Visualizing Objects, Places, and Spaces: A Digital Project Handbook

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Introduction

What are the essential steps needed to plan and execute a digital project?

Digital humanities are rich with publications,[1] workshops,[2] guides,[3] and resource lists[4] that introduce the field's concepts and methods. As digital humanities have grown, trainings and materials for experienced practitioners have become prominent. Yet, as the authors have observed through their involvement with the National Humanities Center's Summer Institute on Objects, Places, and the Digital Humanities, needs remain for resources that introduce anyone interested in creating a dh project to core methodological considerations and knowledge necessary to productively choose platforms and approaches that fit their research goals. This gap is especially apparent in fields dealing with visual materials and physical spaces, such as digital art history, where infrastructure for visual technologies varies. *Visualizing Objects, Places, and Spaces: A Digital Project Handbook* (https://handbook.pubpub.org) is designed to address that gap.

Progress

To date, **we have launched 4 out of 7 Project Types and their Stages**:

Explore by Project Type
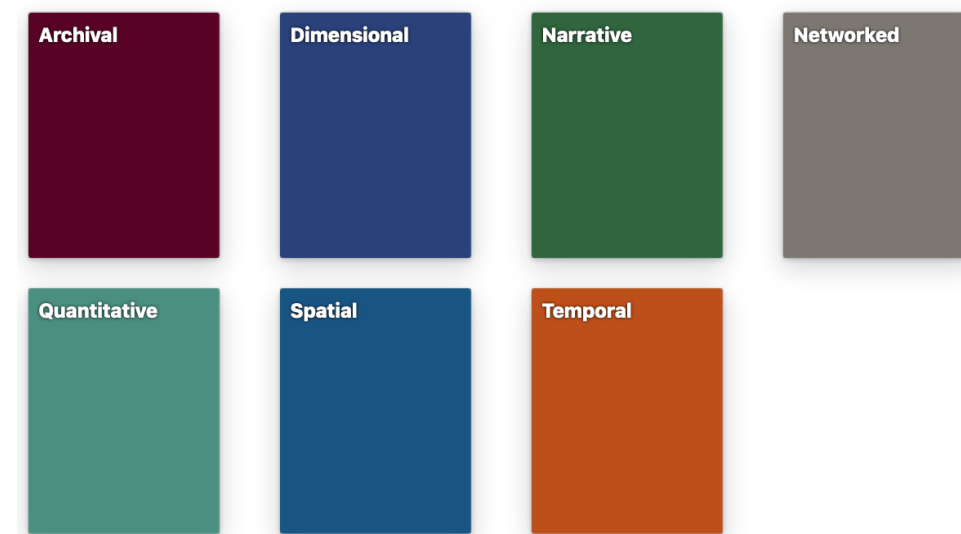
- Archival
- Dimensional
- Narrative
- Temporal

Each of these sections was written by the project's co-editors and reviewed by multiple colleagues from a range of disciplines and with varying experiences in digital humanities. Accompanying each project will be a selection of assignments and case studies. **We are in the process of launching the first 14 Assignments and 28 Case Studies.** Each of these submissions offers practical information and insight from current and past digital humanities projects.

1. See Crompton, Constance, Richard J. Lane, and Ray Siemens, eds. Doing Digital Humanities: Practice, Training, Research. London: Routledge, 2016.
2. See institutes listed on the Alliance of Digital Humanities Organizations website, http://adho.org/resources.
3. See this example of a guide to digital humanities from Western Carolina University: https://researchguides.wcu.edu/digitalhumanities/.
4. See Alan Liu's "DH Toychest," http://dhresourcesforprojectbuilding.pbworks.com/w/page/69244243/FrontPage, and "Digital Art History 101: A Basic Guide to Digital Art History," https://ucla-beyond-slide-library.github.io/DAH101/About.html.

Structure

Built in Pubpub (pubpub.org), the Handbook is divided into two kinds of sections: Project Types and Project Stages. Types cover information specific to a particular method. Stages cover a range of topics specific to each project type.
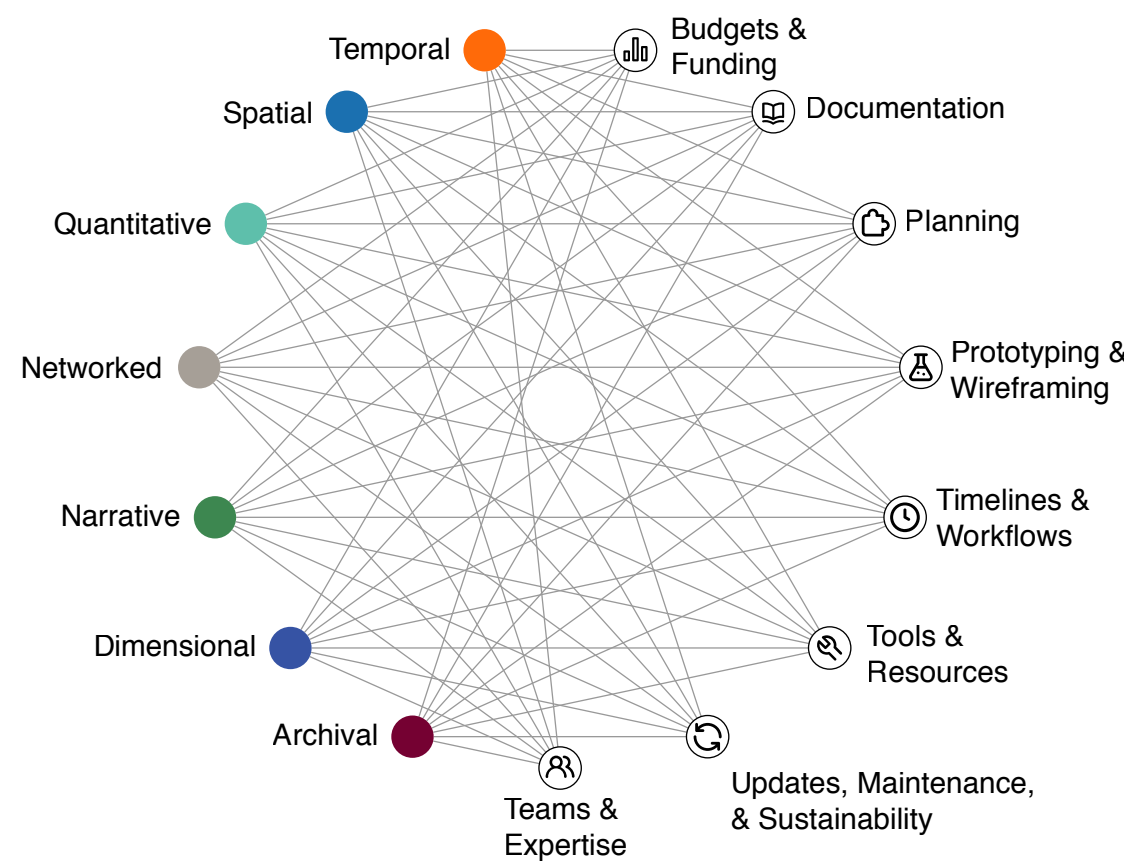
Connected to each Project Type are a series of research Case Studies and classroom Assignments contributed by colleagues from around the world. Case Studies and Assignments offer information about why and how projects were formed and the tools, expertise, and resources needed to create them.
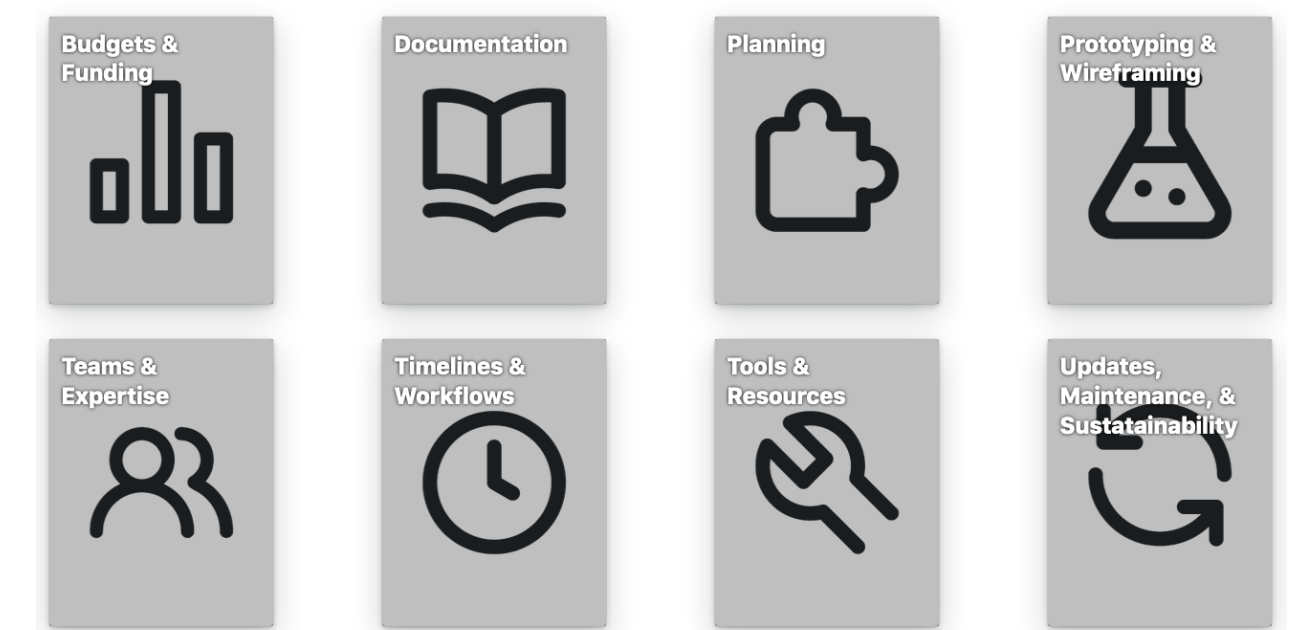

Next Steps

In the coming months, we'll be launching the 3 remaining Project Types:
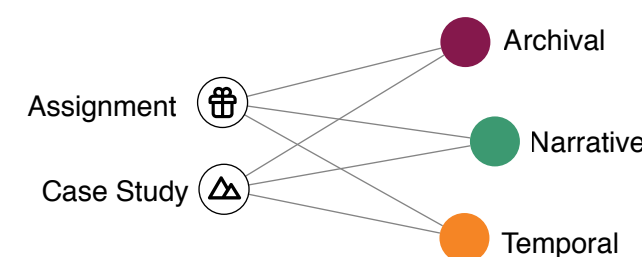
- Networked
- Quantitative
- Spatial

We'll also be posting a new call for Assignments and Case Studies that fit these and our other Project Types.

Explore by Project Stage

Get Involved

- **Become a reviewer** for our project stages and types.

- **Submit** an assignment or case study.

- **Send us feedback** – What kinds of information are missing? How are you using the handbook?

Assignments

Email digitalhandbook@duke.edu.

Find out more at handbook.pubpub.org