

- **Introduction to Databases for Humanists** (Harvey Quamen, U Alberta)

Databases are the driving engine behind a large number of classic and cutting-edge digital humanities project. Databases and their query languages provide powerful and sophisticated ways to explore humanities data to reveal patterns that might otherwise go unnoticed. This workshop will introduce databases and offer tools to think through how and why participants might like to use them in their research and teaching. The workshop will address the inner workings of databases with hands-on examples for those who want learn more about concepts like data normalization, relational table design, Structured Query Language (SQL), and effective long-term data management.

- **Desktop Fabrication** (Devon Elliot, Western U)

The idea that "making is thinking," as Richard Sennett puts it, has always had some place in the social sciences and humanities. Until recently, however, it was costly and difficult to produce physical objects. Now online maker communities, powerful design software, cloud-based services, desktop fabrication and physical computing make it almost as easy for people to make and share artifacts as information or software. I introduce some tools and techniques, then describe how to set up a makerspace and why you might want to.

- **CWRCshop** (Susan Brown and Mihaela Ilovan, U Guelph / U Alberta)

The Canadian Writing Research Collaboratory / Le Collaboratoire scientifique des écrits du Canada (CWRC, pronounced "quirk"; www.cwrc.ca) is an online infrastructure project designed to facilitate the study of writing in and about Canada. In this workshop we will introduce CWRC's beta research environment and support prospective users in beginning to work within CWRC. CWRC provides an online repository in which users can create collections containing bibliographical records, page and other images, audio records, video records, and born-digital texts. It can be used to create focused collections of related research materials in a range of forms, biocritical scholarship such as that of the Orlando Project, timelines, critical editions, and side-by-side editions of texts and page images. It integrates tools including the ability to perform OCR (Optical Character Recognition) on page images to extract the text, and the ability to create or edit digital texts within the Collaboratory using CWRC-Writer (an in-browser text editor), image annotation, and structural markup. It supports the use of workflows and user permissions for managing collections. In order to ensure interoperability, CWRC also leverages linked data to create relationships between entities such as people, places, texts and organizations across all collections.

This workshop will appeal to scholars, students, and writers who work in the fields of literature, particularly Canadian literature, Canadian Studies, Library Science, and/or Digital Humanities. It is suitable for those with little to no encoding experience and will include a short introduction to the principles of interoperability, preservability, and collaboration that inform CWRC. Participants in the workshop will learn how to create collections, add items to those collections with appropriate metadata, and begin to correct and encode ingested page images; time permitting, there will be a taste of some other CWRC functionality. Note that the CWRC system will still be under development, so participants will need to have a tolerance for occasional glitches. Collections and items created in the CWRCshop will be saveable, and it will be possible to continue to work in the Collaboratory following the workshop to continue to develop your project or collection.

Propose a 'Community' Course for DHSI 2017?

Excited as we are about the DHSI's coming meeting and planning already for 2016, we're also beginning to think (at least a little bit) about our meeting in 2017!

As part of that, we are now receiving proposals for courses to be offered in 2017. Those who have been to DHSI will know that we have a number of core offerings that we repeat annually (and sometimes even more often than that) and a number of community-proposed offerings that rotate from year to year (with some repeated courses from among that group). Here, we're hoping for proposals for new community offerings -- and especially so from members of the DHSI community.

If you're interested in proposing a community offering for DHSI 2017, we'd welcome hearing from you!

We're very happy to consider any and all proposals members of our community might wish to bring forward. Suggestions made by DHSIers in the past have indicated that there's particular interest in the areas of DH convergence with traditional academic disciplines, social media, new media in digital literary / historical / language studies, crowdsourcing, serious gaming, computer-assisted language learning, humanities data visualisation, electronic publishing, augmented reality and immersive environments, and new approaches to scholarly editing, among others. Especially, we're interested in proposals for offerings that are highly interactive pedagogically, employing hardware that participants can readily access (i.e. their own laptop computers, with standard or easily acquired peripherals) and software that is readily available (for download onto those laptops). *One quick hint, too: many of those who submit proposals try out some of their ideas at the previous year's DHSI unconference and colloquium sessions.*

We're not asking for too much in advance: a proposal should be no more than one page + CV, and should take the shape of the below:

1. Proposed title
2. One paragraph description, including the intended audience (something similar to what's found on <http://dhsi.org/courses.php>)
3. a brief statement of its association with other DHSI offerings (like the last paragraph of existing course descriptions, which read something like: "Consider this offering to build on, or be built on by ..." and/or "Consider this offering in complement with ...")
4. ... and, if you're interested in leading it, also a
 1. Summative day-by-day overview, given the 5-day DHSI format (in a half-page)
 2. Instructor's CV

And, for better or worse, our pockets aren't deep: for those offering to teach our community courses, we can't promise much more than glory (plus your travel, local lodging, and a free meal or two ;) ... but can generously extend something that all DHSIers value: the opportunity to engage with an excellent community, one that every year gets broader, deeper, and much richer in its Digital Humanities engagement!

Please be in touch with your proposals for DHSI 2017 before 1 April 2016, sending them to Ray Siemens at siemens@uvic.ca.

DHSI@MLA 2015, Vancouver BC

"Critical DH Interventions in Scholarly Communications & Publishing"

MLA 2015, Session 3

Thursday January 8th, 8.30am-11.30am

Please note that all registrations are handled through the MLA conference site.

Description:

Sponsored by the Digital Humanities Summer Institute, the Public Knowledge Project, the UVic MakerLab, the Electronic Textual Cultures Lab, and the Implementing New Knowledge Environments project, this workshop offers participants both theoretical and hands-on considerations of a number of innovative ways in which the Digital Humanities are engaging scholarly communication and publishing. The session is structured around an opening talk, two sessions of breakout groups (some seminar, some hands on), and group discussion as follows.

Format:

1. 8.30-9.10: Welcome, Brief Opening Talks
2. 9.15-10.00: Breakout Session 1

3. 10.15-11.00: Breakout Session 2 (a repeat, so attendees can engage two topics)
4. 11.10-11.30: Wrap-up and Full Group Discussion

Breakout sessions:

1. **Prototyping Peer Review Personas in Scholarly Publication** (Nina Belojevic): Rapid prototyping is a low-investment, iterative design method often used in the development of a variety of web interfaces. During this session, we will consider how rapid prototyping can be used to create mockups for open, online peer review environments and other scholarly communication web platforms. We will use a project called "Peer Review Personas" as an example to examine the process involved in prototyping web environments, review various wireframe prototyping methods, engage in a wireframe creation exercise, and take time to discuss relevant applications of the methods and practices addressed in this session.
2. **Social Knowledge Construction and Critical Making** (Alex Christie & Alyssa Arbuckle): Critical making undertakes cultural and political engagements with material objects by working with and through these objects. As theory and practice, this movement bears exciting, transformative implications for scholarly communication and publishing practices. In this session, participants will learn basic concepts and scholarly applications of critical making, discuss and engage in social knowledge creation activities, and explore the potential of and intersections between critical making, social knowledge creation, and digital scholarly communication.
3. **A Gentle Introduction to Git and GitHub** (Jentery Sayers): Git is a system for managing revisions to a given project over time. It is useful for decentralized, collaborative work, but it can also be used for writing and versioning manuscripts. This workshop provides an overview of how Git works, together with some reasons why you might use it. We'll spend the first few minutes on the terminology of Git and Git commands, and we'll gradually transition into how you initiate Git repositories on your local machine. Then we'll walk through how you produce change histories for those repositories. We'll conclude with some tips for syncing repositories and change histories via GitHub, a webbased service for archiving and sharing Git projects. No experience with Git or GitHub is expected. While you are welcome to actually work with Git and GitHub during the workshop (on your own machine, with Git already installed: <http://git-scm.com/book/en/v2/GettingStartedInstallingGit>), you are welcome to observe, too.
4. **PKP Worksprint: Open Monograph Press** (Alec Smecher): The Public Knowledge Project (PKP; <http://pkp.sfu.ca>) bridges scholarly (Open Access) and developer (Open Source) communities. Users of Open Journal Systems (OJS) will probably know that skills from both fields will sometimes be needed—journal managers often don't have easy access to IT personnel to tackle things like upgrades and might suddenly find themselves attempting it. During this workshop, we will bravely attempt to wade into the middle of this skills gap using Open Monograph Press (OMP) as a guinea pig. We will target the workshop to the interests and experiences of the attendees present, ranging from a survey of the care and feeding of your Open Source software, to tackling a specific (simple) fix or modification to OMP. If you've never seen code before, don't worry—you'll be getting an overview of what's involved without needing a background in IT.
5. **An Introduction to Scalar** (Shaun Macpherson): This workshop will introduce participants to Scalar, an open-source, scholarly authoring and publishing platform developed by USC's Alliance for Networking Visual Culture. Scalar enables a user to easily create a digital "book" that weaves together long-form writing and media in a variety of ways. This workshop will guide participants through the basics of creating and editing a book on Scalar by distilling the ever-growing list of resources that can be found online into a 45-minute tutorial. This session is aimed at those with no prior experience with Scalar.
6. **"Social" Academic Community Development** (Matthew Hiebert): Drawing on successes in the development of Iter Community—a social knowledge creation environment centred at the University of Toronto Scarborough—this workshop introduces collaborative techniques and open source digital tools for integrating academic communities into online social spheres. The workshop will introduce key concepts—including social knowledge creation environments, problem-based modelling, and communities of practice—before demonstrating technologies. Tools and platforms to be discussed include Commons-in-a-Box, Drupal (with select modules), CommentPress, and open source infrastructure elements such as SolR and Git. Histories and affordances of tools will be explicated, and rationale provided for why one might be chosen over another. Participants will also have a chance to explore and discuss online projects operating within Iter Community that make use of these tools.
7. **How To Set Up a Digital Cooperative for Publishing Scholarly Editions** (Juan Pablo Alperin): As a discipline, the humanities would benefit greatly from a field-neutral model for online scholarly communication that embraces

open access practices. In this workshop, participants will explore the economics of scholarly monographs and will consider a model for digital scholarly communication that takes into account the economic model of Athabasca University Press and the organization of Open Humanities Press. Participants will also explore the Public Knowledge Project's (PKP) Open Monograph Press, the Knowledge Unlatched pilot project, the recently launched Open Library of Humanities, as well as related concepts under the umbrella of feasible electronic publishing.

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