

# *Crowdsourcing Our Cultural Heritage Digital Research In The Arts And Humanities*

*Thank you for reading Crowdsourcing Our Cultural Heritage Digital Research In The Arts And Humanities. As you may know, people have search hundreds times for their favorite books like this Crowdsourcing Our Cultural Heritage Digital Research In The Arts And Humanities, but end up in infectious downloads. Rather than reading a good book with a cup of coffee in the afternoon, instead they juggled with some malicious virus inside their laptop.*

*Crowdsourcing Our Cultural Heritage Digital Research In The Arts And Humanities is available in our digital library an online access to it is set as public so you can download it instantly.*

*Our books collection hosts in multiple locations, allowing you to get the most less latency time to download any of our books like this one.*

*Kindly say, the Crowdsourcing Our Cultural Heritage Digital Research In The Arts And Humanities is universally compatible with any devices to read*

*Digital Transformation and Global Society Daniel A. Alexandrov 2020-01-03 This volume constitutes the refereed proceedings of the 4th International Conference on Digital Transformation and Global Society, DTGS 2019, held in St. Petersburg, Russia, in June 2019. The 56 revised full papers and 9 short papers presented in the volume were carefully reviewed and selected from 194 submissions. The papers are organized in topical sections on e-polity: governance; e-polity: politics online; e-city: smart cities and urban planning; e-economy: online consumers and solutions; e-society: computational social science; e-society: humanities and education; international workshop on internet psychology; international workshop on computational linguistics.*

*The Science of Citizen Science Katrin Vohland 2021 This open access book discusses how the involvement of citizens into scientific endeavors is expected to contribute to solve the big challenges of our time, such as climate change and the loss of biodiversity, growing inequalities within and between societies, and the sustainability turn. The field of citizen science has been growing in recent decades. Many different stakeholders from scientists to citizens and from policy makers to environmental organisations have been involved in its practice. In addition, many scientists also study citizen science as a research approach and as a way for science and society to interact and collaborate. This book provides a representation of the practices as well as scientific and societal outcomes in different disciplines. It reflects the contribution of citizen science to societal development, education, or innovation and provides an overview of the field of actors as well as on tools and guidelines. It serves as an introduction for anyone who wants to get involved in and learn more about the science of citizen science.*

*Handbook of Digital Public History Serge Noiret 2022-04-04 This handbook provides a systematic overview of the present state of international research in digital public history. Individual studies by internationally renowned public historians, digital humanists, and digital historians elucidate central issues in the field and present a critical account of the major public history accomplishments, research activities, and practices with the public and of their digital context. The handbook applies an international and comparative approach, looks at the historical development of the field, focuses on technical background and the use of specific digital media and tools. Furthermore, the handbook analyzes connections with local communities and different publics worldwide when engaging in digital activities with the past, indicating directions for future research, and teaching activities.*

*A New Companion to Digital Humanities Susan Schreibman 2016-01-26 This highly-anticipated volume has been extensively revised to reflect changes in technology, digital humanities methods and practices, and institutional culture surrounding the valuation and publication of digital scholarship. A fully revised edition of a celebrated reference work, offering the most comprehensive and up-to-date collection of research currently available in this rapidly evolving discipline Includes new articles addressing topical and provocative issues and ideas such as retro computing, desktop fabrication, gender dynamics, and globalization Brings together a global team of authors who are pioneers of innovative research in the digital humanities Accessibly*

structured into five sections exploring infrastructures, creation, analysis, dissemination, and the future of digital humanities Surveys the past, present, and future of the field, offering essential research for anyone interested in better understanding the theory, methods, and application of the digital humanities

*Academic Crowdsourcing in the Humanities* Mark Hedges 2017-11-15 *Academic Crowdsourcing in the Humanities* lays the foundations for a theoretical framework to understand the value of crowdsourcing, an avenue that is increasingly becoming important to academia as the web transforms collaboration and communication and blurs institutional and professional boundaries. Crowdsourcing projects in the humanities have, for the most part, focused on the generation or enhancement of content in a variety of ways, leveraging the rich resources of knowledge, creativity, effort and interest among the public to contribute to academic discourse. This book explores methodologies, tactics and the "citizen science" involved. Addresses crowdsourcing for the humanities and cultural material Provides a systematic, academic analysis of crowdsourcing concepts and methodologies Situates crowdsourcing conceptually within the context of related concepts, such as 'citizen science', 'wisdom of crowds', and 'public engagement'

*Nineteenth-Century Illustration and the Digital* Julia Thomas 2017-07-19 This book brings the study of nineteenth-century illustrations into the digital age. The key issues discussed include the difficulties of making illustrations visible online, the mechanisms for searching the content of illustrations, and the politics of crowdsourced image tagging. Analyzing a range of online resources, the book offers a conceptual and critical model for engaging with and understanding nineteenth-century illustration through its interplay with the digital. In its exploration of the intersections between historic illustrations and the digital, the book is of interest to those working in illustration studies, digital humanities, word and image, nineteenth-century studies, and visual culture.

*Participatory Heritage* Henriette Roued-Cunliffe 2017-01-18 The internet as a platform for facilitating human organization without the need for organizations has, through social media, created new challenges for cultural heritage institutions. Challenges include but are not limited to: how to manage copyright, ownership, orphan works, open data access to heritage representations and artefacts, crowdsourcing, cultural heritage amateurs, information as a commodity or information as public domain, sustainable preservation, attitudes towards openness and much more. *Participatory Heritage* uses a selection of international case studies to explore these issues and demonstrates that in order for personal and community-based documentation and artefacts to be preserved and included in social and collective histories, individuals and community groups need the technical and knowledge infrastructures of support that formal cultural institutions can provide. In other words, both groups need each other. Divided into three core sections, this book explores: - Participants in the preservation of cultural heritage; exploring heritage institutions and organizations, community archives and group - Challenges; including discussion of giving voices to communities, social inequality, digital archives, data and online sharing - Solutions; discussing open access and APIs, digital postcards, the case for collaboration, digital storytelling and co-designing heritage practice. Readership: This book will be useful reading for individuals working in cultural institutions such as libraries, museums, archives and historical societies. It will also be of interest to students taking library, archive and cultural heritage courses.

*Literary Mapping in the Digital Age* David Cooper 2016-05-20 Drawing on the expertise of leading researchers from around the globe, this pioneering collection of essays explores how geospatial technologies are revolutionizing the discipline of literary studies. The book offers the first intensive examination of digital literary cartography, a field whose recent and rapid development has yet to be coherently analysed. This collection not only provides an authoritative account of the current state of the field, but also informs a new generation of digital humanities scholars about the critical and creative potentials of digital literary mapping. The book showcases the work of exemplary literary mapping projects and provides the reader with an overview of the tools, techniques and methods those projects employ.

*Debates in the Digital Humanities 2019* Matthew K. Gold 2019-04-30 The latest installment of a digital humanities bellwether *Contending* with recent developments like the shocking 2016 U.S. Presidential election, the radical transformation of the social web, and passionate debates about the future of data in higher education, *Debates in the Digital Humanities 2019* brings together a broad array of important, thought-provoking perspectives on the field's many sides. With a wide range of subjects including gender-based assumptions made by algorithms, the place of the digital humanities within art history, data-based methods for exhuming forgotten histories, video games, three-dimensional printing, and decolonial work, this book assembles a who's who of the field in more than thirty impactful essays. Contributors: Rafael Alvarado, U of Virginia; Taylor Arnold, U of Richmond; James Baker, U of Sussex; Kathi Inman Berens, Portland State U; David M. Berry, U of Sussex; Claire Bishop, The Graduate Center, CUNY; James Coltrain, U of

Nebraska-Lincoln; Crunk Feminist Collective; Johanna Drucker, U of California-Los Angeles; Jennifer Edmond, Trinity College; Marta Effinger-Crichlow, New York City College of Technology-CUNY; M. Beatrice Fazi, U of Sussex; Kevin L. Ferguson, Queens College-CUNY; Curtis Fletcher, U of Southern California; Neil Fraistat, U of Maryland; Radhika Gajjala, Bowling Green State U; Michael Gavin, U of South Carolina; Andrew Goldstone, Rutgers U; Andrew Gomez, U of Puget Sound; Elyse Graham, Stony Brook U; Brian Greenspan, Carleton U; John Hunter, Bucknell U; Steven J. Jackson, Cornell U; Collin Jennings, Miami U; Lauren Kersey, Saint Louis U; Kari Kraus, U of Maryland; Seth Long, U of Nebraska, Kearney; Laura Mandell, Texas A&M U; Rachel Mann, U of South Carolina; Jason Mittell, Middlebury College; Lincoln A. Mullen, George Mason U; Trevor Muñoz, U of Maryland; Safiya Umoja Noble, U of Southern California; Jack Norton, Normandale Community College; Bethany Nowvickie, U of Virginia; Élika Ortega, Northeastern U; Marisa Parham, Amherst College; Jussi Parikka, U of Southampton; Kyle Parry, U of California, Santa Cruz; Brad Pasanek, U of Virginia; Stephen Ramsay, U of Nebraska-Lincoln; Matt Ratto, U of Toronto; Katie Rawson, U of Pennsylvania; Ben Roberts, U of Sussex; David S. Roh, U of Utah; Mark Sample, Davidson College; Moacir P. de Sá Pereira, New York U; Tim Sherratt, U of Canberra; Bobby L. Smiley, Vanderbilt U; Lauren Tilton, U of Richmond; Ted Underwood, U of Illinois, Urbana-Champaign; Megan Ward, Oregon State U; Claire Warwick, Durham U; Alban Webb, U of Sussex; Adrian S. Wisnicki, U of Nebraska-Lincoln.

Crowdsourcing our Cultural Heritage Mia Ridge 2016-04-22 Crowdsourcing, or asking the general public to help contribute to shared goals, is increasingly popular in memory institutions as a tool for digitising or computing vast amounts of data. This book brings together for the first time the collected wisdom of international leaders in the theory and practice of crowdsourcing in cultural heritage. It features eight accessible case studies of groundbreaking projects from leading cultural heritage and academic institutions, and four thought-provoking essays that reflect on the wider implications of this engagement for participants and on the institutions themselves. Crowdsourcing in cultural heritage is more than a framework for creating content: as a form of mutually beneficial engagement with the collections and research of museums, libraries, archives and academia, it benefits both audiences and institutions. However, successful crowdsourcing projects reflect a commitment to developing effective interface and technical designs. This book will help practitioners who wish to create their own crowdsourcing projects understand how other institutions devised the right combination of source material and the tasks for their 'crowd'. The authors provide theoretically informed, actionable insights on crowdsourcing in cultural heritage, outlining the context in which their projects were created, the challenges and opportunities that informed decisions during implementation, and reflecting on the results. This book will be essential reading for information and cultural management professionals, students and researchers in universities, corporate, public or academic libraries, museums and archives.

Is Digital Different? Michael Moss 2015-09-11 This edited collection brings together global experts to explore the role of information professionals in the transition from an analogue to a digital environment. The contributors, including David Nicholas, Valerie Johnson, Tim Gollins and Scott David, focus on the opportunities and challenges afforded by this new environment that is transforming the information landscape in ways that were scarcely imaginable a decade ago and is challenging the very existence of the traditional library and archive as more and more resources become available on line and as computers and supporting networks become more and more powerful. By drawing on examples of the impact of other new and emerging technologies on the information sciences in the past, the book emphasises that information systems have always been shaped by available technologies that have transformed the creation, capture, preservation and discovery of content. Key topics covered include: - Search in the digital environment - RDF and the semantic web - Crowd sourcing and engagement between institutions and individuals - Development of information management system - Security: managing online risk - Long term curation and preservation - Rights and the Commons Finding archived records in the digital age. Is Digital Different? illustrates the ways in which the digital environment has the potential to transform scholarship and break down barriers between the academy and the wider community, and draws out both the inherent challenges and the opportunities for information professionals globally. Readership: This book will be of particular to students, particularly those on information studies programs, and academics, researchers and archivists globally.

Making Deep Maps David J. Bodenhamer 2021-09-29 This book explores how we create deep maps, delving into the development of methods and approaches that move beyond standard two-dimensional cartography. Deep mapping offers a more detailed exploration of the world we inhabit. Moving from concept to practice, this book addresses how we make deep maps. It explores what methods are available, what technologies and approaches are favorable when designing deep maps, and what lessons assist the practitioner during their

construction. This book aims to create an open-ended way in which to understand complex problems through multiple perspectives, while providing a means to represent the physical properties of the real world and to respond to the needs of contemporary scholarship. With contributions from leading experts in the spatial humanities, chapters focus on the linked layers of quantitative and qualitative data, maps, photographs, images, and sound that offer a dynamic view of past and present worlds. This innovative book is the first to offer these insights on the construction of deep maps. It will be a key point of reference for students and scholars in the digital and spatial humanities, geographers, cartographers, and computer scientists who work on spatiality, sensory experience, and perceptual learning.

*Scholarly Adventures in Digital Humanities* Claire Battershill 2017-05-17 This book addresses the gap between print and digital scholarly approaches by combining both praxis and theory in a case study of a new international collaborative digital project, the Modernist Archives Publishing Project (MAPP). MAPP is an international collaborative digital project, funded by the Social Sciences and Humanities Research Council of Canada, that uses digital tools to showcase archival traces of twentieth-century publishing. The twenty-first century has witnessed, and is living through, some of the most dynamic changes ever experienced in the publishing industry, arguably altering our very understanding of what it means to read a book. This book brings to both general readers and scholarly researchers a new way of accessing, and thereby assessing, the historical meanings of change within the twentieth-century publication industry by building a resource which organises, interacts with, and uses historical information about book culture to narrate the continuities and discontinuities in reading and publishing over the last century.

*Digital Humanities and New Ways of Teaching* Anna Wing-bo Tso 2019-01-10 This volume includes a variety of first-hand case studies, critical analyses, action research and reflective practice in the digital humanities which ranges from digital literature, library science, online games, museum studies, information literacy to corpus linguistics in the 21st century. It informs readers of the latest developments in the digital humanities and their influence on learning and teaching. With the growing advancement of digital technology, humanistic inquiries have expanded and transformed in unfathomable complexity as new content is being rapidly created. The emergence of electronic archiving, digital scholarship, digitized pedagogy, textual digitization and software creation has brought about huge impacts on both humanities subjects and the university curricula in terms of nature, scope and design. This volume provides insights into what these technological changes mean for all the stakeholders involved and for the ways in which humanities subjects are understood. Part 1 of this volume begins with a broad perspective on digital humanities and discusses the current status of the field in Asia, Canada and Europe. Then, with a special focus on new literacies, educational implications, and innovative research in the digital humanities, Parts 2-4 explore how digital technology revolutionizes art forms, curricula, and pedagogy, revealing the current practices and latest trends in the digital humanities. Written by experts and researchers across Asia, Australia, Canada and Europe, this volume brings global insights into the digital humanities, particularly in the education aspect. It is of interest to researchers and students of cultural studies, literature, education, and technology studies. The strongest point of this collection of work is that, it brings important concepts to the study of digital literacies, for example, looking at it from the perspective of new literacies, languages and education. Daniel Churchill, Associate Professor, Faculty of Education, The University of Hong Kong With a rapidly growing advancement in digital tools, this book has made a relevant contribution by informing readers what the latest development of these tools are, and discusses how they can aid research, libraries, education and even poets across different continents. Samuel Kai-wah Chu, Associate Professor, Faculty of Education, The University of Hong Kong

*Communities, Archives and New Collaborative Practices* Popple, Simon 2019-07-01 This innovative handbook examines the changing relationship between communities, citizens and the notion of the archive. Archives have traditionally been understood as repositories of knowledge and experience, remote from the ordinary people who fund and populate them, however digital resources have led to a growing plurality of archives and the practices associated with collecting and curating. This book uses a broad range of case studies which place communities at the heart of this exciting development, to illustrate how their experiences are central to our understanding of this new terrain which challenges traditional histories and the control of knowledge and power.

*Routledge International Handbook of Research Methods in Digital Humanities* Kristen Schuster 2020-08-24 This book draws on both traditional and emerging fields of study to consider what a grounded definition of quantitative and qualitative research in the Digital Humanities (DH) might mean; which areas DH can fruitfully draw on in order to foster and develop that understanding; where we can see those methods

applied; and what the future directions of research methods in Digital Humanities might look like. Schuster and Dunn map a wide-ranging DH research methodology by drawing on both 'traditional' fields of DH study such as text, historical sources, museums and manuscripts, and innovative areas in research production, such as knowledge and technology, digital culture and society and history of network technologies. Featuring global contributions from scholars in the United Kingdom, the United States, Europe and Australia, this book draws together a range of disciplinary perspectives to explore the exciting developments offered by this fast-evolving field. *Routledge International Handbook of Research Methods in Digital Humanities* is essential reading for anyone who teaches, researches or studies Digital Humanities or related subjects.

*Cultural Heritage Information* Ian Ruthven 2015-02-12 This book provides an overview of various challenges and contemporary research activities in cultural heritage information focusing particularly on the cultural heritage content types, their characteristic and digitization challenges; cultural heritage content organization and access issues; users and usability as well as various policy and sustainability issues associated with digital cultural heritage information systems and services. *Cultural Heritage Information*, the first book in the peer-reviewed *i-Research* series, contains eleven chapters that have been contributed by seventeen leading academics from six countries. The book begins with an introductory chapter that provides a brief overview of the topic of digital cultural heritage information with the subsequent chapters addressing specific issues and research activities in this topic. The ordering of the chapters moves from scene setting on policies and infrastructures, through considerations of interaction, access and objects, through to concrete system implementations. The book concludes by looking forward to issues around sustainability, in the widest sense, that are necessary to think about in order to maximize the availability and longevity of our digital cultural heritage. The key topics covered are: - Managing digital cultural heritage information - Digital humanities and digital cultural heritage (alt-history and future directions) - Management of cultural heritage information: policies and practices - Cultural heritage information: artefacts and digitization technologies - Metadata in cultural contexts - from manga to digital archives in linked open data environment - Managing cultural heritage: information systems architecture - Cultural heritage information users and usability - A framework for classifying and comparing interactions in cultural heritage information systems - Semantic access and exploration in cultural heritage digital libraries - Supporting exploration and use of digital cultural heritage materials: the PATHS perspective - Cultural heritage information services: sustainability issues. Readership: This will be essential reading for researchers in Information Science specifically in the areas of digital libraries, digital humanities and digital culture. It will also be useful for practitioners and students in these areas who want to know the different research issues and challenges and learn how they have been handled in course of various research projects in these areas.

*Performing Digital* David Carlin 2016-03-03 Digital technologies have transformed archives in every area of their form and function, and as technologies mature so does their capacity to change our understanding and experience of material and performative cultural production. There has been an exponential explosion in the production and consumption of video online and yet there is a scarcity of knowledge and cases about video and the digital archive. This book seeks to address that through the lens of the project *Circus Oz Living Archive*. This project provides the case study foundation for the articulation of the issues, challenges and possibilities that the design and development of digital archives afford. Drawn from eight different disciplines and professions, the authors explore what it means to embrace the possibilities of digital technologies to transform contemporary cultural institutions and their archives into new methods of performance, representation and history.

*Artefacts, Archives, and Documentation in the Relational Museum* Mike Jones 2021-07-15 *Artefacts, Archives, and Documentation in the Relational Museum* provides the first interdisciplinary study of the digital documentation of artefacts and archives in contemporary museums, while also exploring the implications of polyphonic, relational thinking on collections documentation. Drawing on case studies from Australia, the United Kingdom, and the United States, the book provides a critical examination of the history of collections management and documentation since the introduction of computers to museums in the 1960s, demonstrating how technology has contributed to the disconnection of distributed collections knowledge. Jones also highlights how separate documentation systems have developed, managed by distinct, increasingly professionalised staff, impacting our ability to understand and use what we find in museums and their ever-expanding online collections. Exploring this legacy allows us to rethink current practice, focusing less on individual objects and more on the rich stories and interconnected resources that lie at the heart of the contemporary, plural, participatory 'relational museum.' *Artefacts, Archives, and Documentation in the Relational Museum* is essential reading for those who wish to better understand the institutional silos found

in museums, and the changes required to make museum knowledge more accessible. The book is a particularly important addition to the fields of museum studies, archival science, information management, and the history of cultural heritage technologies.

*The Networked Image in Post-Digital Culture* Andrew Dewdney 2022-07-12 This collection examines how the networked image establishes new social practices for the user and presents new challenges for cultural practitioners engaged in making, curating, teaching, exhibiting, archiving and preserving born-digital objects. The mode of vision and imaging, established through photography over the previous two centuries, has and continues to be radically reconfigured by a hybrid of algorithms, computing, programmed capture and display devices, and an array of online platforms. The image under these new conditions is filtered, fluid, fleeting, permeable, mobile and distributed and is changing our ways of seeing. The chapters in this volume are the outcome of research conducted at the Centre for the Study of the Networked Image (CSNI) and its collaboration with The Photographers' Gallery over the last ten years. The book's contributors investigate radical changes in the meanings and values of hybridised media in socio-technical networks and speak to the creeping automation of culture through applications of AI, social media platforms and the financialisation of data. This interdisciplinary collection draws upon media and cultural studies, art history, art practice, photographic theory, user design, animation, museology and computer science as a way of making sense of the specific cultural consequences of the rapid succession of changes in image technologies and to bring the story up to date. It will be of particular interest to scholars and students of visual culture, media studies and photography.

*Digital Scholarly Editing* Elena Pierazzo 2016-03-16 This book provides an up-to-date, coherent and comprehensive treatment of digital scholarly editing, organized according to the typical timeline and workflow of the preparation of an edition: from the choice of the object to edit, the editorial work, post-production and publication, the use of the published edition, to long-term issues and the ultimate significance of the published work. The author also examines from a theoretical and methodological point of view the issues and problems that emerge during these stages with the application of computational techniques and methods. Building on previous publications on the topic, the book discusses the most significant developments in digital textual scholarship, claiming that the alterations in traditional editorial practices necessitated by the use of computers impose radical changes in the way we think and manage texts, documents, editions and the public. It is of interest not only to scholarly editors, but to all involved in publishing and readership in a digital environment in the humanities.

*Challenges and Opportunities for Knowledge Organization in the Digital Age* Fernanda Ribeiro 2018-07-11 Thema der 15. Internationalen Konferenz der International Society for Knowledge Organization vom 9. bis 11. Juli 2018 in Porto ist "Challenges and Opportunities for Knowledge Organization in the Digital Age". Der Konferenzband fasst die Vorträge von Wissenschaftlern aus aller Welt zusammen.

*Visual Heritage: Digital Approaches in Heritage Science* Eugene Ch'ng 2022-04-05 How we understand our shared and individual heritage, interpret and disseminate that knowledge is increasingly central to contemporary society. The emerging context for such development is the field of heritage science. Inherently interdisciplinary, and involving both the Arts and Humanities, engineering, conservation and the digital sciences, the development of heritage science is a driver for change; socially, economically and technically. This book has gathered contributions from leading researchers from across the world and provides a series of themed contributions demonstrating the theoretical, ethical, methodological and technical methods which lie at the heart of heritage science. Archaeology, conservation, museology, the arts, forensic sciences, and heritage management are represented through collaborative research with specialists in applied technologies including object and terrestrial laser scanning, multi-spectral imaging, visualisation, GIS and 3D-printing. Together, the chapters present important case studies to demonstrate the recent advances and best practise within the discipline, highlighting the value of digital transformation across the heritage community that includes objects, monuments, sites and landscapes spanning two million years of natural and cultural history from all over the world. *Visual Heritage: Digital Approaches in Heritage Science* is aimed at a broad academic and practice-led readership, which extends across many disciplines and will be of considerable value to scholars, practitioners, and students working within heritage and computer science at all levels. The content, which applies heritage science across two million years of cultural history will be appreciated by a general audience, as well as those wishing simply to explore the vast range of potential technical applications across all the disciplines represented in the book.

*Digital Cultural Heritage* Marinos Ioannides 2018-05-22 This book constitutes the refereed post-conference proceedings of the Final Conference of the Marie Skłodowska-Curie Initial Training Network for Digital

*Cultural Heritage*, held in Olimje, Slovenia, in May 2017. The 29 revised full papers included in this volume were carefully reviewed and selected from 198 submissions. They focus on interdisciplinary and multi-disciplinary research concerning cutting edge cultural heritage informatics, -physics, -chemistry and -engineering and the use of technology for the representation, documentation, archiving, protection, preservation and communication of cultural heritage knowledge.

*Participatory Practices in Art and Cultural Heritage* Christoph Rausch 2022-09-25 This edited volume analyzes participatory practices in art and cultural heritage in order to determine what can be learned through and from collaboration across disciplinary borders. Following recent developments in museology, museum policies and practices have tended to prioritize community engagement over a traditional focus on collecting and preserving museal objects. At many museal institutions, a shift from a focus on objects to a focus on audiences has taken place. Artistic practices in the visual arts, music, and theater are also increasingly taking on participatory forms. The world of cultural heritage has seen an upsurge in participatory governance models favoring the expertise of local communities over that of trained professionals. While museal institutions, artists, and policy makers consider participation as a tool for implementing diversity policy, a solution to social disjunction, and a form of cultural activism, such participation has also sparked a debate on definitions, and on issues concerning the distribution of authority, power, expertise, agency, and representation. While new forms of audience and community engagement and corresponding models for "co-creation" are flourishing, fundamental but paralyzing critique abounds and the formulation of ethical frameworks and practical guidelines, not to mention theoretical reflection and critical assessment of practices, are lagging. This book offers a space for critically reflecting on participatory practices with the aim of asking and answering the question: How can we learn to better participate? To do so, it focuses on the emergence of new norms and forms of collaboration as participation, and on actual lessons learned from participatory practices. If collaboration is the interdependent formulation of problems and entails the common definition of a shared problem space, how can we best learn to collaborate across disciplinary borders and what exactly can be learned from such collaboration?

*Digital Culture & Society (DCS)* Anna Dahlgren 2021-06-30 The design and use of metadata is always culturally, socially, and ideologically inflected. The actors, whether these are institutions (museums, archives, libraries, corporate image suppliers) or individuals (image producers, social media agents, researchers), as well as their agendas and interests, affect the character of metadata. There is a politics of metadata. This issue of *Digital Culture & Society* addresses the ideological and political aspects of metadata practices within image collections from an interdisciplinary perspective. The overall aim is to consider the implications, tensions, and challenges involved in the creation of metadata in terms of content, structure, searchability, and diversity.

*The Routledge International Handbook of New Digital Practices in Galleries, Libraries, Archives, Museums and Heritage Sites* Hannah Lewi 2019-11-21 *The Routledge International Handbook of New Digital Practices in Galleries, Libraries, Archives, Museums and Heritage Sites* presents a fascinating picture of the ways in which today's cultural institutions are undergoing a transformation through innovative applications of digital technology. With a strong focus on digital design practice, the volume captures the vital discourse between curators, exhibition designers, historians, heritage practitioners, technologists and interaction designers from around the world. Contributors interrogate how their projects are extending the traditional reach and engagement of institutions through digital designs that reconfigure the interplay between collections, public knowledge and civic society. Bringing together the experiences of some of today's most innovative cultural institutions and thinkers, the Handbook provides refreshingly new ideas and directions for the exciting digital challenges and opportunities that lie ahead. As such, it should be essential reading for academics, students, designers and professionals interested in the production of culture in the post-digital age.

*Data Analytics in Digital Humanities* Shalin Hai-Jew 2017-05-03 This book covers computationally innovative methods and technologies including data collection and elicitation, data processing, data analysis, data visualizations, and data presentation. It explores how digital humanists have harnessed the hypersociality and social technologies, benefited from the open-source sharing not only of data but of code, and made technological capabilities a critical part of humanities work. Chapters are written by researchers from around the world, bringing perspectives from diverse fields and subject areas. The respective authors describe their work, their research, and their learning. Topics include semantic web for cultural heritage valorization, machine learning for parody detection by classification, psychological text analysis, crowdsourcing imagery coding in natural disasters, and creating inheritable digital codebooks. Designed for researchers and academics, this book is suitable for those interested in methodologies and analytics that can be applied in

literature, history, philosophy, linguistics, and related disciplines. Professionals such as librarians, archivists, and historians will also find the content informative and instructive.

*The Digital Humanities and the Digital Modern* James Smithies 2017-08-28 This book provides new critical and methodological approaches to digital humanities, intended to guide technical development as well as critical analysis. Informed by the history of technology and culture and new perspectives on modernity, Smithies grounds his claims in the engineered nature of computing devices and their complex entanglement with our communities, our scholarly traditions, and our sense of self. The distorting mentalité of the digital modern informs our attitudes to computers and computationally intensive research, leading scholars to reject articulations of meaning that admit the interdependence of humans and the complex socio-technological systems we are embedded in. By framing digital humanities with the digital modern, researchers can rebuild our relationship to technical development, and seek perspectives that unite practical and critical activity. This requires close attention to the cyber-infrastructures that inform our research, the software-intensive methods that are producing new knowledge, and the ethical issues implicit in the production of digital humanities tools and methods. The book will be of interest to anyone interested in the intersection of technology with humanities research, and the future of digital humanities.

*Cultural Exchanges in the Eastern Mediterranean* Stelios Irakleous 2022-07-06 The movement of people and objects has always stood at the heart of attempts to understand the course and processes of human history. The history of the Mediterranean is particularly abundant when it comes to issues of migration, colonisation, and trade, initiating thus archaeological, historical, linguistic and cultural discussions. This collection highlights the richness and depth of the multifaceted cultural exchanges of the region and focuses on underrepresented aspects of cultural exchanges in the Mediterranean, with Cyprus having a central role as a crossroads. It responds to the challenge of linking the study of everyday life at the micro-level to macro-scale narratives based on trans-regional engagement.

*Digital Classics Outside the Echo-Chamber* Gabriel Bodard 2016-04-28 Edited by organisers of "Digital Classicist" seminars in London and Berlin, this volume explores the impact of computational approaches to the study of antiquity on audiences other than the scholars who conventionally publish it. In addition to colleagues in classics and digital humanities, the eleven chapters herein concern and are addressed to students, heritage professionals and "citizen scientists". Each chapter is a scholarly contribution, presenting research questions in the classics, digital humanities or, in many cases, both. They are all also examples of work within one of the most important areas of academia today: scholarly research and outputs that engage with collaborators and audiences not only including our colleagues, but also students, academics in different fields including the hard sciences, professionals and the broader public. Collaboration and scholarly interaction, particularly with better-funded and more technically advanced disciplines, is essential to digital humanities and perhaps even more so to digital classics. The international perspectives on these issues are especially valuable in an increasingly connected, institutionally and administratively diverse world. This book addresses the broad range of issues scholars and practitioners face in engaging with students, professionals and the public, in accessible and valuable chapters from authors of many backgrounds and areas of expertise, including language and linguistics, history, archaeology and architecture. This collection will be of interest to teachers, scientists, cultural heritage professionals, linguists and enthusiasts of history and antiquity.

*Digital Library Programs for Libraries and Archives* Aaron D. Purcell 2016-06-17 Equally valuable for LIS students just learning about the digital landscape, information professionals taking their first steps to create digital content, and organizations who already have well-established digital credentials, Purcell's book outlines methods applicable and scalable to many different types and sizes of libraries and archives.

*Digital Literacy and Socio-Cultural Acceptance of ICT in Developing Countries* Emmanuel Eilu 2021-05-31 This book discusses the role of human computer interaction (HCI) design in fostering digital literacy and promoting socio-cultural acceptance and usage of the latest ICT innovations in developing countries. The book presents techniques, theories, case studies, and methodologies in HCI design approaches that have been used to foster digital literacy, break the socio-cultural barriers to ICT adoption, and promote the widespread usage of the latest innovations in the health, agriculture, economic, education and social sectors in developing countries. The authors provide insights on how crossing disciplines in HCI such as usability design, user centered design, user experience, anticipated user experience, technology acceptance design, persuasive design, philosophical designs, motivational design, social-cultural oriented designs, and other HCI design approaches have promoted digital literacy and stimulated socio-cultural acceptance and the usage of the latest ICT innovations. The book is relevant in academic, industry and government. Presents theoretical, practical, and socio-cultural approaches to digital literacy challenges in developing countries; Discusses

recent ICT and HCI innovations used to transform the health, agriculture, economic, education and social sectors in developing countries; Provides insights on design opportunities and challenges presented in countries where digital literacy is very low and with complex socio-cultural dynamics.

*Research and Advanced Technology for Digital Libraries Jaap Kamps 2017-09-04* This book constitutes the proceedings of the 21st International Conference on Theory and Practice of Digital Libraries, TPDL 2017, held in Thessaloniki, Greece, in September 2017. The 39 full papers, 11 short papers, and 10 poster papers presented in this volume were carefully reviewed and selected from 106 submissions. In addition the book contains 7 doctoral consortium papers. The contributions are organized in topical sections named: linked data; corpora; data in digital libraries; quality in digital libraries; digital humanities; entities; scholarly communication; sentiment analysis; information behavior; information retrieval.

*Cultural Heritage in a Changing World Karol Jan Borowiecki 2016-05-02* The central purpose of this collection of essays is to make a creative addition to the debates surrounding the cultural heritage domain. In the 21st century the world faces epochal changes which affect every part of society, including the arenas in which cultural heritage is made, held, collected, curated, exhibited, or simply exists. The book is about these changes; about the decentring of culture and cultural heritage away from institutional structures towards the individual; about the questions which the advent of digital technologies is demanding that we ask and answer in relation to how we understand, collect and make available Europe's cultural heritage. Cultural heritage has enormous potential in terms of its contribution to improving the quality of life for people, understanding the past, assisting territorial cohesion, driving economic growth, opening up employment opportunities and supporting wider developments such as improvements in education and in artistic careers. Given that spectrum of possible benefits to society, the range of studies that follow here are intended to be a resource and stimulus to help inform not just professionals in the sector but all those with an interest in cultural heritage.

*Engaging Transculturality Laila Abu-Er-Rub 2019-03-07* Engaging Transculturality is an extensive and comprehensive survey of the rapidly developing field of transcultural studies. In this volume, the reflections of a large and interdisciplinary array of scholars have been brought together to provide an extensive source of regional and trans-regional competencies, and a systematic and critical discussion of the field's central methodological concepts and terms. Based on a wide range of case studies, the book is divided into twenty-seven chapters across which cultural, social, and political issues relating to transculturality from Antiquity to today and within both Asian and European regions are explored. Key terms related to the field of transculturality are also discussed within each chapter, and the rich variety of approaches provided by the contributing authors offer the reader an expansive look into the field of transculturality. Offering a wealth of expertise, and equipped with a selection of illustrations, this book will be of interest to scholars and students from a variety of fields within the Humanities and Social Sciences.

*Cultural Heritage Communities Luigina Ciolfi 2017-08-15* Cultural heritage communities of interest have increasingly expanded from cultural heritage professionals to volunteers, special interest groups and independent citizen-led initiative groups. Digital technology has also increasingly impacted cultural heritage by affording novel experiences of it - it features in a number of activities for all the aforementioned groups, as well as acting as support for visitors to cultural heritage centres. With different degrees of formality and training, these communities are increasingly defining and taking ownership of what is of value to them, thus reconfiguring the care, communication, interpretation and validation of heritage. Digital technology has played a crucial role in this transformative process. In a fully international context, cultural heritage practitioners, community champions and academics from different fields of study have contributed to this book. Each chapter brings to the fore the multiple relationships between heritage, communities and technologies as a focus of study and reflection in an inclusive way. Contributions touch upon present and future opportunities for technology, as well as participatory design processes with different stakeholders. This book brings together ideas from different disciplines, cultures, methods and goals, to inspire scholars and practitioners involved in community heritage projects.

*Crowdsourcing our Cultural Heritage Mia Ridge 2016-04-22* Crowdsourcing, or asking the general public to help contribute to shared goals, is increasingly popular in memory institutions as a tool for digitising or computing vast amounts of data. This book brings together for the first time the collected wisdom of international leaders in the theory and practice of crowdsourcing in cultural heritage. It features eight accessible case studies of groundbreaking projects from leading cultural heritage and academic institutions, and four thought-provoking essays that reflect on the wider implications of this engagement for participants and on the institutions themselves. Crowdsourcing in cultural heritage is more than a framework for creating

content: as a form of mutually beneficial engagement with the collections and research of museums, libraries, archives and academia, it benefits both audiences and institutions. However, successful crowdsourcing projects reflect a commitment to developing effective interface and technical designs. This book will help practitioners who wish to create their own crowdsourcing projects understand how other institutions devised the right combination of source material and the tasks for their 'crowd'. The authors provide theoretically informed, actionable insights on crowdsourcing in cultural heritage, outlining the context in which their projects were created, the challenges and opportunities that informed decisions during implementation, and reflecting on the results. This book will be essential reading for information and cultural management professionals, students and researchers in universities, corporate, public or academic libraries, museums and archives.

Mixed Reality and Gamification for Cultural Heritage Marinou Ioannides 2017-04-26 This volume on virtual and augmented reality (VR/AR) and gamification for cultural heritage offers an insightful introduction to the theories, development, recent applications and trends of the enabling technologies for mixed reality and gamified interaction in cultural heritage and creative industries in general. It has two main goals: serving as an introductory textbook to train beginning and experienced researchers in the field of interactive digital cultural heritage, and offering a novel platform for researchers in and across the culturally-related disciplines. To this end, it is divided into two sections following a pedagogical model developed by the focus group of the first EU Marie S. Curie Fellowship Initial Training Network on Digital Cultural Heritage (ITN-DCH): Section I describes recent advances in mixed reality enabling technologies, while section II presents the latest findings on interaction with 3D tangible and intangible digital cultural heritage. The sections include selected contributions from some of the most respected scholars, researchers and professionals in the fields of VR/AR, gamification, and digital heritage. This book is intended for all heritage professionals, researchers, lecturers and students who wish to explore the latest mixed reality and gamification technologies in the context of cultural heritage and creative industries. It pursues a pedagogic approach based on trainings, conferences, workshops and summer schools that the ITN-DCH fellows have been following in order to learn how to design next-generation virtual heritage applications, systems and services.

Cultural Heritage Infrastructures in Digital Humanities Agiatis Benardou 2017-09-22 What are the leading tools and archives in digital cultural heritage? How can they be integrated into research infrastructures to better serve their intended audiences? In this book, authors from a wide range of countries, representing some of the best research projects in digital humanities related to cultural heritage, discuss their latest findings, both in terms of new tools and archives, and how they are used (or not used) by both specialists and by the general public.