

When Text Isn't Enough: An Exploration into the World of Multimodal Scholarship in the Digital Arts, Sciences and Humanities

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(University of Minnesota Libraries)

Library Technology Conference
Mar. 19, 2014

Multimodal Scholarship

Multimodal Scholarship

Limited

Multimodal Scholarship

Limited Expansive

Digital Humanities

Digital Humanities - Examples

Digital Humanities - Examples



The screenshot shows the Omeka.org website homepage. At the top left is the Omeka logo, which consists of a red square containing a white Fibonacci spiral. To the right of the logo is the word "omeka" in a white, lowercase, sans-serif font. Further right is a search bar with the text "Search Omeka.org" and a "Search" button. Below the navigation bar are four light green buttons with dark text: "Serious Web Publishing", "Cost-Effective Design", "Flexible and Extensible", and "Free and Open Source". The main content area features a section titled "Serious Web Publishing" with a paragraph describing the platform's capabilities and a "Learn More" link. Below this is a red button with a white download icon and the text "Download Omeka Linux, Apache, MySQL5, PHP5". To the right of this button is a link to "System Requirements" and a button that says "No server? Try Omeka.net!". On the right side of the page, there is a large image showing a close-up of a tablet displaying the Omeka user interface, with various menu items like "Manage items in your archive" and "Manage collections in your archive" visible.

omeka

Search Omeka.org Search

Showcase Get Involved Add-Ons Forums Documentation Download

Serious Web Publishing Cost-Effective Design Flexible and Extensible Free and Open Source

Serious Web Publishing

Create complex narratives and share rich collections, adhering to Dublin Core standards with Omeka on your server, designed for scholars, museums, libraries, archives, and enthusiasts. [Learn More](#)

 **Download Omeka**
Linux, Apache, MySQL5, PHP5

[System Requirements](#) [No server? Try Omeka.net!](#)



Digital Humanities - Examples

The Alliance for Networking Visual Culture



Introducing Scalar. Born-digital, open source, media-rich scholarly publishing that's as easy as blogging.

[Learn more](#)

[Sign in](#)

Digital Humanities - Examples

We Rock Long Distance

Search this site

[Acknowledgements](#)

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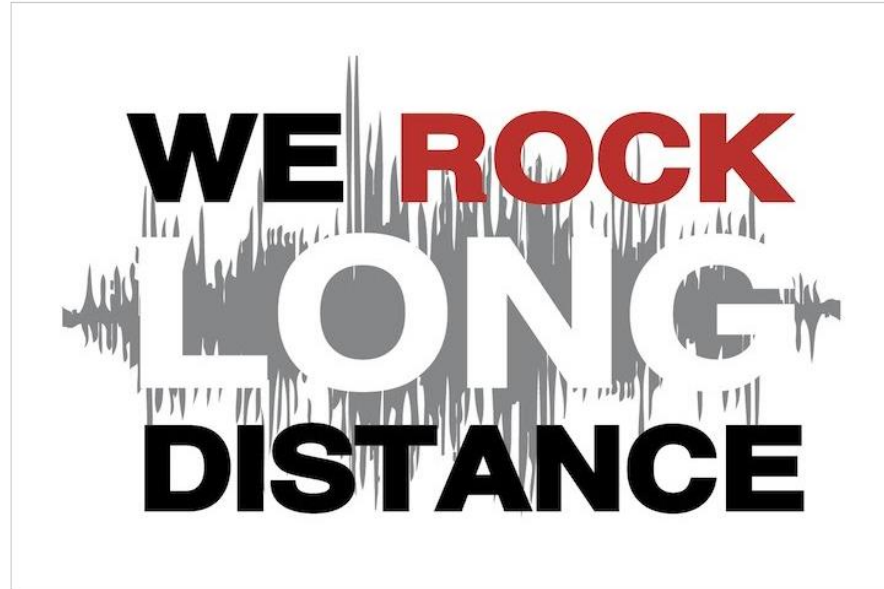
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Home



Welcome to the online version of my PhD dissertation:
"We Rock Long Distance: M.anifest and the Diasporic Media Currents of Transnational Hip-Hop"

Digital Humanities - Potential Implications for Libraries and Services

- Supporting new forms of scholarship and pedagogy
- Data Management + Digital preservation
- Open Access
- Partnerships and Interdisciplinarity

References

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- Hsu, Wendy. [“Ethnography Beyond Text and Print: How the Digital Can Transform Ethnographic Expressions.”](#)
- McPherson, Tara. “Introduction: Media Studies and the Digital Humanities.” *Cinema Journal* 48, no. 2 (Winter 2009).
- Shorter, David. [“On Multimodal Scholarship”](#)

Digital / Media Arts:
Aesthetics, Reflection, Interaction,
and Literacy

What is Art?

Art enables us to find ourselves and lose ourselves at the same time.

Thomas Merton, No Man Is An Island

What is Digital Art?

- often called new media
- shaped by the rise of electronic devices [technology]
- capable of capturing and/or creating moving images
- employ electronic, biological, mechanical, digital or other tools virtual and/or physical
- possibly interactive or ephemeral in nature
- editioning may or may not be relative.

Andrew Reach, artist & architect

http://www.andrewreach.com/?page_id=137

- ❖ Crowdsourcing
- ❖ (Digital) Aesthetics
- ❖ (Digital) Media Literacy
- ❖ (Digital) Reflection
- ❖ (Digital) Storytelling
- ❖ Interdisciplinary
- ❖ Trans-literacy
- ❖ Visualizing Data
- ❖ Visual Literacy

A young man stands near the front of a raucous concert. He films the performance, viewing the entire show through the screen of his iPhone.

Website: [Alex Beim • Tangible Interaction](http://www.tangibleinteraction.com)
(www.tangibleinteraction.com) - Twitter: [@tangibleint](https://twitter.com/tangibleint)

Tangible Interaction

❖ Digital Aesthetics

<http://www.tangibleinteraction.com/projects/zygotes-for-blue-man-group>

Arcade Fire
PixMob Zygotes



Topping off an incredible headline performance by [Arcade Fire](#) at the 2011 [Coachella festival](#), 1200 beach ball sized LED orbs rained down on the 80,000 strong audience during the encore.

Moniker

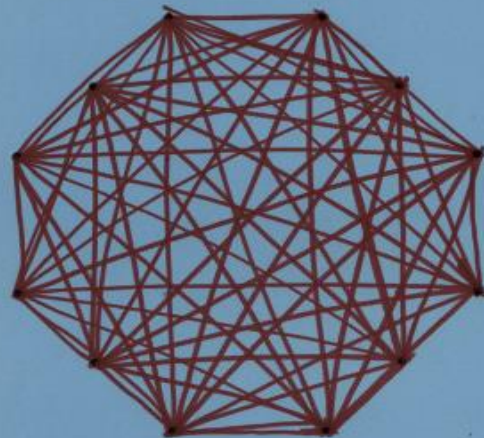
❖ Crowdsourcing



EN ■ Make it rain heavily by connecting pairs of dots.
■ Each line must cross at least one other line. ■ Use each dot only once.

NL ■ Creëer een hoosbui door steeds 2 punten te verbinden.
■ Elke lijn moet minstens één andere lijn kruisen. ■ Gebruik elke punt maar één keer.

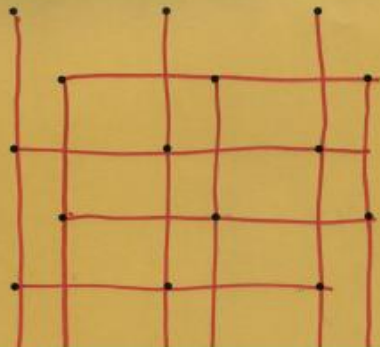
00111



EN ■ Connect all dots to all dots. ■ Use straight lines.

NL ■ Verbind alle punten met alle punten. ■ Gebruik rechte lijnen.

00111





rAndom International

- ❖ Digital Aesthetics
- ❖ Interdisciplinary
- ❖ Digital Storytelling

rAndom International creates artworks and installations often using light and movement. Instilling a sense of 'life' in the inanimate, simulating natural phenomena

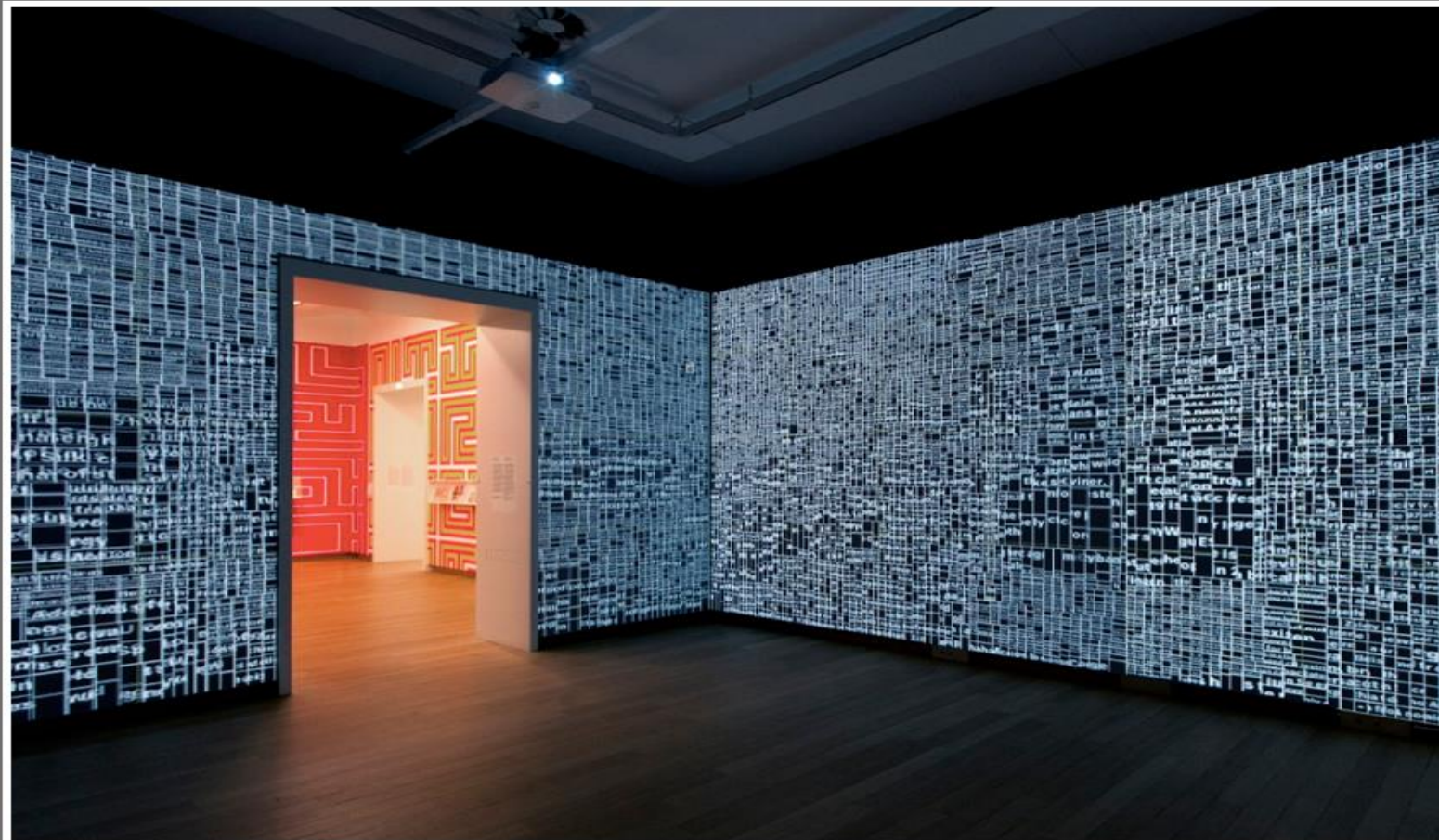


**pieces explore behavior and interaction...
exploring the responses of both objects and
people within immersive environments.**

<http://random-international.com/work/rain-room-choreographic/>

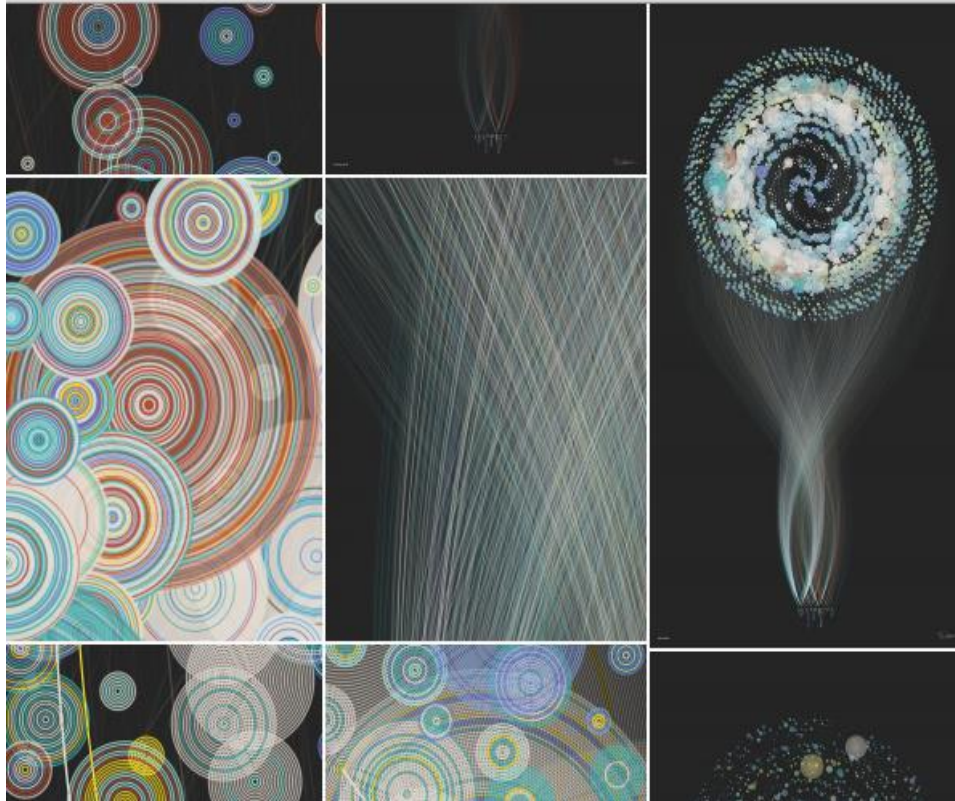
LUST

❖ Data Visualization



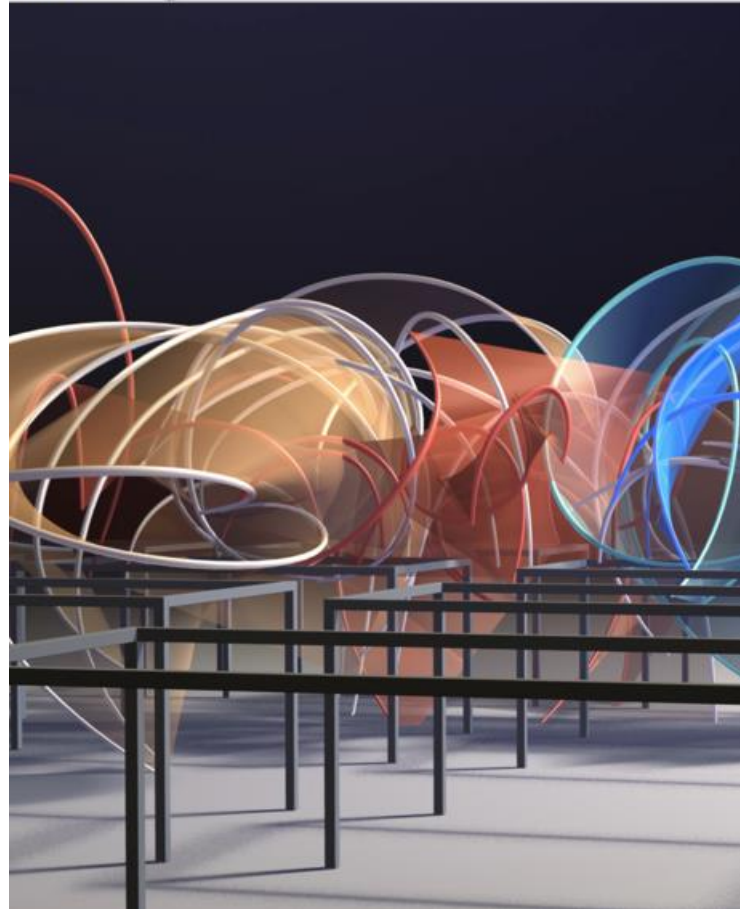
Brendan Dawes

- ❖ Crowdsourcing
- ❖ Digital Aesthetics
- ❖ Digital Media Literacy
- ❖ Digital Reflection
- ❖ Digital Storytelling
- ❖ Interdisciplinary
- ❖ Trans-literacy
- ❖ Visualizing Data
- ❖ Visual Literacy



Synchronous Objects

- ❖ Data Visualization
- ❖ Digital Aesthetics
- ❖ Digital Media Literacy
- ❖ Digital Reflection
- ❖ Digital Storytelling
- ❖ Interdisciplinary
- ❖ Trans-literacy
- ❖ Visualizing Data
- ❖ Visual Literacy



U of MN Department of Art

- ❖ Digital Aesthetics
- ❖ Digital Media Literacy
- ❖ Digital Reflection
- ❖ Digital Storytelling
- ❖ Interdisciplinary
- ❖ Trans-literacy
- ❖ Visualizing Data
- ❖ Visual Literacy

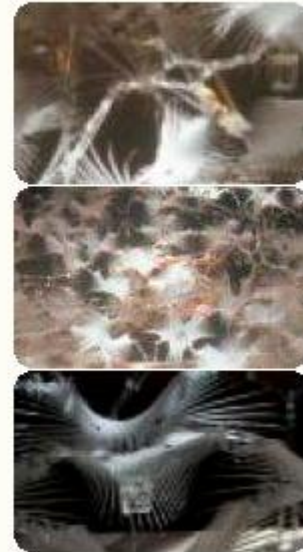
Diane Willow
Reflexive Membranes

- sensors on the textiles were controlled by actuators
- question the boundaries between nature and artifice
- examine the organic condition interacting with technology

Philip Beesley et Diane Willow
Reflexive Membranes



Philip Beesley, *Orgone Reef*, 2003



Diane Willow Words of Encouragement



technology integrated into the artistic process



Tangible Digital Matter

An exhibition of work by
the University of Minnesota
Department of Art

Wilson Library

January 29th – May 15th, 2010

Opening Reception:

Friday, January 29, 2010

4:00-6:00 p.m.

4th Floor, Wilson Library

UNIVERSITY OF MINNESOTA

LIBRARIES

“Tangible Digital Matter” is a reflective and metaphoric show for the Libraries, inviting researchers to contemplate the visual manifestations of digital information as it integrates traditional and technologically formed media.

References

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Dawes , B. (2012). *EE - digital city portraits*. Retrieved from <http://brendandawes.com/projects/ee>

Mcgregor, richter & random: choreographic interventions at the rain room. (2012). Retrieved from <http://random-international.com/work/rain-room-choreographic/>

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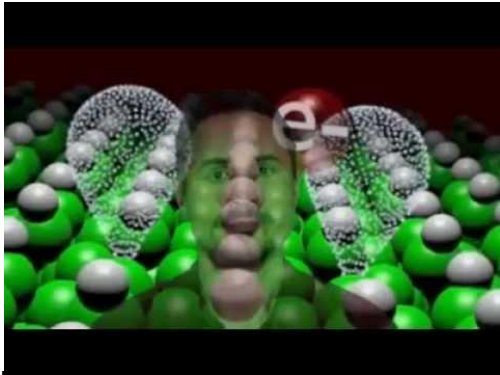
Your line or mine – crowd sourced animations at the Stedelijk Museum. (2014, Jan 24). Retrieved from <http://www.creativeapplications.net/featured/your-line-or-mine-crowd-sourced-animations-at-the-stedelijk-museum/>

Zygote balls for Blue Man Group. (n.d.). Retrieved from <http://www.tangibleinteraction.com/projects/zygotes-for-blue-man-group>

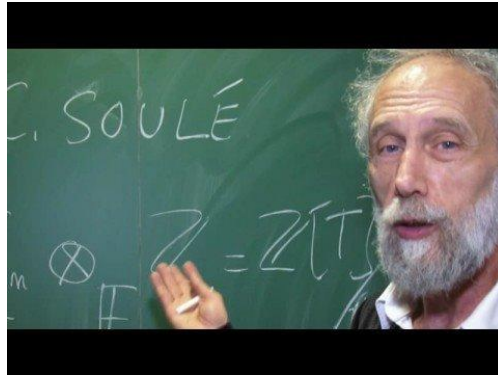
Digital Sciences - Video Abstract Study

What is a video Abstract?

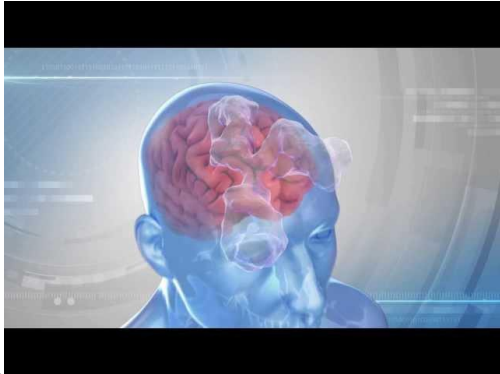
a video presentation corresponding to a specific science research article, which typically communicates the background of a study, methods used, study results and potential implications through the use of images, audio, video clips, and text



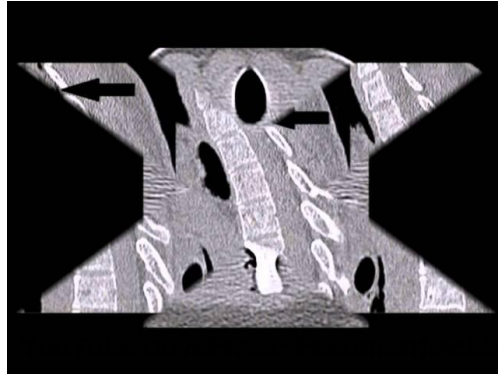
YouTube New Journal of Physics: Dangling-bond charge qubit on a silicon surface



YouTube Journal of Number Theory: Fun With $\sqrt{-1}$

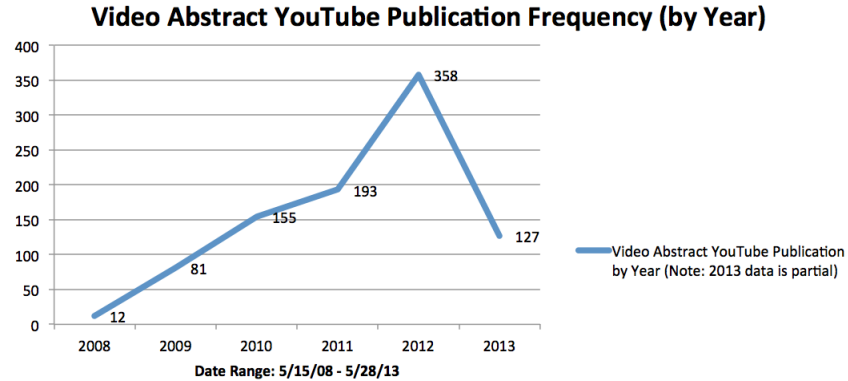


YouTube es
into the Brain over the Blood-Brain Barrier



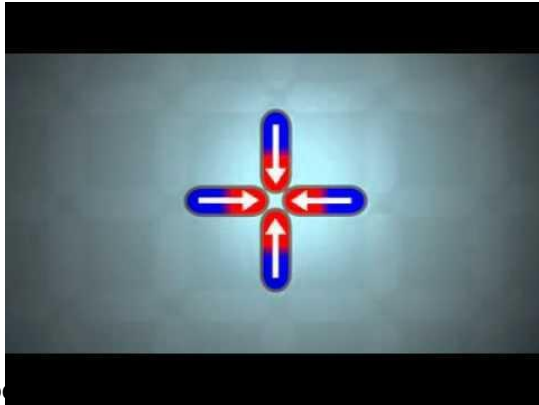
secondary to
bronchial asthma

General VA Publication Trends

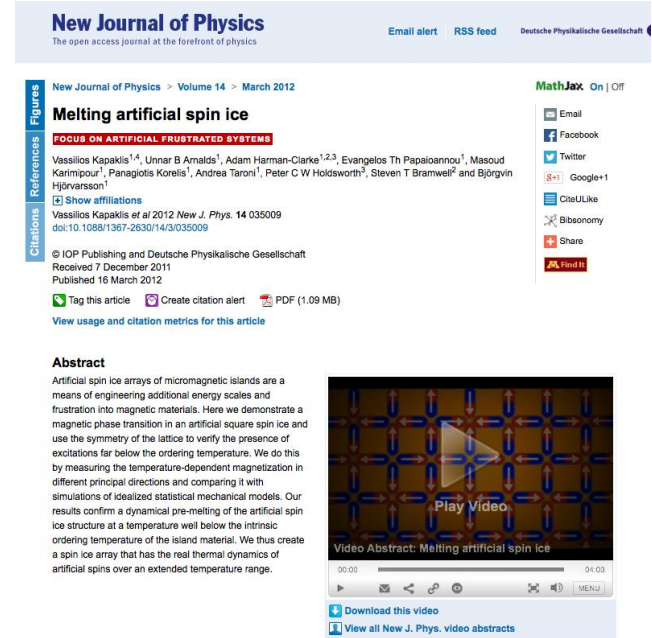


Study Findings

VA view counts were moderately, positively correlated across YouTube/NJP platforms (much higher overall on NJP). There was a moderate, positive correlation between YouTube view count and article usage. There was a strong, positive correlation between NJP video count and article usage.



YouTube

A screenshot of the New Journal of Physics article page for "Melting artificial spin ice". The page includes the journal title, volume information (Volume 14, March 2012), and a list of authors: Vassilios Kapaklis, Unnar B Arnalds, Adam Harman-Clarke, Evangelos Th Papaioannou, Masoud Karimpour, Panagiotis Korelis, Andrea Taroni, Peter C W Holdsworth, Steven T Bramwell, and Björgvin Hjörvarsson. It also displays citation information, publication dates, and various sharing options like Facebook, Twitter, and Email. A video abstract player is embedded at the bottom right, showing a grid of spin ice structures with a play button overlay. The video title is "Video Abstract: Melting artificial spin ice" and it has a duration of 01:03. Below the video player are options to "Download this video" and "View all New J. Phys. video abstracts".

NJP Site: Melting artificial spin ice - 770 views

Implications for Libraries and Services

Evolving user expectations and practices present opportunities for libraries/librarians to consider a range VA related support services:

- Library based journal publishing services should offer media capable platforms, VA option to authors, leverage YouTube for social media
- Subject Librarians should be aware of media enhanced publications for scholarly communications guidance
- Media Librarians should consider expansion of production support services to include VA creation
- Digital Librarianship (consider VA use with special digital projects)

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