From 'Digital Humanities' to 'Research Infrastructures'

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‘We are all digital humanists now...’
Core elements of Digital Humanities

Digital Content
- Digital collections, and projects with digital outputs

Methods
- ‘Scholarly primitives’ to gain new knowledge:
  Discovering, annotating, comparing, referring,
  sampling, illustrating, and representing digital content

Tools
- For processing and analysis

Outcomes
- Existing research processes can be conducted better and/or faster
- Researchers can conceptualize completely new research questions
Understanding selection of digital content: Welsh Newspapers Online

http://newspapers.library.wales/
Use, re-use and linking of data from digital archives
Creating and sustaining digital content as co-production: **Cymru1914.org** The Welsh Experience of the First World War

- Consolidated Archive: newspapers, images, audio, photographs
- Content from six HEI special collections, four local archives and BBC Wales archive
- Developed in collaboration with academic researchers of the First World War
- Retains archival hierarchy of content
Using complex and hybrid materials and data:

*The snows of yesteryear: narrating extreme weather*

eira.llgc.org.uk
Digital humanities as research infrastructures?

*European Research Infrastructure Consortium (ERIC) practical guidelines:*

- Promote state-of-the-art research
- Create unique opportunities to carry out advanced research
- Attract the best researchers from across the world
- Train highly qualified students and engineers

*A broad, pan European definition*

What would this consist of in the humanities...?

- Data repositories
- E-Publications
- Services and tools, including community input
- Technical infrastructure
- A broad network of academic collaborators
- A data lab/maker space for digital arts and humanities
- Collaboration with Galleries, Libraries, Archives and Museum Sector
NeMo: Methods Ontology for Digital Humanities

- **Address:**
  - **WHO?** Actors
  - **agency**

- **WHY?** Goals

- **Process:**
  - **HOW?** Methods

- **What?**
  - Information resources
  - Tools
  - Services

- **Resources:**
  - Actors
  - Goals
  - Methods
  - Information resources
  - Tools
  - Services
Digital humanities research challenges and impact

• Building a better understanding of the use and users of digital content: what do people do with all this digital stuff?
• Developing the underlying digital infrastructures for delivery, use and development of this content
• Understanding how open content can be re-used and re-purposed for innovative research and development
• Exploring potential community and inclusion agendas: digital inclusion, information literacy, and community engagement
• Exploring management, use, and re-use of contemporary, born digital data
• Better integration of arts and humanities and scientific disciplines
• Creating innovative publishing models
Thank you!

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