A Digital Humanities Bibliography

Compiled by John Taormina, Duke University
With assistance from Alexander Strecker, Katherine McCusker, and Michael O'Sullivan

AAHC. "Tenure Guidelines." American Association for History and Computing, n.d. http://theaahc.org/about/tenure-guidelines/.

Aarseth, Espen J. Cybertext. *Perspectives on Ergodic Literature*. Baltimore, MD: Johns Hopkins University Press, 1997.

Abbate, J. Inventing the Internet. Cambridge, MA: MIT Press, 2000.

Abelson, Hal, Ken Ledeen, and Harry Lewis. *Blown to Bits: Your Life, Liberty, and Happiness After the Digital Explosion*. New York, NY: Addison-Wesley Professional, 2008.

"About the Emory Center for Digital Scholarship." *Emory Center for Digital Scholarship*. http://digital scholarship.emory.edu/about/index.html.

Abrams, S., J. Kunze, and D. Loy. "An Emergent Micro-Services Approach to Digital Curation Infrastructure." *International Journal of Digital Curation* 5 (1). 172-186. 10.2218/ijdc.v5il.151.

Ackoff, R.L. "From Data to Wisdom." Journal of Applied Systems Analysis, 16 (1989): 3-9.

Acland, Charles R. *Residual Media*. Minneapolis, MN: University of Minnesota Press, 2006.

Adair, Bill, Benjamin Filene, and Laura Koloski, eds. "Throwing Open the Doors." in *Letting Go?: Sharing Historical Authority in a User-Generated World*. 68-123. Left Coast Press, 2011. http://arthistory2014.doingdh.org/readings/

Adams, Jennifer, and Kevin B. Gunn. "Keeping up with ... Digital Humanities." Association of College and Research Libraries, April 2013.

Adams, Randy, Steve Gibson, and Stefan Muller, eds. *Transdisciplinary Digital Art: Sound, Vision and the New Screen*. Heidelberg, Germany: Springer-Verlag Publications, 2008.

Adams, Robyn. "Bodley Diplomatic Correspondence Project." *Textal*. http://www.textal.org/clouds/879f96786eaa.

Agar, Jon. The Government Machine: A Revolutionary History of the Computer. Cambridge, MA: MIT Press, 2003.

Agosti, M, M. Manfioletti, N. Orio, and C. Ponchia. "Enhancing End User Access to Cultural Heritage Systems: Tailored Narratives and Human-Centered Computing." In *New Trends in Image Analysis and Processing: ICIAP 2013 International Workshops, Naples, Italy, September 2013*. Eds. A. Petrosino, L. Maddalena, and P. Papa. 278-287. Berlin, Germany: Springer, 2013.

Ahlberg, Kristin, William S. Bryans, Constance B. Schulz, Debbie Ann Doyle, Kathleen Franz, John R. Dichtl, Edward Countryman, Gregory E. Smoak, and Susan Ferentinos. *Tenure, Promotion and the Publicly Engaged Historian*. AHA/NCPH/OAH Working Group on Evaluating Public History Scholarship, 2010, updated 2017. http://ncph.org/cms/wp-content/uploads/Engaged-Historian.pdf.

Aldenderfer, M. and H.D.G. Maschner. *Anthropoloy, Space, and Geographic Information Systems*. Oxford, UK: Oxford University Press, 1996.

Alexander, Bryan, and Rebecca Frost Davis. "Should Liberal Arts Campuses Do Digital Humanities? Process and Products in the Small College World." In *Debates in the Digital Humanities*. Ed. Matthew K. Gold. 368-389. Minneapolis, MN: University of Minnesota Press, 2012.

Alexander, Marc. "Patchworks and Field-Boundaries: Visualizing the History of English." Digital Humanities 2012. https://www.academia.edu/1793281/Patchworks and Field- Boundaries Visualizing the History of English.

Allen, K.M.S., S.W. Green, and E.B.W. Zubrow. *Interpreting Space: GIS and Archaeology*. London, UK: Taylor and Francis, 1990.

Allington, Daniel, Sarah Brouillette, and David Golumbia. "Neoliberal Tools (and Archives): A Political History of Digital Humanities." *Los Angeles Review of Books*. May 1, 2016.

Alston, Robin. <u>"The Eighteenth Century Short Title Catalogue: A Personal History to 1989."</u> http://web.archive.org/web/20080908103158/http://www.r-alston.co.uk/estc.htm.

Alvarado, Rafael. "Are MOOCs Part of the Digital Humanities?" *The Transducer*. January 5, 2013. http://transducer.ontoligent.com/?p=992.

Alvarado, Rafael. "The Digital Humanities Situation." In *Debates in the Digital Humanities*. Ed. Matthew K. Gold. 50-55. Minneapolis, MN: University of Minnesota Press, 2012.

Alvarado, Rafael. "Start Calling it Digital Liberal Arts." The Transducer, 19 (2013).

Amelunxen, H, ed. *Photography after Photography: Memory and Representation in the Digital Age*. Munich, Germany: G+B Arts, 1995.

American Council of Learned Societies. *Computing and the Humanities: Summary of a Roundtable Meeting.* Occasional Paper, No. 41. Chicago: ACLS., 1998.

American Council of Learned Societies. *Our Cultural Commonwealth: The Report of the American Council of Learned Societies Commission on Cyberinfrastructure for the Humanities and Social Sciences*. New York: American Council of Learned Societies, 2006.

American Historical Association. *American Historical Association Statement on Policies Regarding the Embargoing of Completed History PhD Dissertations*. https://www.historians.org/publications-and-directories/perspectives-on-history/summer-2013/american-historical-association-statement-on-policies-regarding-the-embargoing-of-completed-history-phd-dissertations.

Amsterdam Centre for Digital Humanities. "Modeling Crowdsourcing for Cultural Heritage." http://cdh.uva.nl/projects-2013-2014/m.o.c.c.a.html

Anderson, Chris. Makers: The New Industrial Revolution. New York, NY: Crown, 2012.

Anderson, Deborah Lines, ed. *Digital Scholarship in the Tenure, Promotion, and Review Process*. Armonk, NY: M.E. Sharpe, 2003.

Anderson, Deborah Lines. "Introduction." In *Digital Scholarship in the Tenure, Promotion, and Review Process.* Ed. Deborah Lines Andersen. 3-24. Armonk, NY: M.E. Sharpe, 2003.

Anderson, Erin R., and Trisha N. Campbell. "Ethics in the Making." In *Making Things and Drawing Boundaries: Experiments in the Digital Humanities*. Ed. Jentery Sayers. 331-42. Minneapolis, Minnesota: University of Minnesota Press, 2017.

Anderson, Richard. "Is a Rational Discussion of Open Access Possible?" (transcript url: http://discussingoa.wordpress.com/; video url: http://library.si.edu/webcasts/rick-anderson-rational-discussion-open-access.)

Anderson, Richard. "Print on the Margins." In *Library Journal*, 136, no. 11 (2011): 38-39. url: http://lj.libraryjournal.com/2011/06/academic-libraries/print-on-the-margins-circu-lation-trends-in-major-research-libraries/.

Anderson, Steve. "What are Research Infrastructures?" *International Journal of Humanities and Arts Computing* 7 (1-2) (2013): 4-23.

Anderson, Steve, and Tara McPherson. "Engaging Digital Scholarship: Thoughts on Evaluating Multimedia Scholarship." *Profession* (2011): 136–151. URL: http://www.mlajournals.org/doi/abs/10.1632/prof.2011.2011.1.136.

Andrews, T.L. "The Third Way: Philology and Critical Edition in the Digital Age." *Variants* 10 (2013): 61-76.

Ankersmit, F.R. Historical Representation. Stanford, CA: Stanford University Press, 2001.

Antoniou, G., and F. Van Harmelen. *A Semantic Web Primer*. Cambridge, MA: MIT Press, 2004. http://www.dcc.fc.up.pt/-zp/aulas/1415/pde/geral/bibliografia/MIT.Press.A.Semantic.Web.Primer.eBook-TLFeBOOK.pdf.

Appleford, Simon, and Jennifer Guliano. *Devdh: Development for the Digital Humanities*. 2013.

Applehans, W., A. Globe, and G. Laugero. *Managing Knowledge: A Practical Web-based Approach*. Reading, MA: Addison-Wesley, 1999.

Arango, J. "Architectures." Journal of Information Architecture 3,1 (2001): 41-47.

Arazy, Ofer, Eleni Stroulia, Stan Ruecker, Cristina Arias, Carlos Fiorentino, Veselin Ganev, and Timothy Yau. "Recognizing Contributions in Wikis: Authorship Categories, Algorithms, and Visualizations." *Journal of the American Society for Information Science and Technology* 61.6 (2010): 1166-1179.

Archer, Dawn. "Digital Humanities 2006: When Two Became Many." *Literary and Linguistic Computing 23*, no. 1 (April 1, 2008): 103 -108.

Archer, Dawn, ed. What's in a word-List? Investigating Word Frequency and Keyword Extraction. Farnham: Ashgate, UK, 2009.

Arctur, David, and Michael Zeiler. *Designing Geodatabases: Case Studies in GIS Data Modeling*. Redlands, CA: ESRI Press, 2004.

ARL/NSF Workshop on Long-Term Stewardship of Digital Data Collections. Association of Research Libraries, September 2006. URL: http://www.arl.org/pp/access/nsfwork-shop.shtml.

Arms, W. and Larsen, R. "Building the Infrastructure for Cyberscholarship." Report of a workshop held in Phoenix, Arizona, National Science Foundation, 2007.

Arnold, M. Culture and Anarchy. Oxford, UK: Oxford University Press, 2009.

Arthur, P.L., and Katherine Bode, eds. *Advancing Digital Humanities: Research, Methods, Theories.* Basingstoke, UK: Palgrave Macmillan.

arts-humanities.net: Guide to Digital Humanities and Arts. http://arts-humanities.net/

ARTStor Digital Library. www.artstor.org

Ashton, K. "That 'Internet of Things' Thing." *Journal* (2009). http://www.rfidjournal.com/articles/view?4986.

Association of College and Research Libraries. "Changing Roles of Academic and Research Libraries." Association of College and Research Libraries, November 2006.URL: http://www.ala.org/ala/mgrps/divs/acrl/issues/value/changingroles.cfm.

Association for Literary and Linguistic Computing. www.allc.org

Auerbach, Eric. *Mimesis: The Representation of Reality in Western Literature*. Translated by W. Trask. New York, NY: Doubleday Anchor, 1953.

Aufderheide, Patricia, et al. *Copyright, Permissions, and Fair Use among Visual Artists and the Academic and Museum Visual Arts Communities: An Issues Report*. College Art Association, 2014. http://www.collegeart.org/pdf/FairUseIssuesReport.pdf (PDF)

Avery, J.M. "The Democratization of Metadata: Collective Tagging, Folksonomies and Web 2.0." *Library Student Journal*.

Ayers, Edward L. "The Academic Culture and the IT Culture: Their Effect on Teaching and Scholarship." *Educause Review* 39, no.6 (2004): 48-62. http://www.educause.edu/EDU-CAUSE+Review/EDUCAUSERReviewMAgazineVolume39/TheAcademicCultureandtheIT-Cult/157939.

Ayers, Edward L. "Does Digtal Scholarship Have a Future?" In *Educause Review*/48, no. 4 (2013): 24. http://www.educause.edu/ero/article/does-digital-scholarship-have-a-future.

Ayers, Edward L. *History in Hypertext*. Charlottesville, VA: University of Virginia Press, 1999.

Ayers, Edward L. "The Past and Futures of Digital History." Virginia Center for Digital History, 1999. http://www.vcdh.virginia.edu/ PastsFutures.html.

Bady, Aaron. "The MOOC Moment and the End of Reform." In *The New Inquiry*. May 15, 2013. http://thenewinquiry.com/blogs/zunguzungu/the-mooc-moment-and-the-end-of-reform/.

Bailey, Moya Z. "All the Digital Humanists Are White, All the Nerds Are Men, but Some of Us Are Brave." *Journal of Digital Humanities* 1, no. 1 (2011). http://journalofdigitalhumanities.org/1-1/all-the-digital-humanists-are-white-all-the-nerds-are-men-but-some-of-us-are-brave-by-moya-z-bailey/.

Bailey, Moya, Anne Cong-Huyen, Alexis Lothian, and Amanda Phillips. "Reflections on a Movement: #transformDH, Growing Up." In *Debates in the Digital Humanities*. Eds. Matthew K. Gold and Lauren Klein. 71-79. Minneapolis, MN: University of Minnesota Press, 2016.

Bailey, Trevor C., and Anthony C. Gatrell. *Interactive Spatial Data Analysis*. Harlow: Longman, 1995.

Bair, Sheila, and Sharon Carlson. "Where Keywords Fall: Using Metadata to Facilitate Digital Humanities Scholarship." *Journal of Library Metadata* 8.3 (2008): 249-62. University Libraries Faculty and Staff Publications, paper 12. Western Michigan University, 1 January 2008. http://scholarworks.wmich.edu/cgi/viewcontent.cgi?article=1012&context=library_pubs.

Baird, D. *Thing Knowledge: A Philosophy of Scientific Instruments*. Berkeley, CA: University of California Press, 2004.

Baker, Christopher W. *Scientific Visualization: The New Eyes of Science*. Brookfield, CT: Millbrook Press, 200.

Baker, N. Double Fold: Libraries and the Assault on Paper. New York, NY: Random House, 2001.

Baker, N. *The Size of Thoughts: Essays and Other Lumber.* New York, NY: Random House 1996.

Ball, A. *Preserving Computer-Aided Design (CAD)*. DPC Technology Watch. Digital Preservation Coalition.

Ball, Cheryl E. "Show, Not Tell: The Value of New Media Scholarship." *Computers and Composition* 21, No. 4 (2004): 403-25.

Ball, Cheryl E., and Douglas Eyman. "Digital Humanities Scholarship and Electronic Publication." In *Rhetoric and the Digital Humanities*. Eds. William Hart-Davidson and Jim Rodolfo. Chicago, IL: University of Chicago Press, 2015. 65-79.

Balmer, J. "Review: Digital Hadrian's Villa Project." *Journal of the Society of Architectural Historians* 73 (3) (2014): 444-445.

Baltes, Elizabeth P. "Dedication and Display of Portrait Statues in Hellenistic Greece: Spatial Practices and Identity Politics." PhD dissertation, Duke University Press, 2016.

Balsamo, Anne Marie. *Designing Culture: The Technological Imagination at Work.* Durham, NC: Duke University Press, 2011.

Balsamo, Anne Marie. "Videos and Frameworks for 'Tinkering' in a Digital Age." *Spotlight on Digital Media and Learning*. http://sptlight.macfound.org/blog/entry/anne-balsamo-tinkering-videos.

Banz, David A. "The Values of the Humanities and the Values of Computing." In *Humanities and Computer: New Directions*. Ed. David S. Miall, 27-37. Oxford, UK: Clarendon Press, 1990.

Barab, Sasha, and Kurt Squire. "Design-Based Research: Putting a Stake in the Ground." *The Journal of the Learning Sciences* 13, no. 1 (2004): 1–14.

Barab, Sasha. et al. "Making Learning Fun: Quest Atlantis, A Game Without Guns". Educational Technology Research & Development 53 (1), (2005): 86-107.

Barateiro, J., G. Antunes, F. Freitas, and J. Borbinha. "Designing Digital Preservation Solutions: A Risk Management-Based Approach." *International Journal of Digital Curation* 5 (1) (2010): 4-17. 10.2218/ijdc.v5il.140.

Barbour, Kim. "Hiding in Plain Sight: Street Artists Online." *Journal of Media and Communication* 5, no. 1 (2013): 86-96.

Barnett, Fiona. "The Brave Side of Digital Humanities." *Differences* 25, no. 1 (2014): 64-78.

Barnett, Fiona, Zach Blas, Micha Cárdenas, Jacob Gaboury, Jessica Marie Johnson, and Margaret Rhee. "Queer OS: A User's Manual." In *Debates in the Digital Humanities*. Eds. Matthew Gold and Lauren Klein. 50-59. Minneapolis, MN: University of Minnesota Press, 2016.

Barribeau, Susan. "Enhancing Digital Humanities at UW-Madison: A White Paper." University of Wisconsin at Madison, 2009. http://dighum.wisc.edu/facultyseminar/index.html.

Barthes, Roland. *Camera Lucida: Reflections on Photography.* Translated by Richard Howard. New York, NY: Farrar, Straus and Giroux, 1981.

Barthes, Roland. "From Work to Text." In *Image, Music, Text*. Trans. Stephen Heath. 155-164. New York, NY: Hill and Wang, 1977.

Bartscherer, Thomas and Roderick Coover. *Switching Codes: Thinking Through Digital Technology in the Humanities and the Arts.* Chicago, IL: University of Chicago Press, 2011.

Bates, David. "Peer Review and Evaluation of Digital Resources for the Arts and Humanities." *Institute of Historical Research – Digital Resources*, n.d. http://www.his-tory.ac.uk/projects/digital/peer-review.

Batley, S. *Information Architecture for Information Professionals*. Oxford, UK: Chandos, 2007.

Battles, Matthew, and Michael Maizels. "Collections and/of Data: Art History and the Art Museum in the DH Mode." In *Debates in the Digital* Humanities. Eds. Matthew Gold and Lauren Klein. 325- 344. Minneapolis, MN: University of Minnesota Press, 2016.

Battle, R.A. Designing Virtual Worlds. Indianapolis, IN: New Riders, 2004.

Baym, Nancy K. *Personal Connections in the Digital Age*. Cambridge, UK: Polity Press, 2015.

Baym, Nancy K., and Danah Boyd. "Socially Mediated Publicness: An Introduction." *Journal of Broadcasting and Electronic Media*, 56, no. 3 (September 2012): 320-29.

Beagrie, N. "The Digital Curation Centre." *Learned Publishing* 17 (2004): 7-9.

Bearman, David and Jennifer Trant. "Authenticity of Digital Resources: Towards a Statement of Requirements in the Research Process." *D-Lib Magazine* 4, no. 6 (June 1998).

Beckett, C. Supermedia: Saving Journalism So It Can Save the World. London, UK: Wiley-Blackwell, 2008.

Becker, Jonathan. "Scholar 2.0: Public Intellectualism Meets the Open Web." *UCEA Review* 52, no. 2. (June 16, 2011):17-19.URL: http://www.ucea.org/special_fea-ture_52 2 pcp/2011/6/16/scholar-20-public-intellectualism-meets-the-open-web.html

Belfiore, E. and A. Upchurch, eds. *Humanities in the Twenty-First Century: Beyond Utility and Markets*. New York, NY: Palgrave Macmillan, 2013.

Benedict, B.M. *Curiosity: A Cultural History of Early Modern Inquiry*. Chicago, IL: University of Chicago Press. 2001.

Benjamin, Walter. "Theses on the Philosophy of History." In *Illuminations*. Trans. H. Zohn. 245-255. London, UK: Fontana, 1992.

Benjamin, Walter. "The Work of Art in the Age of Mechanical Reproduction." In *Illuminations*. Ed. Hannah Arendt. Trans. Harry Zohn. New York, NY: Schocken Books, 1969

Benkler, Yochai. *The Wealth of Networks: How Social Production Transforms Markets and Freedom.* New Haven, CT: Yale University Press, 2006.

Bentkowska-Kafel, Anna, Hugh Denard, and Drew Baker, eds. *Paradata and Transparency in Virtual Heritage*. *Digital Research in the Arts and Humanities*. Burlington, VT: Ashgate, 2012.

Bentkowska-Kafel, Anna, Trish Cashen, and Hazel Gardiner, eds. *Digital Art History: A Subject in Transition*. Bristol, UK: Intellect, 2005.

Berens, Kathi Inman. "Judy Malloy's Seat at the (Database) Table: A Feminist Reception History of Early Hypertext Literature." *Literary & Linguistic Computing* 29.3 (2014): 340-348.

Berman, Merrick Lex. "Boundaries or Networks in Historical GIS: Concepts of Measuring Space." *Historical Geography* 33 (2005): 118-33.

Berens, Kathi Inman. "Interface." In *Digital Pedagogy in the Humanities: Concepts, Models, and Experiments*. Eds. Rebecca Frost Davis, Matthew K. Gold, Katherine D. Harris, and Jentery Sayers. New York: Modern Language Association, 2015. https://digitalpedagogy.commons.mla.org/keywords/interface/.

Berg, A.J. "A Gendered Socio-Technical Construction: The Smart House." In *The Social Shaping of Technology*. Eds. D. MacKenzie and J. Wajcman. 301-313. Buckingham, UK: Open University Press, 1999.

Berg, Maggie, and Barbara Seeber. *The Slow Professor: Challenging the Culture of Speed in the Academy*. Toronto, ON: University of Toronto Press, 2016.

Berger, John. Ways of Seeing. New York, NY: Penguin, 1972.

Berlin, Isaiah. "The Divorce between the Sciences and the Humanities." In *The Proper Study of Mankind*. 326-58. New York, NY: Farrar, Straus and Giroux, 1997.

Bernardi, Joanne, and Nora Dimmock. "Creative Curating: The Digital Archive as Argument." In *Making Things and Drawing Boundaries: Experiments in the Digital Humanities*. Ed. Jentery Sayers, 187-97. Minneapolis, MN: University of Minnesota Press, 2017.

Bernardou, A., P. Constantopoulos, C. Dallas, and D. Gavrilis. "Understanding the Information Requirements of Arts and Humanities Scholarship: Implications for Digital Curation." *International Journal of Digital Curation* 5. (2010): 18-33.

Berners-Lee, Tim, and Mark Fischetti. Weaving the Web: The Original Design and Ultimate Destiny of the World Wide Web by its Inventor. San Francisco, CA: Harper, 1999.

Berners-Lee, T., J. Hendler, and O. Lassila. "The Semantic Web." *Scientific American* 284 (5) (2001): 28-37.

Bernstein, M.C. "Hypertext and the Linearity of History." In *HypertextNow: Remarks on the State of Hypertext*, 1996-1999.

Berry, David M. "The Computational Turn: Thinking about the Digital Humanities." *Culture Machine* 12. 2011. http://www.culturemachine.net/index.php/cm/article/view/440/470/.

Berry, David M. "Critical Digital Humanities." Author's blog. http://stunlaw.blog-spot.com/2013/01/critical-digital-humanities.html

Berry, David M. "The Computational Turn: Thinking About the Digital Humanities." *Culture Machine* 12. (2011): 1-22. http://www.culturemachine.net/index.php/cm/article/viewArticle/440.

Berry, David M. *Copy, Rip, Burn: The Politics of Copyleft and Open Source.* London, UK: Pluto Press, 2008.

Berry, David M. and Anders Fagerjord. *Digital Humanities*. Cambridge, UK: Polity Press, 2017.

Berry, David M. *The Philosophy of Software: Code and Mediation in the Digital Age.* London, UK: Palgrave Macmillan, 2011.

Berry, David M., ed. *Understanding Digital Humanities*. New York, NY: Palgrave MacMillan, 2012.

Bescoby, D.J. "Detecting Roman Land Boundaries in Aerial Photographs Using Radon Transforms." *Journal of Archaeological Science* 33 (2006): 735-43.

Besser, Howard. *The Past, Present, and Future of Digital Libraries*. Oxford, UK: Blackwell, 2004.

Best, Stephen, and Sharon Marcus. "Surface Reading: An Introduction." *Representations* 108. (2009): 1–21.

Bevan, Andrew, and James Conolly. "GIS, Archaeological Survey, and Landscape Archaeology on the Island of Kythera, Greece." *Journal of Field Archaeology* 29, no. ½. (2002): 123-138.

Bianco, Jamie "Skye'This Digital Humanities Which Is Not One." In *Debates in the Digital Humanities*. Ed. Matthew K. Gold. 96-112. Minneapolis, MN: University of Minnesota Press, 2012.

Bieber, Douglas. "Representativeness in Corpus Design." *Literary and Linguistic Computing* 8, no.4 (1993): 243–257.

Bijker, Wiebe E., Thomas P. Hughes, and Trevor Pinch, eds. *The Social Construction of Technological Systems: New Directions in the Sociology and History of Technology*. Cambridge, MA: MIT Press, 1989.

Billinghurst, Mark, Adrian Clark, and Gun Lee. *A Survey of Augmented Reality*. Hanover, MA: Now Publishers, 2015.

Bimber, Oliver and Ramesh Raskar. *Spatial Augmented Reality. Merging Real and Virtual Worlds*. Wellesley, MA: Peters, 2005.

Binder, Jeffrey M. "Alien Reading: Text Mining, Language Standardization, and the Humanities." In *Debates in the Digital Humanities*. Eds. Matthew K. Gold and Lauren Klein. 201-217. Minneapolis, MN: University of Minnesota Press, 2016.

Binkley, Richard. "New Tools, New Recruits, for the Republic of Letters." *Robert C. Binkley, 1897–1940/ Life, Works, Ideas*. http://www.wallandbinkley.com/rcb/works/newtools-new-recruits-for-the-republic-of-letters.html.

Bird, Steven, Ewan Klein, and Edward Loper. *Natural Language Processing with Python*. Beijing, China: O'Reilly, 2009.

Birkerts, Sven. *The Gutenberg Elegies. The Fate of Reading in an Electronic Age*. Boston, MA: Faber and Faber, 1994.

Bissell, T. Extra Lives: Why Video Games Matter. New York, NY: Pantheon Books, 2010.

Bjork, Olin. "Digital Humanities and the First Year Writing Course." *Digital Humanities Pedagogy: Practices, Principles and Policies*. Ed. Brett D. Hirsch. 97-119. Open Book Publishers, 2012.

Blackwell, Christopher, and Thomas R. Martin. "Technology, Collaboration, and Undergraduate Research." *DHQ: Digital Humanities Quarterly* 3, no. 1. http://digitalhumanities.org/dhq/vol/3/1/000024/000024.html.

Blair, Ann. Too Much to Know: Managing Scholarly Information Before the Modern Age. New Haven, CT: Yale University Press, 2010.

Blais, Joline, Jon Ippolito, and Owen Smith. *New Criteria for New Media*. New Media Department, University of Maine, (January 2007). http://newmedia.umaine.edu/interar-chive/new criteria for new media.html.

Blaney, Jonathan. "Citing Digital Resources." SECT: Sustaining the EBBO-TCP. Bodleian Library. https://blogs.bodleian.ox.ac.uk/eebotcp/sect/.

Blanke, Tobias. *Digital Asset Ecosystems: Rethinking Clouds and Crowds*. Oxford, UK: Chandos Publishing, 2014.

Blanke, Tobias, and M. Hedges. "Scholarly Primitives: Building Institutional Infrastructure for Humanities e-Science." *Future Generation Computer Systems* 29 (2) (2013): 654-661.

Blei, David M. "Topic Modeling and Digital Humanities." *Journal of Digital Humanities* 2, no. 1 (Winter 2012). http://journalofdigitalhumanities.org/2-1/topic-modeling-and-digitalhumanities-by-david-m-blei.

Blevins, Cameron. "Digital History's Perpetual Future Tense." In *Debates in the Digital Humanities*. Eds. Matthew K. Gold, and Lauren Klein. 308-324. Minneapolis, MN: University of Minnesota Press, 2016.

Blevins, Cameron. "Space, Nation, and the Triumph of Region: A View of the World from Houston." *Journal of American History* 101, no. 1 (June 2014): 122-147.

Block, Sharon. "Doing More with Digitization: An Introduction to Topic Modeling of Early American Sources." *Common-Place* 6, no. 2 (January 2006). http://www.common-place.org/vol-06/no-02/tales/.

Blum, Andrew. *Tubes: A Journey to the Center of the Internet*. New York, NY: Ecco/Harper Collins, 2012.

Blustain, Harvey, and Donald Spicer. "Digital Humanities at the Crossroads: The University of Virginia." ECAR Case Studies. Boulder, Colorado: Educause, 2005. net.edu-net.edu/ir/library/pdf/ers0605/cs/ecs0506.pdf.

Boast, R., M. Bravo, and R. Srinivasan. "Return to Babel: emergent diversity, digital resources, and local knowledge." *Information Society* 23, 5 (2007): 395-403.

Bode, Katherine. *Reading by Numbers: Recalibrating the Literary Field*. London, UK: Anthem Press, 2012.

Bode, Katherine. "Resourceful Reading: A New Empiricism in the Digital Age?" In *Resourceful Reading: The New Empiricism, eResearch, and Australian Literary Culture*. Eds. Katherine Bode and Robert Dixon. 1-27. Sydney, Australia: University of Sydney Press, 2009.

Bodenhamer, D.J. "Narrating Space and Place." In *Spatial Narratives and Deep Maps*. Eds. D.J. Bodenhamer, J. Corrigan and T.M. Harris. 7-27. Bloomington, IN: Indiana University Press, 2015.

Bodenhamer, David J., J. Corrigan, and T.M. Harris, eds. *Spatial Narratives and Deep Maps*. Bloomington, IN: Indiana University Press, 2015.

Bodenhamer, David J. "The Potential of Spatial Humanities." In *The Spatial Humanities:* GIS and the Future of Humanities Scholarship. Eds., David J. Bodenhamer, John Corrigan, and Trevor M. Harris. 14-30. Bloomington, IN: Indiana University Press, 2010.

Bodenhamer, David J., John Corrigan, and Trevor Harris, eds. *The Spatial Humanities: GIS and the Future of Humanities Scholarship*. Bloomington, IN: Indiana University Press, 2010.

Bodersen, Lars. *Geo-Communication and Information Design*. Fredikshavn, Denmark: Takegang, 2008.

Boellstorff, Tom, Bonnie Nardi, Celia Pearce, T.L. Taylor, and George E. Marcus. *Ethnog-raphy and Virtual Worlds: A Handbook of Method*. Princeton, NJ: Princeton University Press, 2012.

Boeva, Yana, Devon Elliott, Edward Jones-Imhotep, Shean Muhammedi, and William J. Turkel. "Doing History by Reverse Engineering Electronic Devices." In *Making Things and Drawing Boundaries: Experiments in the Digital Humanities*. Ed. Sayers Jentery. 163-76. Minneapolis, MN: University of Minnesota Press, 2017.

Boggs, Jeremy, Jennifer Reed, and J.K. Purdom Linblad. "Making it Matter." In *Making Things and Drawing Boundaries: Experiments in the Digital Humanities*. Ed. Sayers Jentery. 322-30. Minneapolis, MN: University of Minnesota Press, 2017.

Boggs, Jeremy. "Participating in the Bazaar: Sharing Code in the Digital Humanities." *Clioweb.* June 10, 2010. http://clioweb.org/2010/06/10/participating-in-the-bazaar-sharing-code-in-the-digital-humanities/.

Bogost, Ian. "The Cathedral of Computation." *The Atlantic,* January 15, 2015. http://www.theatlantic.com/technology/archive/2015/01/the-cathedral-of-computation/384300/.

Bogost, Ian. "Gamification Is Bullshit." *The Atlantic*, August 9, 2011. www.theatlantic.com/technology/archive/2011/08/gamification-is-bullshit/243338/.

Bogost, Ian. *Persuasive Games: The Expressive Power of Videogames*. Cambridge, MA: MIT Press, 2007.

Bogost, Ian, and Nick Montfort. "Platform Studies: Frequently Questioned Answers." *Digital Arts and Culture Conference Proceedings* (12-15 December 2009): 12-15.

Bogost, Ian. "The Turtlenecked Hairshirt." In *Debates in the Digital Humanities*. Ed. Matthew K. Gold. 241-242. Minneapolis, MN: University of Minnesota Press, 2012.

Bohon, Cory, Jennifer Guiliano, James Smith, George Williams, and Amanda Visconti. "'Making the Digital Humanities More Open': Modeling Digital Humanities for a Wider Audience." *Journal of the Digital Humanities* no. 1 (2014 Spring): 3.

Bol, Peter K., and Jianxiong Ge. "China Historical GIS." *Historical Geography* 33 (2005): 150-2.

Bolter, J. David. "Critical Theory and the Challenge of New Media." In *Eloquent Images:* Word and Image in the Age of New Media. Eds. Mary E. Hocks and Michelle R. Kendrick. 19-36. Cambridge, MA: MIT Press, 2003.

Bolter, J. David. "Ekphrasis, Virtual reality, and the Future of Writing." In *The Future of the Book*. Ed. Geoffrey Nunberg. 253-72. Berkeley, CA: University of California Press, 1996.

Bolter, J. David. Writing Space: The Computer, Hypertext, and the History of Writing. Boston, MA: Houghton Mifflin, 1991.

Bolter, J. David. Writing Space: Computers, Hypertext, and the Remediation of Print. Taylor & Francis. 2001.

Bolter, J. David, and Richard Grusin. *Remediations: Understanding New Media*. Cambridge, MA: MIT Press, 2000.

Bonacchi, Chiara, ed. *Archaeologists and the Digital: Towards Strategies of Engagement*. London, UK: Archetype Publications, 2012.

Bonds, E. Leigh. "Listening in on the Conversations: An Overview of Digital Humanities Pedagogy." *CEA Critic* 76, no. 2 (July 2014). https://muse.jhu.edu/login?auth=0&type=summary&url=/jour-nals/cea critic/v076/76.2.bonds.pdf.

Booch, Grady, James Rumbaugh, and Ivar Jacobson. *The Unified Modeling Language User Guide*. Upper Saddle River, NJ: Addison-Wesley, 2005.

Borenstein, Greg. *Making Things See: 3D Vision with Kinect, Processing, Arduino, and MakerBot*. Sebastopol, CA: Media Maker, 2012.

Borgman, Christine L. *Big Data, Little Data, No Data: Scholarship in the Networked World*. Cambridge, MA: MIT Press, 2015.

Borgman, Christine L. "The Digital Future Is Now: A Call to Action for the Humanities." *Digital Humanities Quarterly 3*, no. 4 (2009). http://works.bepress.com/borgman/233/.

Borgmann, Albert. *Holding on to Reality: The Nature of Information at the Turn of the Millennium.* Chicago, IL: University of Chicago Press, 1999.

Borgman, Christine L. Scholarship in the Digital Age. Cambridge, MA: MIT Press, 2007.

Börner, K. *The Atlas of Science: Visualizing What We Know.* Cambridge, MA: MIT Press, 2010.

Bornstein, George, and Ralph G. Williams, eds. *Palimpsest*: *Editorial Theory in the Humanities*. Ann Arbor, MI: University of Michigan Press, 1993.

Bornstein, George and Theresa Tinkle. *The Iconic Page in Manuscript, Print, and Digital Culture*. Ann Arbor, MI: University of Michigan Press, 1998.

Bosak, Jon and Tim Bray. "XML and the Second-Generation Web." *Scientific American* (6 May 1999).

Bouchard, Matt, and Andy Keenan. "From Theory to Experience to Making to Breaking: Iterative Game Design for Digital Humanists." In *Doing Digital Humanities: Practice*,

Training, Research. Eds. Constance Crompton, Richard J. Lane, Ray Siemens. 328-40. New York, NY: Routledge, 2016.

Bowker, Geoffrey C., and Susan Leigh Star. *Sorting Things Out: Classification and its Consequences*. Cambridge, MA: MIT Press, 2000.

Boyack, Kevin W., Brian N. Wylie, and George S. Davidson. "A Call to Researchers: Digital Libraries Need Collaboration Across Disciplines." *D-Lib Magazine* 7, no. 10 (October 2001). http://www.dlib.org/dlib/october01/boyack/10boyack.html.

Boyd, Danah, and Kate Crawford. "Critical Questions for Big Data: Provocations for a Cultural, Technological, and Scholarly Phenomenon." *Information, Communication & Society* 15, no. 5 (2012): 662-679.

Boyd, Danah, Scott Golder, and Gilad Lotan. "Tweet, Tweet, Retweet: Conversational Aspects of Retweeting on Twitter." Hawaii International Conference on System Sciences, 2010, Kuai, Hawaii.

Boyd, Jason, and Lynne Siemens. "Project Management." DHSI@Congress 2014. 2014.

Boyle, James. "A Closed Mind about an Open World." *Financial Times*. August 7, 2006. http://www.lt.com/home/us.Path:Search;Boyle Closed Mind.

Boyle, John. *The Public Domain: Enclosing the Commons of the Mind*. New Haven, CT: Yale University Press, 2008.

Brabham, D.C. *Crowdsourcing*. MIT Press Essential Knowledge Series. Cambridge, MA: MIT Press, 2013.

Bradley, Jeffrey. "No Job for Techies: Technical Contributions to Research in the Digital Humanities." In *Collaborative Research in the Digital Humanities*. Eds. M. Deegan and W. McCarty. 11-26. Farnham, UK: Ashgate, 2012.

Bradshaw, Jeffrey, ed. Software Agents. Cambridge, MA: MIT Press, 1997.

Bradshaw, Roy, and Robert J. Abrahart. "Widening Participation in Historical GIS: The Case of Digital Derby 1841." RGS-IBG Annual International Conference, London. September 1, 2005.

Bradwell, P. *The Edgeless University: Why Higher Education Must Embrace Technology*. London, UK: Demos, 2000.

Brennan, Sheila A. "Let the Grant Do the Talking." *Journal of Digital Humanities* 1, no. 4 (Fall 2012). http://journalofdigitalhumanities.org/1-4/let-the-grant-do-the-talking-by-sheila-brennan/.

Brennan, Sheila A. "Navigating DH for Cultural Heritage Professionals." *Lot 49.* January 10, 2011, http://www.lotfortynine.org/2011/01/navigating-dh-for-cultural-heritage-professionals/.

Brennan, Sheila A. "Public, First." In *Debates in the Digital Humanities*. Eds. Matthew Gold and Lauren Klein. 384-389. Minneapolis, MN: University of Minnesota Press, 2016.

Brett, Guy. "The Computers Take to Art." The Times, 2 August (1968): 7.

Brett, Megan R. "Topic Modeling: A Basic Introduction." *Journal of Digital Humanities* (2:1). http://journalofdigitalhumanities.org/2-1/topic-modeling-a-basic-introduction-by-megan-r-brett/

Brier, Stephen. "Where's the Pedagogy? The Role of Teaching and Learning in the Digital Humanities." In *Debates in the Digital Humanities*. Ed. Matthew K. Gold. 390-401. Minneapolis, MN: University of Minnesota Press, 2012.

Britton, Lauren. "Democratized Tools of Production: New Technologies Spurring the Maker Movement." *Technology & Social Change Group*. Seattle, WA: University of Washington Information School, 2014.

Britton, Lauren. "Examining the Maker Movement through Discourse Analysis: An Introduction." *Technology & Social Change Group*. Seattle, WA: University of Washington Information School, 2014.

Britton, Lauren. "Power, Access, Status: The Discourse of Race, Gender, and Class in the Maker Movement." *Technology & Social Change Group*. Seattle, WA: University of Washington Information School, 2015.

Britton, Lauren. "STEM, DASTEM, and STEAM in Making: Debating America's Economic Future in the 21st Century." *Technology & Social Change Group*. Seattle, WA: University of Washington Information School, 2014.

Brosnan, Mark. *Technophobia: The Psychological Impact of Information Technology*. London, UK: Routledge, 1998.

Brook, T. "Mapping Knowledge in the Sixteenth Century: The Gazetteer Cartography of Ye Chunji." *The [Princeton University, Gest] East Asian Library Journal* 7:2 (1994): 5-32.

Brooke, Collin. *Lingua Fracta: Toward a Rhetoric of New Media*. New York, NY: Hampton Press, 2009.

Brown, Bill. "Thing Theory." Critical Inquiry 28.1 (Autumn 2001): 1-22.

Brown, James Jr. "Crossing State Lines: Rhetoric and Software Studies." In *Rhetoric and the Digital Humanities*. Ed. Jim Ridolfo and William Hart-Davidson, 20-32. Chicago, IL: University of Chicago Press, 2015.

Brown, John Seely and Douglas Thomas. A New Culture of Learning: Cultivating the Imagination for a World of Constant Change. CreateSpace Independent Publishing Platform, 2011.

Brown, John Seely and Paul Duguid. *The Social Life of Information*. Cambridge, MA: Harvard Business School Press, 2000.

Brown, John Seely and Paul Duguid. "Universities in the Digital Age." *Change*, 24.4 (1996): 10-19.

Brown, Laura, Rebecca Griffiths, and Matthew Rascoff. *University Publishing in a Digital Age.* New York, NY: ITHAKA, 2007.

Brown, Paul, Charlie Gere, Nicholas Lambert, and Catherine Mason, eds. White heat Cold Logic: British Computer Art 1960-80. Cambridge, MA: MIT Press, 2010.

Brown, Susan. "CWRC-Writer." The Canadian Writing Research Collaboratory. http://www.dh2012.uni-hamburg.de/conference/programme/abstracts/cwrc-writer-an-in-browser-xml-editor/.

Brown, Susan. "Towards Best Practices in Collaborative Online Knowledge Production." In *Doing Digital Humanities: Practice, Training, Research*. Eds. Constance Crompton, Richard J. Lane, Ray Siemens. 47-64. New York, NY: Routledge, 2016.

Brown, Susan, and John Simpson. "The Curious Identity of Michael Field and its Implications for Humanities Research with the Semantic Web." *IEEE Big Humanities Data* (2013): 77-85.

Brown, Susan, John Simpson, the INKE Research Group, and CWRC Project Team. "The Changing Culture of Humanities Scholarship: Iteration, Recursion, and Versions in Scholarly Collaboration Environments." Scholarly and Research Communication 5.4 (2014).

Brown, S., and M. Greengrass. "Research Portals in the Arts and Humanities." *Literary and Linguistic Computing*, Vol. 25, No. 1 (2010): 1-21.

Brown, Vincent. "Mapping a Slave Revolt: Digital Tools and the Historian's Craft." American Historical Association, New York City, January 2-5, 2015. https://aha.con-fex.com/aha/2015/webprogram/Paper17474.html.

Browne, Simone. *Dark Matters: On the Surveillance of Blackness*. Durham, NC: Duke University Press, 2015.

Bruns, Axel, and Hallvard Moe. "Structural Layers of Communication on Twitter." In *Twitter and* Society. Eds. Katrin Weller, Axel Bruns, Jean Burgess, Merja Mahrt, Cornelius Puschmann. 15-28. New York, NY: Peter Lang, 2014.

Bruns, Axel, and Stefan Stieglitz. "Quantitative Approaches to Comparing Communication Pattens on Twitter." *Journal of Technology and Human Services* 30, nos. 3-4 (2012): 160-85.

Bruns, Axel, and Stefan Stieglitz. "Towards More Systematic Twitter Analysis: Metrics for Tweeting Activities." *International Journal of Social Research Methodology* (2013).

Bruzelius, Caroline. *Preaching, Building and Burying: Friars and the Medieval City*. London, UK: Yale University Press, 2014.

Bruzelius, Caroline. "Teaching with Visualization Technologies: How Information Becomes Knowledge." *Material Religion* 9 (2013): 246-253

Bruzelius, Caroline. "Visualizing Venice: An International Collaboration." In *Lo Spazio Narrabile. Scritti di Storia Inonore di Donatella Calabi*. Eds. Rosa Tamborrino and Guido Zucconi. 155-160. Venice, Italy: Quodlibet, 2014.

Bryant, Levi. The Democracy of Objects. Ann Arbor MI: Open Humanities, 2011.

Bryson, Tim. "Digital Humanities." SPEC Kit, 0160-3582. Washington, DC: Association of Research Libraries, (2011): 326.

Buckland, Michael K. "Information as Thing." *Journal of the American Society for Information Science* 42, no. 5 0 (1991): 351-36.

Bulger, Monica, Eric Meyer, Grace De la Flor, Melissa Terras, Sally Wyatt, Marina Jirotka, Katherine Eccles, and Christine McCarthy Madsen. "Reinventing Research? Information Practices in the Humanities." Information Practices in the Humanities. A Research Information Network Report (2011).

Burdette, Alan R. "EVIA Digital Archive Project." *Online Humanities Scholarship: The Shape of Things to Come*. Ed. Jerome McGann. 189-209. Houston, TX: Rice University Press, 2010.

Burdick, Anne, Johanna Drucker, Peter Lunenfeld, Todd Presner, and Jeffrey Schnapp. *Digital_Humanities*. Cambridge, MA: MIT Press, 2012.

Burgess, Helen J, and Jeanne Hamming. "New Media in the Academy: Labor and the Production of Knowledge in Scholarly Multimedia." *DHQ: Digital Humanities Quarterly* 5, no. 3 (Summer 2011). http://digitalhumanities.org/dhq/vol/5/3/000102/000102.html.

Burgoyne, John Ashley, Ichiro Fujinaga, and J. Stephen Downie. "Music Information Retrieval." In *A New Companion to Digital Humanities*. Eds. Susan Schreibman, Ray Siemens, and John Unsworth. 213-228. West Sussex, UK: Wiley Blackwell, 2016.

Burke, Timothy. "The Humane Digital." In *Debates in the Digital Humanities*. Eds. Matthew K. Gold and Lauren Klein. 514-518. Minneapolis, MN: University of Minnesota Press, 2016.

Burnard, L., K. O'Brien O'Keefe, and J. Unsworth, eds. *Electronic Digital Editing*. 269-276. New York, NY: Modern Language Association.

Burrows, John F. Computation into Criticism. Oxford, UK: Clarendon Press, 1987.

Burrows, John. "Textual Analysis." In *A Companion to Digital Humanities*. http://nora.lis.uiuc.edu:3030/companion/view?docId=black-well/9781405103213/9781405103213.xml&chunk.id=ss1-4-4&toc.depth=1&toc.id=ss1-4-4&brand=9781405103213_brand

Burrows, T. "A Data-Centered 'Virtual Laboratory' for the Humanities: Designing the Australian Humanities Networked Infrastructure (HuNI) Service." *Literary and Linguistic Computing* 28 (4) (2013): 576-81.

Burton, Matt. "The Joy of Topic Modeling." http://mcburton.net/blog/joy-of-tm/.

Buurma, Rachel Sagner, and Anna Tione Levine. "The Sympathetic Research Imagination: Digital Humanities and Liberal Arts." In *Debates in the Digital Humanities*. Eds. Matthew K. Gold and Lauren Klein. 274-279. Minneapolis, MN: University of Minnesota Press, 2016.

Buzzetti, Dino. "Digital Representation and the Text Model." *New Literary History* 33: (2002): 61-88.

Buzzetti, Dino, and Jerome McGann. "Critical Editing in a Digital Horizon." In *Electronic Textual Editing*. Eds. Lou Burnard, Katherine O'Brien O'Keefe, and John Unsworth, 53–73. New York, NY: Modern Language Association, 2006.

Byron, Mark. "Digital Scholarly Editions of Modernist Texts: Navigating the Text in Samuel Beckett's *Watt* Manuscripts." *Sydney Studies in English* 36 (2010): 150-69.

Callahan, V. *Reclaiming the Archive: Feminism and Film History*. Detroit, MI: Wayne State University Press, 2010.

Campbell, Timothy. *Wireless Writing in the Age of Marconi*. Minneapolis, MN: University of Minnesota Press, 2006.

Cantara, Linda. "Long-Term Preservation of Digital Humanities Scholarship." *OCLC Systems and Services* 22, no. 1. (2006): 38-42.

Carey, Craig. "And: Marks, Maps, Media, and the Materiality of Ambrose Bierce's Style." *American Literature* 85, no. 4 (2013): 629-660.

Carey, James W. Communication as Culture: Essays on Media and Society. New York-London: Routledge, 1992.

Carr, Nicholas. "Is Google Making Us Stupid?" *The Atlantic*. July/August 2008. http://www.theatlantic.com/magazine/archive/2008/07/is-google-making-us-stupid/6868/.

Carr, Nicholas. *The Shallows: What the Internet Is Doing to Our Brains*. New York, NY: W. W. Norton. 2008.

Carr, Patricia. "Serendipity in the Stacks: Libraries, Information Architectures, and the Problems of Accidental Discovery." *College and Research Libraries*. Association of College and Research Libraries, 2015. http://crl.acrl.org/content/early/2015/01/01/crl14-655.full.pdf.

Carter, Paul. *The Road to Botany Bay: An Essay in Spatial History*. London, UK: Faber & Faber, 1987.

Carusi, A., A.S. Hoel, T. Webmoor, and S. Woolgar, eds. *Visualization in the Age of Computerization*. New York, NY: Routledge, 2015.

Castells, Manuel. The Rise of Network Society. Cambridge, MA: Blackwell, 1996.

Causer, T. and M. Terras. "Crowdsourcing Bentham: Beyond the Traditional Boundaries of Academic History." *International Journal of Humanities and Arts Computing* 8 (1) (2014): 46-64.

Cavanagh, Sheila. "Living in a Digital World: Rethinking Peer Review, Collaboration and

Open Access." *Journal of Digital Humanities* 1, no. 4 (Fall 2012). http://journalofdigitalhumanities.org/1-4/living-in-a-digital-world-by-sheila-cavanagh/.

Cázes, Hélène, and J. Matthew Huculak. "Understanding the Pre-digital Book: 'Every Contact Leaves a Trace'." In *Doing Digital Humanities: Practice, Training, Research*. Eds. Constance Crompton, Richard J. Lane, and Ray Siemens. 65-82. New York, NY: Routledge, 2016.

Cecire, Natalia. "The Visible Hand." Works Cited. http://nataliacecire.blog-spot.com/2011/05/visible-hand.html.

Cecire, Natalia. "When Digital Humanities was in Vogue." *Journal of Digital Humanities* 1, no. 1 (2011): 54-59.

Center for Digital Research in the Humanities, University of Nebraska-Lincoln. "Promotion & Tenure Criteria for Assessing Digital Research in the Humanities." *Center for Digital Research in the Humanities*. http://cdrh.unl.edu/articles/eval_digital_scholar.php.

Center for Digital Research in the Humanities, University of Nebraska-Lincoln. "Recommendations for Digital Humanities Projects." *Center for Digital Research in the Humanities*, n.d. https://cdrh.unl.edu/articles/best_practices.php.

Chabries, D.M., S.W. Booras, and G.H. Bearman. "Imagining the Past: Recent Applications of Multispectral Imaging Technology to Deciphering Manuscripts." *Antiquity* 77 (2003): 296, 359-72.

Chachra, Debbie. "Beyond Making." In *Making Things and Drawing Boundaries: Experiments in the Digital Humanities*. Ed. Jentery Sayers. 319-21. Minneapolis, MN: University of Minnesota Press, 2017.

Chachra, Debbie. "Why I Am Not a Maker." *The Atlantic*, January 23, 2015. <u>www.theatlantic.com/technology/archive/2015/01/why-i-am-not-a-maker/384767.</u>

Champion, Erik. *Critical Gaming: Interactive History and Virtual Heritage*. New York, NY: Routledge, 2015.

Chan, Anita Say, and Harriet Green. "Practicing Collaborative Digital Pedagogy to Foster Digital Literacies in Humanities Classrooms." *Educause Review*. 2014.

Chan, Seb. "Spreadable Collections: Measuring the Usefulness of Collection Data." *Museums and the Web 2010: Proceedings*. Toronto, ON: Archives & Museum Informatics, 2010. http://www.archimuse.com/mw2010/papers/chan/chan.html.

Chang, K-T. *Introduction to Geographic Information Systems*. Boston, MA: McGraw-Hill, 2009.

Chartier, Roger. *The Order of Books*. Trans. Lydia G. Cochrane. Stanford, CA: Stanford University Press, 1994.

Chassanoff, Alexandra. "Historians and the Use of Primary Sources in the Digital Age." *The American Archivist* 76, no. 2 (2013): 430-471.

Cheal, C. "Second Life: Hype or Hyperlearning?" On the Horizon 15 (Pt.4), (2004): 204-210.

Chen, Chaomei. *Information Visualization: Beyond the Horizon*. 2nd ed. New York, NY: Springer, 2006.

Chenhall, R.G. "The Archaeological Data Bank: A Progress Report." *Computers and the Humanities* 5, no. 3 (1971): 159-169.

Chenhall, R. G. "The Description of Archaeological Data in Computer Language." *American Antiquity* 32, no.2 (1967): 161-167.

Chenhall, R.G. "The Impact of Computers on Archaeological Theory: An Appraisal and Projection." *Computers and the Humanities* 3, no. 1 (1968): 15-24.

Chernaik, W., C. Davis, and M. Deegan, eds. *The Politics of the Electronic Text*. London, UK: University of London Centre for English Studies, 1993.

Chrisman, Nicholas. *Exploring Geographic Information Systems*, 2d ed. New York, NY: John Wiley & Sons, Inc., 2002.

Christen, K. "Ara Irititja: Protecting the Past, Accessing the Future-Indigenous Memories in a Digital Age." *Museum Anthropology* 29, 1 (2006): 56-60.

Christensen, Christian. "Twitter Revolutions? Addressing Social Media and Dissent." *Communication Review* 14, no. 3 (2011): 155-57.

Chui, M., M. Löffler, and R. Roberts. "The Internet of Things." *McKinsey Quarterly*. McKinsey & Company, 2010.

Chun, Wendy Hui Kong. *Control and Freedom: Power and Paranoia in the Age of Fiber Optics*. Cambridge, MA: MIT Press, 2008.

Chun, Wendy Hui Kyong. "Introduction: Did Somebody Say New Media?" In *New Media, Old Media: A History and Theory Reader*. Ed. Wendy Hui Kyong Chun and Thomas Keenan. 1-10. New York, NY: Routledge, 2006.

Chun, Wendy Hui Kong, and Matthew Fuller. *Programmed Visions: Software and Memory*. Cambridge, MA: MIT Press, 2013.

Chun, Wendy Hui Kong, and Lisa Marie Rhody. "Working the Digital Humanities: Uncovering Shadows Between the Dark and the Light." *Differences: A Journal of Feminist Cultural Studies* 25, no. 1 (2014): 1-26.

Ciula, A., and Øyvind Eide. "Reflections on Cultural Heritage and Digital Humanities: Modeling in Practice and Theory." In *Proceedings of the First International Conference on Digital Access to Textual Cultural Heritage*. 35-41, New York: ACM. http://doi.acm.org/10.1145/2595188.2595207.

Cilevitz, Adam. "The Digital Chastity Belt." 2015. http://criticalmedia.uwater-loo.ca/crimelab/?p=1482.

Clavert, Frédéric. "The Digital Humanities Multicultural Revolution Did Not Happen Yet." L'histoire contemporaine à l'ère numérique. N.p., 2013

Clement, Tanya. "The Ground Truth of DH Text Mining." In *Debates in the Digital Humanities*. Eds. Matthew K. Gold and Lauren Klein. 534-535. Minneapolis, MN: University of Minnesota Press, 2016.

Clement, Tanya. "Half-baked: The State of Evaluation in the Digital Humanities." *American Literary History* 24.4 (2012): 876-890. EBSCOhost.

Clement, Tanya. "Multiliteracies in the Undergraduate Digital Humanities Curriculum: Skills, Principles, and Habits of Mind." In *Digital Humanities Pedagogy: Practices, Principles, and Politics*. Ed. Brett D. Hirsch. Cambridge, MA: Open Book Publishers, 2012. http://www.openbookpublishers.com/htmlreader/DHP/chap15.html.

Clement, Tanya. "Text Analysis, Data Mining, and Visualizations in Literary Scholarship." In *Literary Studies in the Digital Age: A Methodological Primer*. Eds. K. Price and R Siemens. New York, N: MLA Commons, 2013.

Clement, Tanya. "'A Thing Not Beginning and Not Ending': Using Digital Tools to Distant-Read Gertrude Stein's 'The Making of Americans'." *Literary and Linguistic Computing* 23 (3), (2008): 361-382.

Clement, Tanya. "Welcome to HiPSTAS." HiPSTAS. https://blogs.ischool.utexas.edu/hipstas/2012/11/14/welcome-to-hipstas/.

Clement, Tanya E. "When Texts of Study are Audio Files: Digital Tools for Sound Studies in Digital Humanities." In *A New Companion to Digital Humanities. Eds.* Susan Schreibman, Ray Siemens, and John Unsworth. 348-357. West Sussex, UK: Wiley-Blackwell. 2016.

Clement, Tanya E. "Where is Methodology in Digital Humanities?" In *Debates in the Digital Humanities*. Eds. Matthew K. Gold and Lauren Klein. 153-175. Minneapolis, MN: University of Minnesota Press, 2016.

Clement, Tanya, S. Steger, J. Unworth, and K. Uszkalo. "How Not to Read a Million Books." http://www3.isrl.illinois.edu/-unsworth/hownot2read.html#sdendnote4sym.

Clement, Tanya, Wendy Hagenmaier, and Jennie Levine Knies. "Toward a Notion of the Archive of the Future: Impressions of Practice by Librarians, Archivists, and Digital Humanities Scholars." *The Library* 83, no. 2 (2013): 112-30.

Clouston, Nicole, and Jentery Sayers. "Fabrication and Research-Creation in the Arts and Humanities." In *Doing Digital Humanities: Practice, Training, Research*. Eds. Constance Crompton, Richard J. Lane, Ray Siemens. 313-27. New York, NY: Routledge, 2016.

Coble, Zach. "Evaluating DH Work: Guidelines for Librarians." *Journal of Digital Humanities* 1, no. 4 (Fall 2012). http://journalofdigitalhumanities.org/1-4/evaluating-digital-humanities-work-guidelines-for-librarians-by-zach-coble.

Codd, E.F. "A Relational Model of Data for Large Shared Data Banks." *Communications of the ACM* 13.6 (June 1970): 377-387. PDF.

Cohen, Daniel J. "Creating Scholarly Tools and Resources for the Digital Ecosystem: Building Connections in the Zotero Project." First Monday 13.8 (2008).

Cohen, Daniel J. "From Babel to Knowledge: Data Mining Large Digital Collections." *D-Lib Magazine* 12, no. 3 (2006). http://www.dlib.org/dlib/march06/cohen/03cohen.html.

Cohen, Daniel J. "Introducing Digital Humanities Now." In *Debates in the Digital Humanities*. Ed. Matthew K. Gold. 319-321. Minneapolis, MN: University of Minnesota Press, 2012.

Cohen, Daniel J. "The Ivory Tower and the Open Web: Introduction: Burritos, Browsers, and Books [Draft]." *Dan Cohen*, July 26, 2011. http://www.danco-hen.org/2011/07/26/the-ivory-tower-and-the-open-web-introduction-burritos-browsers-and-books-draft/.

Cohen, Daniel J. "Searching for the Victorians." *Dan Cohen's Digital Humanities Blog*. October 4, 2010. http://www.dancohen.org/2010/10/04/searching-for-the-victorians/

Cohen, Daniel J. "The Social Contract of Scholarly Publishing." In *Debates in the Digital Humanities*, ed. Matthew K. Gold. 322-323. Minneapolis, MN: University of Minnesota Press, 2012.

Cohen, Daniel J. "Welcome to the Digital Public Library of America." In *Digital Public Library of America*. April 18, 2013. http://dp.la/info/2013/04/18/message-from-the-executive-director/.

Cohen, Daniel J., J. Frabetti, D. Buzzetti, and J.D. Rodriguez-Velasco. *Defining the Digital Humanities*. 2011. Http://academiccommons.columbia.edu/catalog/ac%3A150603.

Cohen, Daniel J., M. Frisch, P. Gallagher et al. "Interchange: The Promise of Digital History." *Journal of American History* 95 (2), 442-451. 2009.

Cohen, Daniel J. and Roy Rosenzweig. *Digital History: A Guide to Gathering. Preserving, and Presenting the Past on the Web*. Philadelphia, PA: University of Pennsylvania Press, 2006.

Cohen, Daniel J., and Roy Rosenzweig. "To Mark Up, Or Not to Mark Up." In *Digital History: A Guide to Gathering, Preserving, and Presenting the Past on the Web*. University of Pennsylvania Press, 2005. http://chnm.gmu.edu/digitalhistory/digitizing/3.php.

Cohen, Daniel J. and Tom Scheinfeldt, eds. *Hacking the Academy: New Approaches to Scholarship and Teaching from Digital Humanities*. Ann Arbor, MI: University of Michigan Press, 2013.

Cohen, Julie. *Configuring the Networked Self*. New Haven, CT: Yale University Press, 2012.

Cohen, Patricia. "Humanities Scholars Embrace Digital Technology." *New York Times*, November 16, 2010. http://www.nytimes.com/2010/11/17/arts/17digital.html.

Cohoon, JM. and W. Aspray. Woman and Information Technology: Research on Underrepresentation. Cambridge, MA: MIT Press, 2006.

Coleman, B. Hello Avatar: Rise of the Networked Generation. Cambridge, MA and London UK: MIT Press, 2011.

Coletta, Cristina Della. "Guidelines for Promotion and Tenure Committees in Judging Digital Work." Evaluating Digital Scholarship – NINES/NEH Summer Institutes: 2011-

2012. 2011. http://institutes.nines.org/docs/2011-documents/guidelines-for-promotion-and-tenure-committees-in-judging-digital-work/.

College Art Association Intellectual Property Resources. http://www.collegeart.org/ip/

College Art Association and the Society of Architectural Historians. "Guidelines for the Evaluation of Digital Scholarship in Art and Architectural History." 2016.

Collins, Harry, Robert Evans, and Michael E. Gorman. "Trading Zones and International Expertise." *Trading Zones and International Expertise: Creating New Kinds of Collaboration*. Ed. Michael E. Gorman. 7-23. Cambridge, MA: MIT Press, 2010.

Collins, Nicolas. *Handmade Electronic Music: The Art of Hardware Hacking*. 2nd ed. New York, NY: Routledge, 2009.

Cong-Huyen, Anne. "Thinking Through Race (Gender, Class, & Nation) in the Digital Humanities: The #transformDH Example." *Anne Cong-Huyen* (Blog), January 7, 2013. http://anitaconchita.org/uncategorized/mla13-presentation/.

Cong-Huyen, Anne. "Toward a Transnational Asian/American Digital Humanities: A #transformDH Invitation." In *Between Humanities and the Digital*. Eds. Patrik Svensson and David Theo Goldberg. 109-120. Cambridge, MA: MIT Press, 2015.

Connor, W.R. "Scholarship and Technology in Classical Studies." In *Scholarship and Technology in the Humanities. Proceedings of a Conference Held at Elvetham Hall.* Hampshire, UK, 9-12 May. ed. May Katzen, 52-62. London, UK: British Library Research, Bowker Saur, 1991.

Consalvo, Mia. *Cheating: Gaining Advantage in Videogames*. Cambridge, MA: MIT Press, 2007.

Conway, P. "Preservation in the Age of Google: Digitization, Digital Preservation, and Dilemmas." *Library Quarterly: Information, Community, Policy*, 80,1 (2010): 61-79.

Cook, T. "Archival Science and Postmodernism: New Formulations for Old Concepts." *Archival Science* 1, 1 (2001): 3-24.

Cook, T. "Evidence, Memory, Identity, and Community: Four Shifting Archival Paradigms." *Archival Science* 13 (2013): 95-120.

Cook, T. "Fashionable Nonsense or Professional Rebirth: Postmodernism and the Practice of Archives." *Archivaria* 51 (2001):14-35.

Cooley, Heidi Rae, and Duncan A. Buell. "Building Humanities Software That Matters: The Case of the *Ward One* Mobile App." In *Making Things and Drawing Boundaries: Experiments in the Digital Humanities*. Ed. Jentery Sayers. 272-87. Minneapolis, MN: University of Minnesota Press, 2017.

Cooper, Andrew, and Michael Simpson. "Looks Good in Practice, but Does It Work in Theory? Rebooting the Blake Archive." *Wordsworth Circle* 31, no. 1 (Winter 2000): 63-68.

Cooper, D., C.D. Donaldson and P. Murrieta-Flores, eds. *Literary Mapping in the Digital Age*. Aldershot, UK: Ashgate, 2016.

Cordell, Ryan. "How Not to Teach Digital Humanities." In *Debates in the Digital Humanities*. Eds. Matthew K. Gold and Lauren Klein. 459-474. Minneapolis, MN: University of Minnesota Press, 2016.

Cordell, Ryan. "How to Start Tweeting and Why You Might Want To." April, 2010. http://chronicle.com/blogs/profhacker/how-to-start-tweeting-and-why-you-might-want-to/26065

Cordell, Ryan. "New Technologies to Get Your Students Engaged." *Chronicle of Higher Education* (May 2011).

Cosgrave, Mike, Anna Dowling, Lynn Harding, Róisín O'Brien, and Olivia Rohan. "Evaluating Digital Scholarship: Experiences in New Programmes at an Irish University." *Journal of Digital Humanities* 1, no. 4 (Fall 2012). http://journalofdigitalhumanities.org/1-4/evaluating-digital-scholarship-experiences-in-new-programmes-at-an-irish-university/.

Coté, Mark. "Data Motility: The Materiality of Big Social Data." *Culture Studies Review* 20, no.1 (2014).

Coté, Mark. "The Prehistoric Turn? Networked New Media, Mobility and the Body." In *The International Companions to Media Studies: Media Studies Futures*. Ed. Kelly Gates. 171-94. Oxford, UK: Blackwell, 2012.

Coté, Mark. "Technics and the Human Sensorium: Rethinking Media Theory Through the Body." *Theory and Event* 13, no. 4 (2010).

Cotton, Tressie McMillan. "More Scale, More Questions: Observations from Sociology." In *Debates in the Digital Humanities*. Eds. Matthew K. Gold and Lauren Klein. 540-545. Minnesota, MN: University of Minnesota Press, 2016.

Council on Library and Information Resources. "Library as Place: Rethinking Roles, Rethinking Space." Washington, DC: Council on Library and Information Resources, 2005. http://www.clir.org/pubs/abstract/pub129abst.html.

Council on Library and Information Resources. "No Brief Candle: Reconceiving Research Libraries for the 21st Century." Washington, DC: Council on Library and Information Resources, 2008. http://www.clir.org/pubs/abstract/pub142abst.html.

Council on Library and Information Resources. "Working Together or Apart: Promoting the Next Generation of Digital Scholarship." Washington, DC: Council on Library and Information Resources, 2009. http://www.clir.org/pubs/reports/pub145/pub145.pdf.

Cowgill, George L. "Computer Applications in Archaeology." *Computers and the Humanities* 2, no. 1 (1967): 17-23.

Cox, Gary W., and Johnson N. Katz. *Elbridge Gerry's Salamander: The Electoral Consequences of the Reappointment Revolution*. Cambridge, UK: Cambridge University Press: 2002.

Cox, R.J. Archives & Archivists in the Information Age. New York, NY: Neal-Schuman Publishers, 2005.

Craig, A.B., W.R. Sherman, and J.D. Will. *Developing Virtual Reality Applications: Foundations of Effective Design*. Burlington, MA: Morgan Kaufmann, 2009.

Craig, Hugh, and Arthur Kinney. *Shakespeare, Computers, and the Mystery of Authorship.* Cambridge, UK: Cambridge University Press, 2009.

Crampton, Jeremy. *The Political Mapping of Cyber Space*. Chicago, IL: University of Chicago Press, 2003.

Crane, G. "The Humanities in the Digital Age." Paper presented at Big Data & Uncertainty in the Humanities, University of Kansas, 2012. http://www.youtube.com/watch?v=sVdOaYgU7qA.

Crane, Gregory, and Alison Jones. "Text, Information, Knowledge and the Evolving Record of Humanity." *D-Lib Magazine* 12, no. 3. http://www.dlib.org/dlib/march06/jones/03jones.html.

Crane, G., D. Bamman, L. Cerrato, et al. "Beyond Digital Incunabula: Modeling the Next Generation of Digital Libraries?" European Conference on Digital Libraries. 2006. http://www.eecs.tufts.edu/-dsculley/papers/incunabula.pdf. Crane, G., B. Seales, and M. Terras. "Cyberinfrastructure for Classical Philology." *DHQ: Digital Humanities Quarterly* 3 (1). (2009).

Cranny-Francis, Anne. Multimedia: Texts and Contexts. London, UK: Sage, 2005.

"Creating Your Web Presence: A Primer for Academics." *Profhacker*. February 14, 2011. http://chronicle.com/blogs/profhacker/creating-your-web-presence-a-primer-for-academics/30458

Creative Commons. creative commons.org.

Crofts, N. "Museum informatics: The Challenge of Integration." University of Geneva. http://archive-ouverte.unige.ch/unige:417. 2004.

Crogan, Patrick. *Gameplay Mode: War, Simulation, and Technoculture*. Minneapolis, MN: University of Minnesota Press, 2011.

Crompton, Constance, Richard J. Lane, and Ray Siemens, eds. *Doing Digital Humanities: Practice, Training, Research*. 1-6. New York, NY: Routledge, 2016.

Crowther, P. *Phenomenology of the Visual Arts (Even the Frame)*. Stanford, CA: Stanford University Press, 2009.

Croxall, Brian. "All Things Google: Google Maps." *Profhacker*. April 5, 2011. http://chronicle.com/blogs/profhacker/all-things-google-google-maps-labs/32421.

Croxall, Brian. "Build Your Own Interactive Timeline." *briancroxall.net*, 2010. http://briancroxall.net/TimelineTutorial/TimelineTutorial.html.

Croxall, Brian. "Tired of Tech: Avoiding Tool Fatigue in the Classroom." Writing and Pedagogy 5, No. 2 (2013): 249-68.

Cubitt, Sean. "Cybertime: Ontologies of Digital Perception." In *Society for Cinema Studies*. Chicago, IL: March 2000.

Cudworth, A.L Virtual World Design: Creating Immersive Virtual Environments. Boca Raton, FL: CRC Press, 2014.

"Cultural Analytics." *Software Studies Initiative*. http://lab.softwarestudies.com/p/cultural-analytics.html. (Watch the intro video, scroll down to the description of the work at the Software Studies lab, and explore some of the examples.)

CUNY Digital Humanities Resource Guide. http://commons.gc.cuny.edu/wiki/in-dex.php/The_CUNY_Digital_Humanities_Resource_Guide

Curry, Michael R. "The Digital Individual in the Private Realm." *Annals of the Association of American Geographers* 87 (1997): 681-99.

Curry, Michael R. *Digital Places: Living with Geographic Information Systems.* London, UK: Routledge, 1998.

Curry, Michael R. "Rethinking Privacy in a Geocoded World." In *Geographic Information Systems: Principles and Applications*, (2nd ed). Eds. Paul A. Longley, Michael F. Goodchild, David J. Maguire, and David W. Rhind. 757—66. New York, NY: John Wiley and Sons, Inc., 1998.

Dahlström, M., J. Hansson, and U. Kjellman. "'As We May Digitize'-Institutions and Documents Reconfigured." *LIBER Quarterly*, 21: 3-4 (2012): 455-74.

Darnton, Robert. "Google and the Future of Books." *New York Review of Books,* February 12, 2009. http://www.nybooks.com/articles/archives/2009/feb/12/google-the-future-of-books/.

Date, C.J. An Introduction to Database Systems. Reading, MA: Addison-Wesley, 2000.

David Rumsey Map Collection. http://www.davidrumsey.com/.

Davidson, Cathy N. "How Can A Digital Humanist Get Tenure?" *HASTAC*. September 17, 2012. http://hastac.org/blogs/cathy-davidson/2012/09/17/how-can-digital-humanist-get-tenure.

Davidson, Cathy N. "Humanities and Technology in the Information Age." *The Oxford Dictionary of Interdisciplinarity*. Eds. Robert Frodeman, Julie Thompson Klein, and Carl Mitcham. 372-79. Oxford and New York: Oxford University Press, 2001.

Davidson, Cathy N. "Humanities 2.0: Promise, Perils, Predictions." In *Debates in the Digital Humanities*. Ed. Matthew K. Gold. 476-489. Minneapolis, MN: University of Minnesota Press, 2012.

Davidson, Cathy N. Now You See It: How the Brain Science of Attention Will Transform the Way We Live, Work, and Learn. New York, NY: Penguin, 2011.

Davidson, Cathy N. "We Can't Ignore the Influence of Digital Technologies." *Chronicle of Higher Education Review.* (March 23, 2007): B20.

Davidson, Cathy N., and David Theo Goldberg. *The Future of Thinking: Learning Institutions in a Digital Age*. Cambridge, MA: MIT Press, 2010.

Davies, John, Dieter Fensel, and Frank van Harmelen. *Towards the Semantic Web: Ontology-Driven Knowledge Management*. Hoboken, NJ: J. Wiley, 2003.

Davies, Mark. "A Corpus-Based Study of Lexical Developments in Early and Late Modern English." In *Handbook of English Historical Linguistics*. Eds. Merja Kytö and Päivi Pahta. Cambridge, UK: Cambridge University Press.

Davies, Mark. "Expanding Horizons in Historical Linguistics with the 400 million word Corpus of Historical American English." *Corpora* 7, no. 2 (2012): 121–57.

Davies, Mark. <u>"Gephi+ MALLET + EMDA."</u> Robin Camille Davis/ Blog. http://www.robin-camille.com/2013-07-03-gephi-emda/.

Davis, Robin Camille. <u>"Testing out the NLTK sentence tokenizer."</u> Robin Camille Davis' Blog. http://www.robincamille.com/2012-02-18-nltk-sentence-tokenizer/.

Davies, Robin, and Michael Nixon. "Digitization Fundamentals." In *Doing Digital Humanities: Practice, Training, Research*. Eds. Constance Crompton, Richard J. Lane, Ray Siemens. 163-176. New York, NY: Routledge, 2016.

Davis, Rebecca Frost. "Learning from an Undergraduate Digital Humanities Project." *Techne.* December 1, 2010. http://blogs.nitle.org/2010/12/01/learning-from-an-undergraduate-digital-humanities-project/.

Dawson, Ashley. "Academic Freedom and the Digital Revolution." AAUP Journal of Academic Freedom 1 (2010).

Dawson, P. "Breaking the Fourth Wall': 3D Virtual Worlds as Tools for Knowledge Repatriation in Archaeology." *Journal of Social Archaeology* 11 (3) (2011): 387-402.

Dear, Michael, Jim Ketchum, Sarah Luria, and Doug Richardson, eds. *Geohumanities: Art, History, Text at the Edge of Place*. New York, NY: Routledge, 2011.

Debord, Guy. *The Society of the Spectacle*. Trans. Donald Nicholson-Smith. New York, NY: Zone Books, 1994.

Deegan, Marilyn. "A World of Possibilities: Digitisation and the Humanities." In *Research Methods for Creating and Curating Data in the Digital Humanities*. Eds. Matt Hayler and Gabriele Griffin. 181-199. Edinburgh, UK: Edinburgh University Press, 2016.

Deegan, M. and K. Sutherland, eds. *Text Editing, Print and the Digital World*. Aldershot, UK: Ashgate.

Deegan, Marilyn and Willard McCarty, eds. *Collaborative Research in the Digital Humanities*. Farnham, UK: Ashgate, 2011.

Deleuze, Gilles. *Cinema 1: The Movement Image*. Trans. Hugh Tomlinson and Barbara Habberjam. Minneapolis, MN: University of Minnesota Press, 1986.

Deleuze, Gilles. *Cinema 2: The Time Image*. Translated by Hugh Tomlinson and Barbara Habberjam. Minneapolis, MN: University of Minnesota Press, 1989.

De Man, Paul. "The Resistance to Theory." In *The Resistance to Theory*. Minneapolis, MN: University of Minnesota Press, 1986.

DeRose, S.J., D.G. Durand, E. Mylonas et al. "What is Text, Really?" *Journal of Computing in Higher Education* 1 (2) (1990): 3-26.

The Design-Based Research Collective. "Design-Based Research: An Emerging Paradigm for Educational Inquiry." *Educational Researcher* 32, no. 1 (2003): 5–8.

Deutschmann, Mats, Anders Steinvall, and Anna Lagerström. "Raising Language Awareness Using Digital Media: Methods for Revealing Linguistic Stereotyping." In *Research Methods for Creating and Curating Data in the Digital Humanities*. Eds. Matt Hayler and Gabriele Griffin. 158-180. Edinburgh, UK: Edinburgh University Press, 2016.

Deuze, Mark. Media Work. Cambridge, UK: Polity, 2007.

Dictionary of Art Historians. http://arthistorians.info.

Dieter, Michael, and Geert Lovink. "Theses on Making in the Digital Age." In *Critical Making*. Ed. Garnet Hertz. Hollywood, CA: Garnet Hertz, 2014.

Digital Art History Society. https://digitalarthistorysociety.org

Digging Into Data Challenge. 2009. http://www.diggingintodata.org/

Digital Curation Centre University of Edinburgh. *DCC Curation Lifecycle Model*. http://www.dcc.ac.uk/digital-curation/what-digital-curation.

Digital Curation Centre University of Edinburgh. *What is Digital Curation*. http://www.dcc.ac.uk/digital-curation/what-digital-curation.

http://www.digitalhumanities.org/companionDLS/.

The Digital Humanities Manifesto 2.0. 2009. http://www.humanitiesblast.com/manifesto/Manifesto_V2.pdf.

Digital Humanities Now. digitalhumanitiesnow.org.

Digital Humanities Quarterly. Alliance of Digital Humanities Organizations. http://digitalhumanities.org/dhq/.

Digital Humanities Questions & Answers. http://digitalhumanities.org/answers/.

Digital Humanities Summer Institute Statement of Ethics and Inclusion. Led by Jacqueline Wernimont and Angel David Nieves. http://www.dhsi.org/events.php#ethics+inclusion.

"Digital Humanities and the Undergraduate: Campus Projects Recognized." National Institute for the Technology in Liberal Education. October 12, 2010. http://www.ni-tle.org/live/news/134-digital-humanities-and-the-undergraduate-campus.

"Digital Humanities at the University of Washington." Simpson Center for the Humanities, University of Washington. http://depts.washington.edu/uwch/docs/digital_humanities_case_statement.pdf.

"Digital Humanities at Yale: About." Digital Humanities at Yale. http://digital humanities.yale.edu/.

Digital Labor Reference Library. Digital Labor Working Group. CUNY Graduate Center. https://digitallabor.commons.gc.cuny.edu/digital-labor-reference-library/.

Digital Librarians Initiative. "Role of Librarians in Digital Humanities Centers." White Paper. Emory University Library, August 2010. http://docs.google.com/Doc?docid=0AZbw4Qx_a5JPZGM2OWdrdzZfMTMycWRncHJwbWo&hl=en.

Digital Library Federation. diglib.org.

Digital Public Library of America (DPLA). https://dp.la/.

Digital Research Infrastructure for the Arts and the Humanities. www.dariah.eu.

Digital Research Tools Wiki (DiRT). https://digitalresearch-tools.pbworks.com/w/page/17801672/FrontPage.

Digital Roman Forum: http://dlib.etc.ucla.edu/projects/Forum/.

Digital Scholarship Lab. University of Richmond, 2011. http://dsl.richmond.edu/.

Digital Studies/Le champ numérique. www.digitalstudies.org.

Dillon, Sheila, and Elizabeth Palmer Baltes. "Honorific Practices and the Politics of Space on Hellenistic Delos." *American Journal of Archaeology* 117 (2013): 207-46.

Dillon, Sheila, and Timothy D. Shea. "Sculpture and Context: Towards an Archaeology of Greek Statuary." In *Greek Art in Context*. Ed. D. Rodríguez Perez. New York, NY: Routledge, 2017.

"Discussion Area, Archived." Internet Shakespeare Editions. http://internetshakespeare.uvic.ca/Annex/discussion.html#toc_On_line_numbering_in_the_electronic_edition.

Dobrzynski, Judith H. "Modernizing Art History." *The Wall Street Journal*. http://online.wsj.com/news/articles/SB10001424052702304518704579519632304010744

Doel, Ronald E., and Pamela M. Henson. "Reading Photographs: Photographs as Evidence in Writing the History of Recent Science." In *Writing Recent Science*. Eds. Ronald E. Doel and Thomas Söderquist. London, UK: Routledge, 2006: 201-236.

Dombrowski, Quinn. "Drupal and other Content Management Systems." In *Doing Digital Humanities: Practice, Training, Research*. Eds. Constance Crompton, Richard J. Lane, Ray Siemens. 289-302. New York, NY: Routledge, 2016.

Dombrowski, Quinn. "What Ever Happened to Project Bamboo?" *Literary and Linguistic Computing* 29, No. 4 (December 2014): 4014.

Dombrowski, Quinn. "When Not to Use Drupal." *Drupal for Humanists,* http://drupal.forhumanists.org/book/when-not-use-drupal

Donahue-Wallace, Kelly, Laetitia La Follette, and Andrea Pappas, eds. *Teaching* Art *History with New Technologies: Reflections and Case Studies*. Cambridge, UK: Cambridge Scholars Publishing, 2008.

Dörk, Marian, Christopher Collins, Patrick Feng, and Sheelagh Carpendale. "Critical Info-Vis: Exploring the Politics of Visualization." *CHI 2013 Extended Abstracts*. Paris, 2013.

Dorn, Sherman. "Is (Digital) History More than an Argument about the Past?" In Writing History in the Digital Age. Eds. Kristen Nawrotzki and Jack Dougherty. Ann Arbor, MI: University of Michigan Press, 2013.

Dooley, Jackie. "Ten Commandments for Special Collections Librarians in the Digital Age." *RBM: A Journal of Rare Books, Manuscripts and Cultural Heritage* 10, no. 1 (2020): 61-79.

Dougherty, Jack, and Kristen Nawrotzki, eds. Writing History in the Digital Age. Ann Arbor, MI: University of Michigan Press, 2013.

Douglas, J. Yellowlees. *The End of Books—Or Books Without End?* Ann Arbor, MI: University of Michigan Press, 2000.

Dourish, Paul, and Genevieve Bell. *Divining a Digital Future: Mess and Mythology in Ubiquitous Computing*. Cambridge, MA: MIT Press, 2014.

Downey, Greg. "Virtual Webs, Physical Technologies, and Hidden Workers: The Spaces of Labor in Information Internetworks." *Technology and Culture* 42, no. 2. 209-235. 2001.

"Downgrading your Website, or Why We Are Moving to WordPress." Smithsonian Cooper-Hewitt Museum, http://labs.cooperhewitt.org/2014/downgrading-your-website-or-why-we-are-moving-to-wordpress/

Drain, Adam. "Design Anthropology: Working On, With, and For Technologies." In *Digital Anthropology*. Ed. Heather A. Horst and Daniel Miller. 245-265. New York, NY: Berg, 2012.

Draxler, Bridget. "Digital Humanities Symposium: The Scholar, the Library and the Digital Future." HASTAC, February 2011. http://hastac.org/blogs/bridget-draxler/digital-humanities-symposium-scholar-library-and-digital-future.

Drucker, Johanna. *Graphesis: Visual Forms of Knowledge Production*. Cambridge, MA: Harvard University Press, 2014.

Drucker, Johanna. "Graphical Approaches to the Digital Humanities." In *A New Companion to Digital Humanities*. Eds. Susan Schreibman, Ray Siemens, and John Unsworth. 238-250. West Sussex, UK: Wiley-Blackwell, 2016.

Drucker, Johanna. "Humanistic Theory and Digital Scholarship." In *Debates in the Digital Humanities*. Ed. Matthew K. Gold. 85-95. Minneapolis, MN: University of Minnesota Press, 2012.

Drucker, Johanna. "Humanities Approaches to Graphical Display." *Digital Humanities Quarterly 5*, no. 1 (2011).

Drucker, Johanna. "Is There a Digital Art History?" Visual Resources 29 (1-2) 2013: 5-13.

Drucker, Johanna. "Performative Materiality and Theoretical Approaches to Interface." DHQ: Digital Humanities Quarterly 7 (1).

Drucker, Johanna. *SpecLab: Digital Aesthetics and Projects in Speculative Computing.* Chicago, IL: University of Chicago Press, 2009.

Drucker, Johanna. "Theory as Praxis: The Poetics of Electronic Textuality." *Modernism/modernity* 9, no. 4 (2002): 683-691.

Drucker, Johanna, and Emily McVarish. *Graphic Design History*. 2nd edition. Boston, MA: Pearson, 2012.

Duguid, Paul. "Material Matters: Aspects of the Past and the Futurology of the Book." In *The Future of the Book*. Ed. Geoffrey Nunberg. 63-102. Berkeley, CA: University of California Press, 1996.

Duguid, Paul. "Material Matters: The Past and Futurology of the Book." In *The Future of the Book*. Ed. by Geoffrey Nunberg. Berkeley and Los Angeles, CA: University of California Press, 1996.

Duke University Libraries Digital Humanities Research Guide. http://guides.library.duke.edu/content.php?pid=129864&sid=1114048

Dumbill, Ed. "What Is Big Data? An Introduction to the Big Data Landscape." O'Reilly Radar. 2012. http://radar.oreilly.com.

Duncan, J., and P.L. Main. "The Drawing of Archaeological Sections and Plans by Computer." *Science & Archaeology* 20 (1977): 17-26.

Dunne, Anthony, and Fiona Raby. *Speculative Everything: Design, Fiction, and Social Dreaming*. Cambridge, MA: MIT Press, 2013.

Dziuban, Charles, Charles R. Graham, and Anthony G. Picciano, eds. "Blended Learning." *Research Perspectives*, vol. 2. New York, NY: Routledge, 2013.

Earhart, Amy E. "Can Information Be Unfettered? Race and the New Digital Humanities Canon." In *Debates in the Digital Humanities*. Ed. Matthew K. Gold. 309-318. Minneapolis, MN: University of Minnesota Press, 2012.

Earhart, Amy E. "Challenging Gaps: Redesigning Collaboration in the Digital Humanities." In *The American Literature Scholar in the Digital Age*. Eds. Amy Earhart and Andrew Jewell. 27-43. Ann Arbor, MI: University of Michigan Press, 2010.

Earhart, Amy E. Recovering the Recovered Text: Diversity, Canon Building, and Digital Studies-Amy Earhart. 2012, video url.

http://www.youtube.com/watch?v=7ui9PIjDreo&feature=youtube_gdata_player.

Earhart, Amy E., and Andrew Jewell. *The American Literature Scholar in the Digital Age.* Ann Arbor, MI: University of Michigan Press and University of Michigan Library, 2011.

Earhart, Amy E. and Toneisha L. Taylor. "Pedagogies of Race: Digital Humanities in the Age of Ferguson." In *Debates in the Digital Humanities*. Eds. Matthew K. Gold and Lauren Klein. 251-264. Minneapolis, MN: University of Minnesota Press, 2016.

Eder, Maciej. "Visualization in Stylometry: Cluster Analysis Using Networks." *Digital Scholarship in the Humanities* 30. (December 2015).

Edmond, Jennifer. "Collaboration and Infrastructure." In *A New Companion to Digital Humanities*. Ed. Susan Schreibman, Ray Siemens, and John Unsworth. 54-66. West Sussex, UK: Wiley-Blackwell, 2016.

Edmond, Jennifer. "The Role of the Professional Intermediary in Expanding the Humanities Computing Base." *Literary and Linguistic Computing* 20 (3) (2005): 367-380.

Edwards, Richard. "Creating the Center for Digital Research in the Humanities." University of Nebraska-Lincoln, July 18, 2005. http://cdrh.unl.edu/articles/creatingcdrh.php.

Edwards, Richard. "The Digital Humanities and Its Users." In *Debates in the Digital Humanities*. Ed. Matthew K. Gold. 213-232. Minneapolis, MN: University of Minnesota Press, 2012.

Egan, Gabriel, and John Jowett. "Review of the Early English Books Online (EEBO)." *Interactive Early Modern Literary Studies* (January 2001): 1–13.

Eggert, P. "Text-Encoding, Theories of the Text, and the 'Work-Site'." *Literary and Linguistic Computing* 20 (4) (2005): 425-435

Eisenstein, Elizabeth L. *The Printing Press as Agent of Change*. Cambridge, UK: Cambridge University Press, 1980.

Eisenstein, Elizabeth L. *The Printing Press as Agent of Change: Communications and Cultural Transformations in Early Modern Europe.* Cambridge, UK: Cambridge University Press, 2009.

Eisenstein, Elizabeth L. *The Printing Revolution in Early Modern Europe*. Cambridge, UK: Cambridge University Press, 1983.

Electronic Literature Organization. eliterature.org

Eliot, Simon, and Jonathan Rose. A Companion to the History of the Book. Malden, MA: Blackwell Publishing, 2007.

Elliott, D., R. MacDougall, and W.J. Turkel. "New Old Things: Fabrication, Physical Computing, and Experiment in Historical Practice." *Canadian Journal of Communication* 37 (1). 121-128.

Elliot, Tom and Richard Talbert. "Mapping the Ancient World." In *Past Time, Past Place: GIS for History.* Ed. Anne Kelly Knowles. Redlands, CA: ESRI Press, 2002: 145-62.

Emerson, Lori. *Reading Writing Interfaces: From the Digital to the Bookbound.* Minneapolis, MN: University of Minnesota Press, 2014.

Emirbayer, Mustafa, and Jeff Goodwin. "Network Analysis, Culture and the Problem of Agency." *American Journal of Sociology* 9, no. 6 (1994): 1411-54.

Endres, Bill. "A Literacy of Building: Making in the Digital Humanities." In *Making Things* and *Drawing Boundaries: Experiments in the Digital Humanities*. Ed. Jentery Sayers. 44-54. Minneapolis, MN: University of Minnesota Press, 2017.

Ensign, R. "Historians Are Interested in Digital Scholarship but Lack Outlets." *Chronicle of Higher Education*. Wired Campus Blog, October 5, 2010. http://chronicle.com/blogs/wiredcampus/historians-are-interested-in-digital-scholarship-but-lack-outlets/27457

Ensslin, Astrid. *Canonizing Hypertext: Explorations and Constructions*. London, UK: Bloomsbury Press, 2007.

Ensslin, Astrid. Literary Gaming. Cambridge, MA: MIT Press, 2014.

EpoSS. *Internet of Things in 2020: A Roadmap for the Future*. Brussels, Belgium: European Commission. 2008.

Ernst, W. *Digital Memory and the Archive*. Minneapolis, MN: University of Minnesota Press. 2013.

Erway, R. Swatting the Long Tail of Digital Media: A Call for Collaboration. Dublin, OH: OCLC Research, 2012. http://www.oclc.org/research/publications/library/2012/2012-08.pdf.

Ethington, Philip J. "Los Angeles and the Problem of Urban Historical Knowledge." *American Historical Review* 105, no. 5 (2000): 1667.

Ethington, P. "Placing the Past: 'Groundwork' for Spatial Theory of History." *Rethinking History* 11 (4), (2007): 465-493.

Europeana. www.europeana.eu.

Evans, Mel. "Curating the Language of Letters: Historical Linguistic Methods in the Museum." In *Research Methods for Creating and Curating Data in the Digital Humanities*. Eds. Matt Hayler and Gabriele Griffin. 44-62. Edinburgh, UK: Edinburgh University Press, 2016.

Everett, Anna. Digital Diaspora: A Race for Cyberspace. Albany, NY: SUNY Press, 2009.

Eyman, Douglas. "Are You a Digital Humanist?" In *Computers and Writing*. Ann Arbor, MI: University of Michigan, May 21, 2011.

Eyman, Douglas. *Digital Rhetoric: Theory, Practice, and Method*. Ann Arbor, MI: University of Michigan Press, 2015.

Ezell, M.J.M. *Social Authorship and the Advent of Print*. Baltimore, MD: Johns Hopkins University Press, 1999.

Fair Cite Initiative. faircite.wordpress.com.

Farman, Jason. "Mapping the Digital Empire." New Media and Society 12. (2010): 869-888.

Farman, Jason. *Mobile Interface Theory: Embodied Space and Locative Media*. New York and London: Routledge, 2011.

Faull, Katherine and Diane Jakacki. "Digital Learning in an Undergraduate Context: Promoting Long Term Student-Faculty Collaboration." In *Digital Scholarship in the Humanities*. Oxford, UK: Oxford University Press, 2015.

Favro, Diane. "Wagging the Dog in the Digital Age: The Impact of Computer Modeling on Architectural History." Paper presented at The Computer Symposium: The Once and Future Medium for the Social Sciences and the Humanities. Brock University, Toronto. May 30, 2006.

Favro, Diane, and Willeke Wendrich. "Digital Karnak." University of California, Berkeley, 2007-8.

Fayyad, Usama, Georges Grinstein, Andreas Wierse. *Information Visualization in Data Mining and Knowledge Discovery*. San Francsico, CA: Mogran Kaufman, 2001.

Fayyad, Usama, G. Piatetsky-Shapiro, and P. Smythe. "From Data Mining to Knowledge Discovery in Databases." *AI Magazine* 17, (1996): 37-54.

Fedora Commons. www.fedora-commons.org.

Feigenbaum, Gail. "Unlocking Archives through Digital Tech." *The Getty Iris*. June 9, 2014: http://blogs.getty.edu/iris/unlocking-archives-through-digital-tech/

Felluga, Dino Franco. "Addressed to the NINES: The Victorian Archive and the Disappearance of the Book." *Victorian Studies* 48, no. 2 (2006): 305-319. http://muse.jhu.edu/journals/victorian studies/v048/48.2felluga.html

Ferster, Bill. Interactive Visualization: Insight Through Inquiry. Cambridge, MA: MIT Press, 2012.

Findlen, Paula. "How Google Rediscovered the 19th Century." *Chronicle of Higher Education* 22 (2013). https://www.chronicle.com/blogs/conversation/2013/07/22/how-google-rediscovered-the-19th-century/.

Finger, Anke, and Danielle Follett, eds. *The Aesthetics of the Total Artwork: On Borders and Fragments*. Baltimore, MD: Johns Hopkins University Press, 2010.

Finnegan, R. *Participating in the Knowledge Society: Research beyond University Walls.* Basingstoke, UK: Palgrave Macmillan, 2005.

Finneran, Richard J. *The Literary Text in the Digital Age*. Ann Arbor, MI: University of Michigan Press, 1996.

Fiormonte, Domenico. "Toward a Cultural Critique of Digital Humanities." In *Debates in the Digital Humanities*. 438-458. Eds. Matthew K. Gold and Lauren Klein. Minneapolis, MN: University of Minnesota Press, 2016.

Fiormonte, Domenico. "Towards a Monocultural (Digital) Humanities." *Infolet*, July 12, 2015. http://infolet.it/2015/07/12/moncultural-humanities/.

Fischer, C. "All Tech is Social." *Boston Review*, August 4. http://www.bostonre-view.net/blog/claude-fischer-all-tech-is-social.

Fish, Stanley. "The Digital Humanities and the Transcending of Mortality." *New York Times: Opinionator*. http://opinionator.blogs,nytimes.com/2012/01/09/the-digital-humanities-and-the-transcending-of-mortality.

Fish, Stanley. *Is There a Text in This Class?* Cambridge, MA: Harvard University Press, 1980.

Fish, Stanley. "Mind Your P's and B's: The Digital Humanities and Interpretation." *New York Times*, January 23, 2013. http://opinionator.blogs.nytimes.com/2012/01/23/mind-your-ps-and-bs-the-digital-humanities-and-interpretation/? r=o.

Fister, Barbara. "Getting Serious About Digital Humanities (Peer to Peer Review)." *Library Journal*. May 27, 2010. http://www.libraryjournal.com/article/CA6729325.html?nid=2673&source=title&rid=#reg_visitor_id#.

Fitch, Catherine A. and Steven Ruggles. "Building the National Historical Geographic Information System." *Historical Methods* 36:1 (Winter 2003): 41-51.

Fitzpatrick, Kathleen. "Beyond Metrics: Community Authorization and Open Peer Review." In *Debates in the Digital Humanities*. Ed. Matthew K. Gold. 452-459. Minneapolis, MN: University of Minnesota Press, 2012.

Fitzpatrick, Kathleen. "Giving it Away: Sharing and the Future of Scholarly Communication." In *Planned Obsolescence: Publishing, Technology, and the Future of the Academy*. New York, NY: New York University Press, 2011.

Fitzpatrick, Kathleen "The Humanities, Done Digitally." In *Debates in the Digital Humanities*. Ed. Matthew K. Gold. Minneapolis, MN. University of Minnesota Press, 2012.

Fitzpatrick, Kathleen. "Peer Review." In *A New Companion to Digital Humanities*. Eds. Susan Schreibman, Ray Siemens, and John Unsworth. 439-448. West Sussex, UK: Wiley-Blackwell, 2016.

Fitzpatrick, Kathleen. "Peer Review, Judgment, and Reading." *Profession* (2011): 196–201. http://www.mlajournals.org/doi/abs/10.1632/prof.2011.2011.1.196.

Fitzpatrick, Kathleen. *Planned Obsolescence: Publishing, Technology, and the Future of the Academy*. New York, NY: New York University Press, 2009.

Fitzpatrick, Kathleen, and Rowe, Katherine. "Keywords for Open Review." *LOGOS: The Journal of the World Book Community* 21, no. 3-4 (2010): 133-141.

Flanagan, Mary. Critical Play. Cambridge, MA: MIT Press, 2009.

Flanders, Julia. "The Body Encoded: Questions of Gender and the Electronic Text." In *Electronic Text: Investigations in Method and Theory*. Ed. K. Sutherland. 127-144. Oxford, UK: Clarendon Press, 1997.

Flanders, Julia. "Collaboration and Dissent: Challenges of Collaborative Standards for Digital Humanities." In *Collaborative Research in the Digital Humanities*. Ed. Marilyn Deegan and Willard McCarty. 67-80. Farnham, UK: Ashgate, 2012.

Flanders, Julia. "The Literary, the Humanistic, the Digital: Toward a Research Agenda for Literary Studies." In *Literary Studies in the Digital Age: An Evolving Anthology*. Eds. Kenneth M. Price and Ray Siemens. New York, NY: Modern Language Association, 2012.

Flanders, Julia. "The Productive Unease of 21st-century Digital Scholarship." *DHQ: Digital Humanities Quarterly* 3, no. 3 (Summer 2009). http://digitalhuma-nities.org/dhq/vol/3/3/000055/000055.html.

Flanders, Julia. "Time, Labor, and 'Alternate Careers' in Digital Humanities Knowledge Work." *Debates in the Digital Humanities*. Ed. Matthew K. Gold. 292-308. Minnesota, MN: University of Minneapolis Press, 2012.

Flanders, Julia, and Fotis Jannidis. "Data Modeling." In *A New Companion to Digital Humanities*. Eds. by Susan Schreibman, Ray Siemens, and John Unsworth. 229-237. West Sussex, UK: Wiley-Blackwell, 2016.

Flanders, Julia, Syd Bauman, and Sarah Connell. "Text Encoding." In *Doing Digital Humanities: Practice, Training, Research*. Eds. Constance Crompton, Richard J. Lane, Ray Siemens. 104-122. New York, NY: Routledge, 2016.

Flanders, Julia, Syd Bauman and Sarah Connell. "XSLT: Transforming our XML Data." In *Doing Digital Humanities: Practice, Training, Research*. Eds. Constance Crompton, Richard J. Lane, Ray Siemens. 255-272. New York, NY: Routledge, 2016.

Flanders, J., & T. Muñoz. "An Introduction to Humanities Data Curation." In *DH curation guide: A Community Resource Guide to Data Curation in the Digital Humanities*. 2011.

Flanders, Julia, Wendell Piez, and Melissa Terras. "Welcome to Digital Humanities Quarterly." *Digital Humanities Quarterly* 1, no. 1 (2007). http://digitalhumanities .org/dhq/vol/1/1/000007/000007.html

Fletcher, Pamela and Anne Helmreich, with David Israel and Seth Erickson. "Local/Global: Mapping Nineteenth-Century London's Art Market." *Nineteenth Century Art Worldwide* 11:3 (Autumn 2012). http://www.19thc-artworldwide.org/index.php/autumn12/fletcher-helmreich-mapping-the-london-art-market.

Flew, T. *New Media: An Introduction*. 3rd edition. Melbourne, Australia: Oxford University Press, 2008.

Flynn, B. "V-Embodiment for Cultural Heritage." *Digital Heritage International Congress*, 347-354. Marseille: IEEE, 2013.

Folsom, E. Ed. "Database as Genre: The Epic Transformation of Archives." *PMLA* 122, no. 5 (October 2007): 1572-79.

Folsom, E., & K.M. Price. *The Walt Whitman Archive*. 2011. http://www.whitman-archive.org.

Fong, Deanna, Katrina Anderson, Lindsey Bannister, Janey Dodd, Lindsey Seatter, and Michelle Levy. "Students in the Digital Humanities: Rhetoric, Reality and Representation." University of Victoria, DHSI Colloquium 2014.

Forer, P., and D. Unwin. "Enabling progress in GIS and Education." In *Geographical Information Systems*. Eds. Paul Longley, Michael F. Goodchild, David J. Maguire, and David W. Rhind. 747-56. New York, NY: John Wiley & Sons, Inc., 1999.

Foresman, Timothy W. Ed. *The History of Geographic Information Systems: Perspectives from the Pioneers.* Upper Saddle River, NJ: Prentice Hall, 1998.

Forte, Maurizio. Virtual Archaeology. New York, NY: Harry N. Abrams, 1997.

Forte, Maurizio. "Virtual Archaeology: Communication in 3D and Ecological Thinking." In *Beyond Illustration: 2d and 3d Digital Technologies as Tools for Discovery in Archaeology.* BAR International Series. Eds. B. Frischer and A. Dakouri-Hild. 75-119. Oxford, UK: Archaeopress, 2008.

Forte, Maurizio and Stafano Campana. *Digital Methods and Remote Sensing in Archaeology*. Cham, Switzerland: Springer, 2017.

Foster, A.L. "Second Life: Second Thoughts and Second Doubts." *Chronicle of Higher Education* 54, 4 (2007): 24-25.

Foster, A.L. "Professor Avatar." Chronicle of Higher Education 54, 4, (2007): 24-26.

Foster, Hal. "The Archive without Museums." October 77 (Summer 1996): 97-119.

Fotheringham, A. Stewart, Chris Brundson, and Martin Charlton. *Geographically Weighted Regression: The Analysis of Spatially Varying Relationships*. Chichester, UK: John Wiley & Sons, Inc., 2002.

Fotheringham, A. Stewart. *Quantitative Geography: Perspectives on Spatial Data Analysis.* London: Sage, 2000.

Foucault, Michel. "The Discourse on Language." in *The Archaeology of Knowledge*. Trans. A.M. Sheridan Smith. 224. New York, NY: Pantheon Books, 1972.

Foulonneau, Muriel, and Jenn Riley. *Metadata for Digital Resources: Implementation, Systems Design and Interoperability*. Oxford, UK: Chandos, 2008.

Fountain, Kathleen Carlisle. "To Web or Not to Web? The Evaluation of World Wide Web Publishing in the Academy." In *Digital Scholarship in the Tenure, Promotion, and Review Process*. Ed. Deborah Lines Anderson. 67-80. Armonk, NY: M.E. Sharpe, 2003.

Fox, Andrea. "Bit by Bit: Tapping into Big Data." *Library of Congress, Digital Preservation*, March 12, 2014. http://digitalpreservation.gov/documents/big-data-report-andrea-fox0414.pdf.

Fox, Nichols. *Against the Machine: The Hidden Luddite Tradition in Literature, Art, and Individual Lives.* Washington, DC: Island Press, 2002.

Foys, Martin. Virtually Anglo-Saxon: Old Media, New Media, and Early Medieval Studies in the Late Age of Print. Gainesville, FL.: University Press of Florida, 2007.

Frabetti, Federica. "Rethinking the Digital Humanities in the Context of Originary Technicity." *Culture Machine* 12 (2011).

Fraistat, Neil. "The Function of Digital Humanities Centers at the Present Time." In *Debates in the Digital Humanities*. Ed. Matthew K. Gold. 281-291. Minneapolis, MN: University of Minnesota Press, 2012.

Fraistat, Neil, and Steven E. Jones. "Immersive Textuality." TEXT 15 (2003): 69-82.

Fraistat, Neil. "The Question(s) of Digital Humanities." Maryland Institute for Technology in the Humanities, February 7, 2011. http://mith.umd.edu/the-questions-of-digital-humanities/.

Freedman, Jonathan, N. Katherine Hayles, Jerome McGann, Meredith L. McGill, Peter Stallybrass, and Ed Folsom. "Responses to Ed Folsom's 'Database as Genre: The Epic Transformation of Archives'." *PMLA* 122, no. 5 (October 2007): 1580-1612.

French, Amanda. "Make '10' Louder; or, The Amplification of Scholarly Communication." Amandafrench.net. http://amandafrench.net/blog/2009/12/30/make-10-louder/.

Friedlander, Amy. "Foreward." In *A Survey of Digital Humanities Centers in the United States*. Washington, DC: Council on Library and Information Resources, 2008.

Friedlander, Amy. "Preface." In A Survey of Digital Humanities Centers in the United States. Washington, DC: Council on Library and Information Resources, 2008.

Friendly, Michael. "DataVis.ca." Gallery of Data Visualization. New York University.

Frischer, B., and A. Dakouri-Hild, eds. *Beyond Illustration: 2d and 3d Digital Technologies as Tools for Discovery in Archaeology.* BAR International Series. 1805. Oxford, UK: Archaeopress.

Froehlich, Heather. "We're up All Night Playing with Docuscope." Early Modern Digital Agendas. Folger Shakespeare Library. https://earlymoderndigitalagendas.word-press.com/2013/07/21/were-up-all-night-playing-with-docuscope/. (January 3, 2019).

Froehlich, Heather. "How Many Female Characters Are There in Shakespeare?" http://hfroehlich.wordpress.com/2013/02/08/how-many-female-characters-are-there-in-shakespeare/.

Frost Davis, R. "Crowdsourcing, Undergraduates, and Digital Humanities Projects." 2012. http://rebeccafrostdavis.wordpress.com/2012/09/03/crowdsourcing-undergraduates-and-digital-humanities-projects

Fry, Ben. Visualising Data: Exploring and Explaining Data with the Processing Environment. Sebastopol, CA: O'Reilly Media, 2008.

Fuchs, Christian. Digital Labour and Karl Marx. New York, NY: Routledge, 2014.

Fuchs, Christian. *Internet and Society: Social Theory in the Information Age*. New York, NY: Routledge, 2008.

Fuhrt, Borko, ed. Handbook of Augmented Reality. New York, NY: Springer, 2011.

Fuller, Matthew. *Media Ecologies: Materialist Energies in Art and Technology.* Cambridge, MA: MIT Press, 2003.

Fuller, Matthew. "Software Studies Workshop." 2006. http://pzwart.wdka.hro.nl/mdr/Seminars2/softstudworkshop.

Fuller, Matthew. Software Studies: A Lexicon. Cambridge, MA: MIT Press, 2008.

Fuller, S. "Humanity: The Always Already-or Never to Be-Object of the Social Sciences?" In *The Social Sciences and Democracy.* Ed. J.W. Bouwel. London: Palgrave Macmillan, 2010.

Fuller, S. The New Sociological Imagination. London, UK: Sage, 2006.

Funkhouser, C.T. New Directions in Digital Poetry. New York, NY: Continuum Press, 2012.

Fyfe, Paul. "Digital Pedagogy Unplugged." *Digital Humanities Quarterly* 5, no. 3 (2011). http://digitalhumanities.org/dhq/vol/5/3/000106/000106.html.

Fyfe, Paul. "Electronic Errata: Digital Publishing, Open Review, and the Futures of Correction." In *Debates in the Digital Humanities*. Ed. Matthew K. Gold. 259-280. Minneapolis, MN: University of Minnesota Press, 2012.

Fyfe, Paul. "Mid-Sized Digital Pedagogy." In *Debates in the Digital Humanities*. 104-117. Eds. Matthew K. Gold and Lauren Klein. Minneapolis, MN: University of Minnesota Press, 2016.

Gabrys, Jennifer. *Digital Rubbish: A Natural History of Electronics*. Ann Arbor, MI: University of Michigan Press, 2011.

Gadd, Ian. "The Use and Misuse of Early English Books Online." *Literature Compass* 6 (2009): 680–692.

Gaddis, J.L. *The Landscape of History: How Historians Map the Past.* New York, NY: Oxford University Press, 2002.

Gaffney, Vincent. "In the Kingdom of the Blind: Visualization and E-Science in Archaeology, the Arts and Humanities." In *The Virtual Representation of the Past*. Eds. Mark Greengrass and Lorna Hughes. 125-34. Farnham, UK: Ashgate, 2008.

Galarza, Alex, Jason Heppler, and Douglas Seefeldt. "A Call to Redefine Historical Scholarship in the Digital Turn." *Journal of Digital Humanities* 1, no. 4 (Fall 2012). http://journalofdigitalhumanities.org/1-4/a-call-to-redefine-historical-scholarship-in-the-digital-turn/.

Galey, Alan, and Stan Ruecker. "How a Prototype Argues." *Literary and Linguistic Computing* 25, no. 4 (2010): 405-24.

Galina, Isabel. "Is There Anybody Out There? Building a Global Digital Humanities Community." *Humanidades Digitales*. Wordpress, 2013.

Gallon, Kim. "Making a Case for the Black Digital Humanities." In *Debates in the Digital Humanities*. Eds. Matthew K. Gold and Lauren Klein. 42-49. Minneapolis, MN: University of Minnesota Press, 2016.

Galloway, Alexander R., and Eugene Thacker. *The Exploit: A Theory of Networks.* Minneapolis, MN: University of Minnesota Press, 2007.

Galloway, Alexander R., E. Thacker, and M. Wark. *Excommunication: Three Inquiries in Media and Mediation*. Chicago, IL: University of Chicago Press, 2013.

Galloway, Alexander R. *The Interface Effect*. Cambridge, UK: Polity, 2012.

Gallway, P. "Retrocomputing, Archival Research, and Digital Heritage Preservation: A Computer Museum and School Collaboration." *Library Trends* 59 (4). 623-636.

Gamelsberger, G. Ed. From Science to Computational Sciences: Studies in the History of Computing and its Influence on Today's Sciences. Zürich: Diaphanes. 2011.

Gantz, John, and David Reinsel. "The Digital Universe Decade: Are You Ready?" *International Data Corporation*.

Gardin, J.-C. "The Structure of Archaeological Theories." In *Mathematics and Information Science in Archaeology: A Flexible Framework*. Ed. A. Voorrips. *Studies in Modern Archaeology* 3. Bonn, Germany: Holos, (1990): 7-25.

Gardiner, Eileen and Ronald G. Musto. *The Digital Humanities: A Primer for Students and Scholars*. Cambridge, UK: Cambridge University Press, 2015.

Gardner, Chelsea A.M., Gwynaeth McIntyre, Kaitlyn Solberg, and Lisa Tweten. "Looks Like We Made It, But Are We Sustaining Digital Scholarship?" In *Making Things and Drawing Boundaries: Experiments in the Digital Humanities*. Ed. Jentery Sayers. 95-101. Minneapolis, MN: University of Minnesota Press, 2017.

Garfinkel, Susan. "Dialogic Objects in the Age of 3-D Printing: The Case of the Lincoln Life Mask." In *Making Things and Drawing Boundaries: Experiments in the Digital Humanities*. Ed. Jentery Sayers. 206-20. Minneapolis, MN: University of Minnesota Press, 2017.

Garrison D.R. & Kanuka, H. "Blended Learning: Uncovering its Transformative Potential in Higher Education." *Internet and Higher Education* 7 (2004): 95-105.

Gatrell, Anthony C. "Any Space for Spatial Analysis?" In *The Future of Geography*. Ed. Ronald J. Johnston. 190-208. London, UK: Methuen, 1985.

Gatrell, Simon. "Electronic Hardy." In *The Literary Text in the Digital Age*. Ed. Richard Finneran. 185-92. Ann Arbor, MI: University of Michigan Press, 1996.

Gavin, Michael and K.M. Smith. "An Interview with Brett Bobley." In *Debates in the Digital Humanities*. Ed. Matthew K. Gold. 61-66. Minneapolis, MN: University of Minnesota Press, 2012.

Gee, James Paul. What Video Games Have to Teach Us about Literacy and Learning. New York, NY: Palgrave Macmillan, 2003.

Gershenfeld, N. Fab: The Coming Revolution on Your Desktop: From Personal Computers to Personal Fabrication. New York, NY: Basic Books, 2005.

Geroimenko, Vladimir; Chaomei Chen, eds. *Visualizing the Semantic Web: XML-Internet and Information Visualization*. New York, NY: Springer, 2003.

Gerschenfeld, Neil, Raffi Krikorian, and Danny Cohen. "The Internet of Things." *Scientific American* (December 4, 2009): 76-81.

Gershon, N., and W. Page. "What Storytelling Can Do for Information Visualization." *ACM* 44, 8 (2001): 31-7.

"Getting Started with Topic Modeling." Digital Humanities 2013. UCLA. June 11, 2013. Web. August 9, 2013.

Gibbs, Fred. "Critical Discourse in the Digital Humanities." *Journal of Digital Humanities* 1, no. 1 (Winter 2012). http://journalofdigitalhumanities.org/1-1/critical-discourse-in-digital-humanities-by-fred-gibbs/.

Gibbs, Fred. *Digital Methods for the Humanities*. Albuquerque, NM: University of New Mexico, 2014. http://fredgibbs.net/courses/digital-methods/.

Gibson, James J. *The Ecological Approach to Visual Perception*. Hillsdale, NJ: Lawrence Erlbaum, 1986.

Gibson, William. Neuromancer. New York, NY: Ace Books, 1984.

Gil, Alex. "Interview with Ernesto Oroza." In *Debates in the Digital Humanities*. Eds. Matthew Gold and Lauren Klein. 184-193. Minneapolis, MN: University of Minnesota Press, 2016.

Gil, Alex, and Élika Ortega. "Global Outlooks in Digital Humanities: Multilingual Practices and Minimal Computing." In *Doing Digital Humanities: Practice, Training, Research*. Eds.

Constance Crompton, Richard J. Lane, Ray Siemens. 22-34. New York, NY: Routledge, 2016.

Gilbert, L.S. "Going the Distance 'Closeness' in Qualitative Data Analysis Software." *International Journal of Social Research Methodology*, 5, 3 (2002): 215-28.

Gillen, Julia, and David Barton. *Digital Literacies: A Research Briefing by the Technology Enhanced Learning Phase of the Teaching and Learning Research Programme*. 3. London, UK: London Knowledge Lab, Institute of Education, University of London, 2010.

Gillespie, Tarleton. "The Relevance of Algorithms." In *Media Technologies: Essays on Communication, Materiality, and Society.* Ed. Tarleton Gillespie, Pablo Boczkowski, and Kirsten Foot. 167-194. Cambridge, MA: MIT Press, 2014.

Gillespie, Tarleton, Pablo Boczkowski, and Kirsten Foot, eds. *Media Technologies: Essays on Communication, Materiality, and Society*. Cambridge, MA: MIT Press, 2014.

Gilliland, Jason. "Imag(in)ing London's Past into the Future with Historical GIS." Paper presented at the Annual Association of Canadian Geographers. Toronto, June 1, 2006.

Gillings, Mark and David Wheatley. *Spatial Technology and Archaeology: The Archaeological Applications of GIS*. London, UK: Taylor and Francis, 2002.

Giordano, A., K. Huffman Lanzoni, & C. Bruzelius. eds. *Visualizing Venice: Mapping and Modeling Time and Change in a City*. New York and London: Routledge, 2017.

Gitelman, Lisa. *Always Already New: Media, History, and the Data of Culture*. Cambridge MA: MIT Press, 2006.

Gitelman, Lisa. Paper Knowledge: Toward a Media History of Documents (Sign, Storage, Transmission). Durham, NC: Duke University Press Books, 2014.

Gitelman, Lisa. "Raw Data" is an Oxymoron (Infrastructures). Cambridge, MA: MIT Press, 2013.

Gitelman, Lisa, and Geoffrey B. Pingree. "Introduction: What's New about New Media?" In *New Media*, *1740-1915*. Eds. Lisa Gitelman and Geoffrey B. Pingree. xi-xxiv. Cambridge, MA: MIT Press, 2003.

Gladney, H.M. "Long-term Digital Preservation: A Digital Humanities Topic?" *Historical Social Research/Historiche Sozialforschung* 37.3 (2012): 201-217.

Glazier, Los Pequeno. *Digital Poetics: The Making of E-Poetries*. Tuscaloosa, AL: University of Alabama Press, 2002.

Gleick, James. "Books and Other Fetish Objects." *The New York Times*, July 16, 2011, sec. Opinion/Sunday Review. http://www.nytimes.com/2011/07/17/opinion/sunday/17gleick.html?r=1.

Gleick, James. *The Information: A History, A Theory, A Flood.* New York, NY: Pantheon, 2011.

Global Outlook: Digital Humanities. http://www.globaloutlookdh.org/.

Gold, Harvey, and Shirley E. Gold. "Implementation of a Model to Improve Productivity of Interdisciplinary Groups." In *Managing High Technology: An Interdisciplinary Perspective*. Eds. Brian W. Mar, William T. Newell, and Borje O. Saxbeg. 255-267. Amsterdam: Elsevier, 1985.

Gold, Matthew K., ed. *Debates in the Digital Humanities*. Minneapolis, MN: University of Minnesota Press, 2012

Gold, Matthew K. "Looking for Whitman: A Grand, Aggregated Experiment." In *Debates in the Digital Humanities*. Ed. Matthew K. Gold. 406-408. Minneapolis, MN: University of Minnesota Press 2012.

Gold, Matthew K. "Looking for Whitman: A Multi-Campus Experiment in Digital Pedagogy." In *Digital Humanities Pedagogy: Practices, Principles and Politics*. Ed. Brett D. Hirsch, 151-176. Open Book Publishers, 2012. http://www.openbookpublish-ers.com/reader/161.

Gold, Matthew K. "Whose Revolution? Towards a More Equitable Digital Humanities." *The Lapland Chronicles*, January 10, 2012. http://blog.mkgold.net/category/presentations/.

Gold, Matthew K. and Lauren F. Klein. *Debates in the Digital Humanities*. Minneapolis, MN: University of Minnesota Press, 2016.

Gold, Matthew K. and Lauren F. Klein. "Introduction." In *Debates in the Digital Humanities*. Ed. Gold, Matthew and Klein, Lauren. 525-526. Minneapolis, MN: University of Minnesota Press, 2016.

Gold, Matthew K. and Lauren F. Klein. "Series Introduction and Editors' Note." In *Debates in the Digital Humanities*. Eds. Gold, Matthew and Klein, Lauren. 569-571. Minneapolis, MN: University of Minnesota Press, 2016.

Goldstein, Evan R. "Digitally Incorrect." *Chronicle of Higher Education,* October 3, 2010. http://chronicle.com/article/Digitally Incorrect/124649/. Goldstone, Andrew, and Ted Underwood. "The Quiet Transformations of Literary Studies: What Thirteen Thousand Scholars Could Tell Us." *New Literary History* 45, no. 3 (2014): 359-384. doi:10.1353/nlh.2014.0025.

Golumbia, David. *The Cultural Logic of Computation*. Cambridge, MA: Harvard University Press, 2009.

Gombrich, E.H. "The Evidence of Images." In *Interpretation: Theory and Practice*. Ed. Charles Singleton. 35-104. Baltimore, MD: Johns Hopkins University Press. 1969.

Goodchild, Michael F. "Geographical Information Science." *International Journal of Geographical Information Systems* 6 (1992): 31-45.

Goodchild, Michael F. "Geographic Information Systems and Spatial Analysis in the Social Sciences." in *Anthropology, Space, and Geographic Information Systems*. Eds. M. Aldenerfer and H.D.G. Maschner. 241-250. New York, NY: Oxford University Press, 1996.

Goodchild, Michael F. *Introduction to Spatial Autocorrelation. Concepts and Techniques in Modern Geography*. 47. Norwich, UK: GeoAbstracts, 1987.

Goodchild, Michael F., and Donald G. Janelle, eds. *Spatially Integrated Social Science*. Oxford, UK: Oxford University Press, 2004.

Goodchild, Michael F., and N.S.-N.Lam. "Areal interpolation: A Variant of the Traditional Spatial Problem." *Geo-Processing* 1 (1980): 297-312.

Gooding P., C. Warwick, and M. Terras. "The Myth of the New: Mass Digitization, Distant Reading and the Future of the Book." In *Digital Humanities 2012, Hamburg*. 2012. http://www.dh2012.uni-hamburg.de/conference/programme/abstracts/the-myth-of-the-new-mass-digitization-distant-reading-and-the-future-of-the-book.1.html.

Goodrick, Glyn Thomas, and Mark Gillings. "Constructs, Simulations and Hyperreal Worlds: The Role of Virtual Reality (VR) in Archaeological Research." In *On the Theory and Practice of Archaeological Computing*. Eds. G.R. Lock and K. Smith. 41-59. Oxford, UK: Oxbow, 2000.

Goodrum, Abby. "The Ethics of Hacktivism." *Journal of Information Ethics* 9 (2000): 51-59.

Gordon, Eric, and Adriana de Souza e Silva. *Net Locality: Why Location Matters in a Networked World*. Chichester, West Sussex, UK: Wiley-Blackwell, 2011.

Gorman, Michael. "Introduction: Trading Zones, Interactional Expertise, and Collaboration." In *Trading Zones and Interactional Expertise: Creating New Kinds of Collaboration*. Ed. Michael E. Gorman. 1-4. Cambridge, MA: MIT Press, 2010.

Gorman, Michael, ed. *Trading Zones and Interactional Expertise: Creating New Kinds of Collaboration*. Cambridge, MA: MIT Press, 2010.

Gosden, C., and Y. Marshall. "The Cultural Biography of Objects." World Archaeology, 31.2 (1999): 169-78.

Gouglas, S., G. Rockwell, V. Smith, S. Hoosin, and H. Quamen. "Before the Beginning: The Formation of Humanities Computing as a Discipline in Canada." *Digital Studies/Le Champ Numérique* 3.1 (2013).

Gradmann, S., and J.C. Meister. "Digital Document and Interpretation: Re-Thinking "Text" and Scholarship in Electronic Settings." *Poiesis & Praxis* 5 (2) (2008): 139-153.

Grafton, Anthony. "Apocalypse in the Stacks: The Research Library in the Age of Google." *Daedelus* 138, no. 1 (Winter 2009): 87-98.

Grafton, Anthony. *The Footnote: A Curious History*. Cambridge, MA: Harvard University Press, 1997.

Graham, Shawn, Ian Milligan, and Scott Weingart. "Principles of Information Visualization." in *The Historian's Macroscope – Working Title*. Under contract with Imperial College Press, 2013. http://www.themacroscope.org/?page_id=469.

Grau, Oliver. MediaArtHistories. Cambridge, MA: MIT Press, 2007.

Grau, Oliver. Virtual Art: From Illusion to Immersion. Cambridge, MA: MIT Press, 2003.

Green, Karen. "Naughty Bits." Comixology. 2008. http://www.academia.edu/4916117/Naughty_Bits.

Greenbaum, Joan M., and Morten Kyng. *Design at Work: Cooperative Design of Computer Systems*. Boca Raton, FL: CRC Press, 1991.

Greenberg, Hope, Elli Mylonas, Scott Hamlin, and Patrick Yott. "Supporting Digital Humanities Research: The Collaborative Approach." Northeast Regional Computing Program, March 2008. <a href="https://network.org/network.ne

Greene, M.A. "The Power of Meaning: The Archival Mission in the Postmodern Age." *The American Archivist* 65, 1 (2002): 42-55.

Greenfield, Adam. *Everyware: The Dawning Age of Ubiquitous Computing*. Berkeley, CA: New Riders, 2006.

Greengrass, Mark and Lorna Hughes. *The Virtual Representation of the Past*. Eds. Mark Greengrass and Lorna Hughes. London, UK: Ashgate, 2008.

Greenshow, Christine, and Benjamin Gleason. "Social Scholarship: Reconsidering Scholarly Practices in the Age of Social Media." *British Journal of Educational Technology* 45.3 (2014): 392-402.

Greenspan, Brian. "Are Digital Humanists Utopian?" In *Debates in the Digital Humanities*. 393-409. Eds. Matthew K. Gold and Lauren Klein. Minneapolis, MN: University of Minnesota Press, 2016.

Greenstein, Daniel, and Suzanne E. Thorin. "The Digital Library: A Biography." Washington, D.C.: Digital Library Federation/Council on Library and Information Resources, 2002. http://www.clir.org/pubs/abstract/pub109abst.html.

Greetham, David. "The Resistance to Digital Humanities." In *Debates in the Digital Humanities*. Ed. Matthew K. Gold. 438-451. Minneapolis, MN: University of Minnesota Press, 2012.

Greetham, D.C. Textual Scholarship: An Introduction. New York, NY: Garland, 1994.

Gregory, Derek. Geographical Imaginations. Cambridge, MA: Blackwell, 1994.

Gregory, Ian N. *A Place in History: A Guide to Using GIS in Historical Research*. Oxford, UK: Oxbow Books, 2003.

Gregory, Ian N., C. Bennett, V.L. Gilbam, and H.R. Southall. "The Great Britain Historical GIS Project: From Maps to Changing Human Geography." *Cartographic Journal* 39:1 (2002): 37-49.

Gregory, Ian, C. Donaldson, P. Murrieta-Flores and P. Rayson. "Geoparsing, GIS and Textual Analysis: Current Developments in Spatial Humanities Research." *International Journal of Humanities and Arts Computing* 9 (2015): 1-14.

Gregory, Ian N., and Paul S. Ell. *Historical GIS: Technologies, Methodologies, and Scholar-ship*. Cambridge, UK: Cambridge University Press.

Gregory, Ian, and P.S. Ell. *Historical GIS: Technologies, Methodologies, Scholarship*. Cambridge, UK: Cambridge University Press, 2007.

Gregory, Ian N., and Paul S. Ell, eds. History and Computing 13, 1 (2001).

Gregory, Ian, and Patricia Murrieta-Flores. "Geographical Information Systems as a Tool for Exploring the Spatial Humanities." In *Doing Digital Humanities: Practice, Training, Research*. Eds. Constance Crompton, Richard J. Lane, Ray Siemens. 177-192. New York, NY: Routledge, 2016.

Gregory, Ian, N. Karen Kemp, and Ruth Mostern. "Geographical Information and Historical Research: Current Progress and Future Directions." *History and Computing* 13 (2001): 7-22.

Gregory, Ian, and R.G. Healey. "Historical GIS: Structuring, Mapping and Analyzing Geographies of the Past." *Progress in Human Geography* 31 (2007): 638-653.

Griffey, Jason. "3D Printers for Libraries: Types of Plastics." *Library Technology Reports* 50.5 (2014): 13-15.

Griffin, G. and M. Hayler, eds. *Research Methods for Reading Digital Data in the Digital Humanities*. Edinburgh, UK: Edinburgh University Press, 2016.

Grigar, Dene. "Curating Electronic Literature as Critical and Scholarly Practice." *Digital Humanities Quarterly* 8, 4 (2015).

Grigar, Dene. "Electronic Literature and Digital Humanities: Opportunities for Practice, Scholarship and Teaching." In *Doing Digital Humanities: Practice, Training, Research*. Eds. Constance Crompton, Richard J. Lane, Ray Siemens. 193-196. New York, NY: Routledge, 2016.

Grigar, Dene. "Electronic Literature: Where is it?" In *Doing Digital Humanities: Practice, Training, Research*. Eds. Constance Crompton, Richard J. Lane, Ray Siemens. 227-240. New York, NY: Routledge, 2016.

Grigar, Dene. "The Present [Future] of Electronic Literature." *Transdisciplinary Digital Art: Sound, Vision and the New Screen*. Eds. Randy Adams, Steve Gibson, and Stefan Muller. 127-142. Heidelberg, Germany: Springer-Verlag Publications, 2008.

Grigar, Dene and Stuart Moulthrop. *Pathfinders: Documenting the Experience of Early Digital Literature*. Electronic Literature Organization, 2015.

Grimes, Sara M., and Andrew Feenberg. "Rationalizing Play: A Critical Theory of Digital Gaming." *The Information Society* 25.2 (2009): 105-118.

Gronlund, Melissa. *Contemporary Art and Digital Culture*. New York, NY: Routledge, 2017.

Gruber, David. "New Materialism and a Rhetoric of Scientific Practice in the Digital Humanities." In *Rhetoric and the Digital Humanities*. Eds. Jim Ridolfo and William Hart-Davidson. 296-306. Chicago, IL: University of Chicago Press, 2015.

Guiliano, Jennifer. "I'll see your open access and raise you two book contracts: or why the AHA should re-think its policy." Jennifer Guilliano's Blog. Cyber Chimps. http://jguiliano.com/blog/2013/07/24/can-we-get-a-re-do-please-the-aha-policy-on-embargoing-dissertations-or-why-im-disappointed-in-my-professional-organization/.

Guldi, Jo. "Spatial Turn in Art History." *Spatial Humanities*. http://spatial.schol-arslab.org/spatial-turn/the-spatial-turn-in-art-history/index.html.

Guldi, Jo. "What Is the Spatial Turn?" *Spatial Humanities*, 2011. http://spatial.schol-arslab.org/spatial-turn/.

Gurak, Laura, and Smiljana Antonijevic. "Digital Rhetoric and Public Discourse." In *The SAGE Handbook of Rhetorical Studies*. Eds. Andrea Lunsford, Kirt H. Wilson, and Rosa A. Eberly. 497-508. Thousand Oaks, CA: SAGE, 2009.

Habermas, Jürgen. *The Structural Transformation of the Public Sphere: An Inquiry into a Category of Bourgeois Society*. Trans. Thomas Burger, with Frederick Lawrence. Cambridge, MA: MIT Press, 2002.

Haegler, Simon, Pascal Müller, and Luc Van Gool. "Procedural Modeling for Digital Cultural Heritage." *EURASIP Journal on Image and Video Processing*, (2009): 1-11.

Hagood, J. "Brief Introduction to Data Mining Projects in the Humanities." *Bulletin of the American Society for Information Science and Technology*, 38. 4 (2012): 20-3.

Hai-Jew, Shalin, ed. *Data Analytics in Digital Humanities*. Cham, Switzerland: Springer, 2017.

Hale, Constance, ed. Wired Style: Principles of English Usage in the Digital Age. New York, NY: Hardwired, 1996.

Hales, N. Katherine. How We Became Posthuman: Virtual Bodies in Cybernetics, Literature, and Informatics. Chicago, IL: University of Chicago Press, 1999.

Hall, Gary. "The Digital Humanities Beyond Computing: A Postscript." *Culture Machine* 12 (2011). http://www.culturemachine.net/index.php/cm/article/view/441/459.

Hall, Gary. Digitize This Book! The Politics of New Media, or Why We Need Open Access Now. Minneapolis and London: University of Minnesota Press, 2008.

Hall, Gary. "Has Critical Theory Run Out of Time for Data-Driven Scholarship?" In *Debates in the Digital Humanities*. Ed. Matthew K. Gold. 127-132. Minneapolis, MN: University of Minnesota Press, 2012.

Hall, Gary. "There Are No Digital Humanities." *Debates in the Digital Humanities*. Ed. Matthew K. Gold. 133-136. Minneapolis, MN: University of Minnesota Press, 2012.

Hall, Gary. "Toward a Postdigital Humanities: Cultural Analytics and the Computational Turn to Data-Driven Scholarship." *American Literature* 85, no. 4 (2013): 781-809.

Hall, Stephen S. Mapping the Next Millennium. New York, NY: Random House, 1992.

Hall, Stuart. "Emergence of Cultural Studies and the Crisis of the Humanities." *October*, 53 (1990): 11-23.

Hall, Stuart "Encoding/Decoding." In *Culture, Media, Language*. Eds. Stuart Hall, Dorothy Hobson, Andrew Lowe, Paul Willis. 128-138. London, UK: Hutchinson, 1980.

Halpern, Orit. *Beautiful Data: A History of Vision and Reason since 1945.* Durham, NC: Duke University Press, 2014.

Hamburger, J. *The Visual Culture of a Medieval Convent*. Berkeley, CA: University of California Press, 1997.

Hamming, Richard. *Numerical Analysis for Scientists and Engineers*. New York, NY: McGraw-Hill, 1973.

Han, J., M. Kamber, and J. Pei. *Data Mining: Concepts and Techniques*. Burlington, MA: Morgan Kaufmann, 2012.

Hancher, Michael. "Re: Search and Close Reading." In *Debates in the Digital Humanities*. Eds. Matthew K. Gold and Lauren Klein. 118-138. Minneapolis, MN: University of Minnesota Press, 2016.

Hannigan, Lee, Aurelio Meza, and Alexander Flamenco. "Reading Series Matter: Performing the SpokenWeb Project." In *Making Things and Drawing Boundaries: Experiments in the Digital Humanities*. Ed. Jentery Sayers. 198-204. Minneapolis, MN: University of Minnesota Press, 2017.

Hansen, Derek L., Ben Shneiderman and Marc A. Smith. *Analyzing Social Media Networks with NodeXL: Insights from a Connected World*. Burlington, MA: Morgan Kauffman, 2011.

Hansen, Mark B.N. "Affect as Medium or the 'Digital-Facial-Image'." *Journal of Visual Culture* 2, no. 2 (2003): 205-28.

Hansen, Mark B.N. *Embodying Technesis: Technology Beyond Writing*. Ann Arbor, MI: University of Michigan Press, 2000.

Hansen, Mark B.N. New Philosophy for New Media. Cambridge, MA: MIT Press, 2004.

Haraway, D. "A Cyborg Manifesto: Science, Technology, and Socialist-Feminism in the Late Twentieth Century." In *Simians, Cyborgs, and Women: The Reinvention of Nature*. 149-181. New York, NY: Routledge, 1991.

Hardt, Michael, and Antonio Negri. Multitudes. New York, NY: Penguin, 2004.

Hardy, Molly O'Hagan. "'Black Printers' on White Cards: Information Architecture in the Data Structures of the Early Americans Book Trades." In *Debates in the Digital Humanities*. Eds. Matthew K. Gold and Lauren Klein. 377-383. Minneapolis, MN: University of Minnesota Press, 2016.

Harley, J. Brian. "Deconstructing the Map." Cartographica 26 (1989): 1-20.

Harley, J. Brian. "Maps, Knowledge, and Power." In *The Iconography of Landscape*. Eds. Denis Cosgrove and Stephen Daniels. 277-312. Cambridge, UK: Cambridge University Press, 1988.

Harley, J. Brian. *The New Nature of Maps*. Ed. Paul Laxton. Baltimore, MD: Johns Hopkins University Press, 2001.

Harley, Diane, Jonathan Henke, and Shannon Lawrence, et al. *Use and Users of Digital Resources: A Focus on Undergraduate Education in the Humanities and Social Sciences*. Berkeley's Center for Studies in Higher Education, April 5, 2006. http://cshe.berke-ley.edu/publications/publications.php?id=211.

Harley, Diane, and University of California, Berkeley. Assessing the Future Landscape of Scholarly Communication an Exploration of Faculty Values and Needs in Seven Disciplines. Berkeley, CA: Center for Studies in Higher Education, 2010.

Harley, J.B. *Deconstructing the* Map. http://hackitectura.net/osfavelados/2009_proyectos_eventos/200907_cartografia_ciudadana/Harley1989_maps.pdf

Harrell, D.F. *Phantasmal Media: An Approach to Imagination, Computation, and Expression.* Cambridge, MA: MIT Press, 2013.

Harris, Katherine. "Explaining Digital Humanities in Promotion Documents." *The Journal of Digital Humanities* 1, no. 4 (2012).

Harris, Katherine. "Explaining Digital Humanities in Promotion Documents." *Journal of Digital Humanities* 1, no. 4 (Fall 2012). http://journalofdigitalhumanities.org/1-4/ex-plaining-digital-humanities-in-promotion-documents-by-katherine-harris/.

Harris, Katherine D. "Let's Get Real with Numbers: The Financial Reality of Being a Tenured Professor." https://triproftri.wordpress.com/2013/06/24/lets-get-real-with-numbers-the-financial-reality-of-being-a-tenured-professor/.

Harris, Trevor M. "GIS in Archaeology." In *Past Time, Past Place: GIS for History*. Ed. Anne Kelly Knowles, 131-143. Redlands, CA: ESRI Press, 2002.

Harrower, Mark. "Representing Uncertainty: Does It Help People Make Better Decisions?" White paper prepared for UCGIS Workshop: Geospatial Visualization and Knowledge Discovery Workshop. National Conference Center, Lansdowne, Virginia. November 18-20, 2003.

Hartman, J. et al. "Preparing the Academy of Today for the Learner of Tomorrow" EDU-CAUSE. http://net.educause.edu/ir/library/pdf/pub7101f.pdf

Hartman, Kate. Wearable Electronics: Design, Prototype, and Wear Your Own Interactive Garments. Sebastopol, CA: Maker Media, 2014.

Harvard Library Digital Humanities Café. http://guides.hcl.harvard.edu/digitalhumanities

Harvey, Franci, Marianna Pavlovskaya, and Mei-Po Kwan. "Introduction to Critical GIS." *Cartographica* 40:4 (2005): 1-4.

Harvey, R. Digital Curation: A How-to-do-it Manual. New York, NY: Neal-Schuman, 2010.

Harpham, Geoffrey Galt. *The Humanities and the Dream of America*. Chicago, IL: University of Chicago Press, 2011.

Hassan, Robert, and Julian Thomas, eds. *The New Media Theory Reader*. Maidenhead, UK: Open University Press, 2006.

HASTAC (Humanities, Arts, Sciences, and Technology Advanced Collaboratory). www.HASTAC.org

Hatch, Mark. The Maker Movement Manifesto: Rules for Innovation in the New World of Crafters, Hackers, and Tinkerers. New York, NY: McGraw Hill, 2014.

Hatfield, J. "Imagining Future Gardens of History." *Camera Obscura* 21 (2/62) (2006): 185-189.

HathiTrust Digital Library. www.hathitrust.org

Hawkins, D.T., ed. *Personal Archiving: Preserving our Digital Heritage*. Medford, NJ: Information Today, 2013.

Hawkins, Ann R. "Making the Leap: Incorporating Digital Humanities into the English Classroom." In *CEA Critic* 76, no. 2 (July 2014). https://muse.jhu.edu/login?auth=0&type=summary&url=/jour-nals/cea_critic/v076/76.2.hawkins.pdf.

Haworth, K.M. "Archival Description: Content and Context in Search of Structure." In *Encoded Archival Description on the Internet*. Eds. D.V. Pitti, & W.M. Duff. 7-26. Binghamton, NY: Haworth Information Press, 2001.

Hayler, Matt, and Gabriele Griffin. "Introduction." *Research Methods for Creating and Curating Data in the Digital Humanities*. Eds. Matt Hayler and Gabriele Griffin. 1-13. Edinburgh, UK: Edinburgh University Press, 2016.

Hayler, Matt and Gabriele Griffin, eds. *Research Methods for Creating and Curating Data in the Digital Humanities*. Edinburgh, UK: Edinburgh University Press, 2016.

Hayles, N. Katherine "Cybernetics." In *Critical Terms for Media Studies*. Eds. W.J.T. Mitchell and Mark B. N. Hansen. 145-156. Chicago, IL: University of Chicago Press, 1999.

Hayles, N. Katherine. *Electronic Literature: New Horizons for the Literary*. Notre Dame, IN: University of Notre Dame Press, 2008.

Hayles, N. Katherine. "Electronic Literature: What Is It?" In *Doing Digital Humanities: Practice, Training, Research*. Eds. Constance Crompton, Richard J. Lane, Ray Siemens. 197-227. New York, NY: Routledge, 2016.

Hayles, N. Katherine. "Elit: What Is It?" *Electronic Literature Organization*. 2007. Retrieved: 25 October 2008.

Hayles, N. Katherine. *How We Became Posthuman: Virtual Bodies in Cybernetics, Literature, and Informatics.* Chicago, IL: University of Chicago Press, 1999.

Hayles, N. Katherine. *How We Think: Digital Media and Contemporary Technogenesis*. Chicago, IL: University of Chicago Press, 2012.

Hayles, N. Katherine. "How We Think: Transforming Power and Digital Technologies." In *Understanding the Digital Humanities*. Ed. D. M. Berry. London, UK: Palgrave, 2012.

Hayles, N. Katherine. "How We Read: Close, Hyper, Machine." *ADE Bulletin* 150 (2010): 62-79. http://www.mla.org/adefl_bulletin_c_ade_150_62.

Hayles, N. Katherine. *My Mother Was a Computer: Digital Subjects and Literary Texts*. Chicago, IL: University of Chicago Press, 2005.

Hayles, N. Katherine. "Print Is Flat, Code Is Deep: The Importance of Media-Specific Analysis." *Poetics Today* 25 (1). 67–90.

Hayles, N. Katherine. "Speech, Writing, Code: Three Worldviews." In *My Mother Was a Computer: Digital Subjects and Literary Texts*, 39-61. Chicago, IL: University of Chicago Press, 2005.

Hayles, N. Katherine. Writing Machines. Cambridge, MA: MIT Press, 2002.

Hayles, N. Katherine and Jessica Pressman, eds. *Comparative Textual Media: Transforming the Humanities in the Post-Print Era*. Minneapolis, MN: University of Minnesota Press, 2013.

Healey, Richard G., and Trem R. Stamp. "Historical GIS as a Foundation for the Analysis Regional Economic Growth: Theoretical, Methodological, and Practical Issues." *Social Science History* 24:3 (2000): 575-612.

Heasley, Lynne. "Shifting Boundaries on a Wisconsin Landscape: Can GIS Help Historians tell a Complicated Story." *Human Ecology* 31:2 (2003): 183-211.

Heath, T., and C. Bizer. *Linked Data: Evolving the Web into a Global Data Space*. San Rafael, CA: Morgan & Claypool, 2011.

Heller, Margaret. "Lazy Consensus and Libraries." ACRL Tech Connect, March 13, 2012. http://acrl.ala.org/techconnect/?p=391

Heidegger, M. "The Question Concerning Technology ." In *Martin Heidegger: Basic Writings*. D.F. Krell Ed. 311-41. London, UK: Routledge, 1993.

Hellqvist, Björn. "Referencing in the Humanities and Its Implications for Citation Analysis." *Journal of the American Society for Information Science and Technology* 61, no. 2 (2009).

Hendren, Sara. "All Technology is Assistive: Six Design Rules on Disability." In *Making Things and Drawing Boundaries: Experiments in the Digital Humanities*. Ed. Jentery Sayers. 139-48. Minneapolis, MN: University of Minnesota Press, 2017.

Henry, Chuck. "Removable Type." In *Online Humanities Scholarship: The Shape of Things to Come*. Ed. Jerome McGann. 385-400. Houston, TX: Rice University Press, 2010.

Henry, Shawn Lawton. <u>"Very Briefly: Scalable Reading."</u> Scalable Reading. WordPress, 1 June 2012. Web. 09 Aug. 2013.

Herbert, James. "Masterdisciplinarity and Pictorial Turn." *The Art Bulletin* 77.4 (1995): 537-40.

Hertz, G. "Methodologies of Reuse in the Media Arts: Exploring Black Boxes, Tactics, and Archaeologies." PhD dissertation, University of California Irvine, 2009.

Hess, Charlotte, and Elinor Ostrom. *Understanding Knowledge as a Commons: From Theory to Practice*. Cambridge, MA: MIT Press, 2011.

Higgin, Tanner. "Cultural Politics, Critique and the Digital Humanities." *MediaCommons*. 25 May, 2010. http://www.tanneerhiggin.com/2010/05/cultural-politics-critique-and-the-digital-humanities/.

Higgin, Tanner. "How do You Define Humanities Computing/Digital Humanities?" In *Day of Digital Humanities*. March 8, 2011. http://tapor.ualberta.ca/taporwiki/in-dex.php/How_do_you_define_Humanities_Computing_/_Digital_Humanities%3F.

Higgins, S. "The DCC Curtain Lifecycle Model." *International Journal of Digital Curation* 3 (1) (2008): 134-140. http://ijdc.net/index.php/ijdc/article/view/69.

Hill, Linda. *Georeferencing: The Geographic Associations of Information*. Cambridge, MA: MIT Press, 2006.

Hilyard, Stephen. "The Object and the Event: Time-based Digital Simulation and Illusion in the Fine Arts." In *Research Methods for Creating and Curating Data in the Digital Humanities*. Eds. Matt Hayler and Gabriele Griffin. 87-112. Edinburgh, UK: Edinburgh University Press, 2016.

Himanen, Pekka. The Hacker Ethic. New York, NY: Random House, 2001.

Hindley, Meredith. "The Rise of the Machines." *Humanities* 34, no. 4 (2013).

Hirsch, Brett D. ed. *Digital Humanities Pedagogy: Practices, Principles and Politics*. Cambridge, UK: Open Book Publishers, 2012.

Hitchcock, Tim. "Big Data, Small Data and Meaning." *Historyonics* (blog). November 9, 2014. http://historyonics.blogspot.com/2014/11/big-data-small-data-and-meaning_9.html.

Hitchcock, Tim. "Digital Searching and Re-formulation of Knowledge." In *The Virtual Representation of the Past*. Eds. Mark Greengrass and Lorna Hughes. 81-90. London, UK: Ashgate, 2008.

Hitchcock, Tim. "Digitising British History since 1980." In *Making History: The Changing Face of the Profession in Britain*. Institute for Historical Research, 2008. http://www.history.ac.uk/makinghistory/resources/articles/digitisation_of_history.html.

Hockey, Susan. *Electronic Texts in the Humanities*. Oxford, UK: Oxford University Press, 2000.

Hockey, Susan. "The History of Humanities Computing." In *A Companion to Digital Humanities*. Eds. S. Schreibman, R. Siemens, and J. Unsworth. Oxford, UK: Blackwell, 2004. http://www.digitalhumanities.org/companion.

Hockey, Susan. "Living with Google: Perspectives on Humanities Computing and Digital Libraries." *Literary and Linguistic Computing* 20, no. 1 (March 1, 2005): 7-24.

Hockey, Susan. "Towards a Model for Web-Based Language Documentation and Description: Some Contributions from Digital Libraries and Humanities Computing Research." Web-Based Language Learning Workshop, Philadelphia. December 12-15, 2000.

Hockey, Susan. "Workshop on Teaching Computers and the Humanities Courses." *Literary and Linguistic Computing* 1.4 (1986): 228-29.

Hocks, Mary, and Michelle Kendrick, eds. *Eloquent Images: Word and Image in the Age of New Media*. Cambridge, MA: MIT Press, 2003.

Holley, R. "Crowdsourcing: How and Why Should Libraries Do It?" In *D-lib Magazine* 16 (3/4) (2010). (http://www.dlib.org/dlib/march10/holley/03holley.html

Holt, Jim. "Two Brains Running." The New York Times. November 25, 2011: Sunday Book Review.

Horst, Heather A., Daniel Miller, eds. *Digital Anthropology*. London and New York: Bloomsbury Academic, 2012.

Hoover, David L. "Argument, Evidence, and the Limits of Digital Literary Studies." In *Debates in the Digital Humanities*. Eds. Matthew K. Gold and Lauren Klein. 230-250. Minneapolis, MN: University of Minnesota Press, 2016.

Hoover, David L., Jonathan Culpeper, and Kieran O'Halloran. *Digital Literary Studies: Corpus Approaches to Poetry, Prose, and Drama*. London, UK: Routledge, 2014.

Hoover, David L. "Making Waves: Algorithmic Criticism Revisited." *DH2014*, University of Lausanne and Ecole Polytechnique Fédérale de Lausanne, 8-12 July 2014.

Hopes, D. "Digital CoPs and Robbers: Communities of Practice and the use of Digital Artefacts." *Museum Management and Curatorship*, 29.5 (2014): 498-518.

Howard, Jennifer. "Digital Materiality; or Learning to Love Our Machines." Wired Campus Blog at *The Chronicle of Higher Education*. August 22, 2012. http://chronicle.com/blogs/wiredcampus/digital-materiality-or-learning-to-love-our-machines/38982.

Howard, Jennifer. "The MLA Convention in Translation." *Chronicle of Higher Education*. http://chronicle.com/article/The-MLA-Convention-in/63379/.

Howe, Jeff. "The Rise of Crowdsourcing." Wired.com, Condé Nast Digital, June 2006. http://www.wired.com/.

Hsu, Mei-ling. "The Qin Maps: A Clue to Later Chinese Cartographic Development." *Imago Mundi* 45 (1993): 90-100.

Hsu, Wendy F. "Digital Ethnography toward Augmented Empiricism: A New Methodological Framework." *Journal of Digital Humanities* 3, no. 1 (2014).

Hsu, Wendy F. "Lessons on Public Humanities from the Civic Sphere." In *Debates in the Digital Humanities*. Eds. Matthew K. Gold and Lauren Klein. 280-286. Minneapolis, MN: University of Minnesota Press, 2016.

Huffman, Kristin L., Andrea Jordano, and Caroline Bruzelius, eds. *Visualizing Venice: Mapping and Modeling Time and Change in a City.* Oxford, UK: Routledge, 2018.

Hughes, Lorna, Panos Constantopoulos, and Costis Dallas. "Digital Methods in the Humanities: Understanding and Describing their Use across the Disciplines." In *A New Companion to Digital Humanities*. Eds. Susan Schreibman, Ray Siemens, and John Unsworth. 150-170. West Sussex, UK: Wiley-Blackwell, 2016.

Huhtamo, Erkki. *Illusions in Motion: Media Archaeology of the Moving Panorama and Related Spectacles*. Cambridge, MA: MIT Press, 2013.

Huhtamo E. and J. Parikka, ed. *Media Archaeology: Approaches Applications, Implications*. Berkeley and Los Angeles, CA: University of California Press, 2011.

Hui Kong Chun, Wendy, Richard Grusin, Patrick Jagoda, and Rita Raley. In *Debates in the Digital Humanities*. Eds. Matthew K. Gold and Lauren Klein. 493-509. Minneapolis, MN: University of Minnesota Press, 2016.

Huitfeldt, Claus. "Scholarly Text Processing and Future Markup Systems." *Forum Computerphilologie* 2003. http://computerphilologie.uni-muenchen.de/jg03/huitfeldt.html

Humanist Discussion Group. www.digitalhumanities.org/humanist.

Hunter, John, Katherine Faull, and Diane Jakacki. "Reifying the Maker as Humanist." In *Making Things and Drawing Boundaries: Experiments in the Digital Humanities*. Ed. Jentery Sayers. 130-8. Minneapolis, MN: University of Minnesota Press, 2017.

Hunter, M. *Editing Early Modern Texts: An Introduction to Principles and Practice.* New York, NY: Palgrave Macmillan, 2006.

Hunyadi, Laszlo. "Collaboration in Virtual Space in Digital Humanities." In *Collaborative Research in the Digital Humanities*. Eds. Marilyn Deegan and Willard McCarty. 93-103. Farnham, UK: Ashgate, 2012.

Hutchison, Coleman. "Breaking the Book Known as Q." PMLA (2006): 33-66.

HyperCities. http://www.hypercities.com.

IDC. Digital Universe Study. December 2012. http://www.emc.com.

Igoe, T. Making Things Talk: Using Sensors, Networks, and the Arduino to See, Hear, and Feel Your World. 2nd edition. Sebastopol, CA: O'Reilly, 2011.

Ihde, Don. *Postphenomenology and Technoscience: The Peking University Lectures*. Albany, NY: SUNY Press, 2009.

Inkpen, Deborah. "MUNFLA: Digitizing the Past." Gazette January 22, 2004: 9.

Inscho, Jeffrey. "Guest Post: Oh Snap! Experimenting with Open Authority in the Gallery." *Museum 2.0.* March 13, 2013. http://museumtwo.blogspot.com/2013/03/guest-post-oh-snap-experimenting-with.html.

Institute for the Future of the Book. www.futureofthebook.org.

Institute of Museum and Library Services. www.imls.gov.

"Interchange: The Promise of Digital History." *Journal of American History* 95, no. 2 (2008): 452-491. http://www.journalofamericanhistory.org/issues/952/interchange/.

International Journal for Digital Art History. http://www.dah-journal.org

Itō, Mizuko. *Hanging Out, Messing Around, and Geeking Out: Kids Living and Learning with New Media*. Cambridge, MA: MIT Press, 2010.

Jackacki, Diane, and Katherine Faull. "Doing DH in the Classroom: Transforming the Humanities Curriculum through Digital Engagement." In *Doing Digital Humanities: Practice, Training, Research*. Eds. Constance Crompton, Richard J. Lane, Ray Siemens. 358-72. New York, NY: Routledge, 2016.

Jackson, S.J. "Rethinking Repair." In *Media Technologies: Essays on Communication, Materiality and Society.* Eds. T. Gillespie, P. Boczkowski, and K. Foot. Cambridge, MA: MIT Press, 2014.

Jackson, William A. "Some Limitations of Microfilm." *Papers of the Bibliographical Society of America* 35 (1941): 281–88.

JAH. "Interchange: The Promise of Digital History." *The Journal of American History*. Retrieved December 12, 2010. http://www.journalofamericanhistory.org/issues/952/interchange/index.html.

Jagoda, Patrick. "Gamification and Other Forms of Play." *Boundary 2* 40, no. 2 (Summer 2013): 113-144.

Jagoda, Patrick. "Gaming in the Humanities." *Differences: A Journal of Feminist Cultural Studies* 25, no. 1 (2014): 189-215.

Jameson, Fredric. *Postmodernism, or the Cultural Logic of Late Capitalism*. Durham, NC: Duke University Press, 1991.

Jannidis, Fotis. "TEI in a Crystal Ball." *Literary and Linguistic Computing* 24 (3), 2009: 253-265.

Jannidis, Fotis et al. "An Encoding Model for Genetic Editions." TEI Guidelines. http://www.tei-c.org/Vault/TC/tcw19.html.

Jannidis, Fotis et al. "Ch. 11: Representation of Primary Sources." TEI Guidelines. http://www.tei-c.org/release/doc/tei-p5-doc/en/html/PH.html.

Jarmon, L. Traphagan, T. et al. "Virtual World Teaching, Experimental Learning and Assessment: An Interdisciplinary Communications Course in Second Life." *Computers in Education* 53, (2009): 169-182.

Jaschik, Scott. "An Open, Digital Professoriat." *Inside Higher Ed.* January 10, 2011. http://www.insidehighered.com/news/2011/01/10/mlaa_embraces_digital_humanities_and_blogging.

Jaskot, Paul B. "Commentary: Art-Historical Questions, Geographic Concepts, and Digital Methods," *Historical Geography* 45 (2017): 92-99.

Jaskot, Paul B. and Ivo van der Graaff, "Historical Journals as Digital Sources: Mapping Architecture in Germany, 1914-24," *Journal of the Society of Architectural Historians* 76, no. 4 (December 2017): 483-505.

Jaskot, Paul B. and Anne Kelly Knowles, "Architecture and Maps, Databases and A chives: An Approach to Institutional History and the Built Environment in Nazi Ge many," The Iris (15 February 2017): https://blogs.getty.edu/iris/dah_jaskot_knowles/

Jaskot, Paul B., Anne Kelly Knowles, Andrew Wasserman, Stephen Whiteman, and Benjamin Zweig, "A Research-Based Model for Digital Mapping and Art History: Notes from the Field," Artl@s Bulletin 4, no. 1 (Spring 2015): 65-74.

Jaskot, Paul B., Anne Kelly Knowles, and Chester Harvey, with Benjamin Perry Blackshear, "Visualizing the Archive: Building at Auschwitz as a Geographic Problem," In Tim Cole, Alberto Giordano and Anne Kelly Knowles, Eds., *Geographies of the Holo-Caust*. Bloomington, IN: Indiana University Press, 2014: 158-191.

Jebara, Tony. *Machine Learning: Discriminative and Generative*. New York, NY: Springer, 2004.

Jenkins, Henry. "Bringing Critical Perspectives to the Digital Humanities: An Interview with Tara McPherson (Part Three)." *Confessions of an Aca-Fan*, Blog, March 20, 2015.

Jenkins, Henry. *Convergence Culture: Where Old and New Media Collide.* New York, NY: New York University Press, 2006.

Jenson, Jennifer, Stephanie Fisher, and Suzanne De Castell. "Disrupting the Gender Order: Leveling up and Claiming Space in an After-School Video Game Club." *International Journal of Gender, Science and Technology* 3.1 (2011).

Jenstad, Janelle. "Restoring Place to the Digital Archive." In *Teaching Early Modern English Literature from the Archives*. Eds. Heidi Brayman Hackel and Ian Frederick Moulton. 101-12. New York, NY: Modern Language Association, 2015.

Jenstad, Janelle, and Joseph Takeda. "Making the RA Matter: Pedagogy, Interface, and Practices." In *Making Things and Drawing Boundaries: Experiments in the Digital Humanities*. Ed. Jentery Sayers. 71-85. Minneapolis, MN: University of Minnesota Press, 2017.

Jessop, Martyn. "The Inhibition of Geographical Information in Digital Humanities Scholarship." *Literary and Linguistic Computing* 22 (1). 1-12.

Jessop, Martyn. "The Visualization of Spatial Data in the Humanities." *Literary and Linquistic Computing* 19 (2004), 335-50.

Jockers, Matthew L. "Digital Humanities: Methodology and Questions." *Matthew L. Jockers*. April 23, 2010, http://www.stanford.edu/-mjockers/cgi-bin/drupal/node/43.

Jockers, Matthew L. *Macroanalysis: Digital Methods and Literary History*. Urbana, IL: University of Illinois Press, 2013.

Jockers, Matthew L. and Ted Underwood. "Text-Mining the Humanities." In *A New Companion to Digital Humanities*. Eds. Susan Schreibman, Ray Siemens, and John Unsworth. 291-306. West Sussex, UK: Wiley-Blackwell, 2016.

Johanson, Christopher. "Making Virtual Worlds." In *A New Companion to Digital Humanities*. Eds. Susan Schreibman, Ray Siemens, and John Unsworth. 110-126. West Sussex, UK: Wiley-Blackwell, 2016.

Johanson, Christopher. "Visualizing History: Modeling in the Eternal City." *Visual Resources: An International Journal of Documentation* 25 (4) (2009): 403. doi: 10.1080/01973760903331924.

Johnson, I. "Putting time on the map: using TimeMap for Map Animation and Web Delivery." *GeoInformatics* 7(5) (2004): 26-29.

Johnson, Jessica Marie. *Diaspora Hypertext*. https://diasporahypertext.com/.

Johnson, L. "Topic Maps: From Information to Discourse Architecture." *Journal of Information Architecture* 2, 1 (2010): 5-18.

Johnson, Steven. Where Good Ideas Come From: The Natural History of Innovation. London, UK: Penguin, 2011.

Johnston, John. *The Allure of Mechanic Life: Cybernetics, Artificial Life, and the New Al.* Cambridge, MA: MIT Press, 2008.

Jones, M., and N. Beagrie. *Preservation Management of Digital Materials: A Handbook*. London, UK: The British Library for Resource, the Council for Museums, Archives and Libraries, 2001.

Jones, R., and C. Hafner. *Understanding Digital Literacies: A Practical Introduction*. London, UK: Routledge, 2012.

Jones, Stephen E. *The Emergence of the Digital Humanities*. New York and London: Routledge, 2013.

Jones, Stephen E. "The Emergence of the Digital Humanities (as the Network Is Everting)." In *Debates in the Digital Humanities*. Eds. Matthew K. Gold and Lauren Klein. 3-15. Minneapolis, MN: University of Minnesota Press, 2016.

Jones, Steven E. *Against Technology: From the Luddites to Neo-Luddism*. New York, NY: Routledge, 2006.

Jones, Steven E. "New Media and Modeling: Games and the Digital Humanities." In *A New Companion to Digital Humanities*. Eds. Susan Schreibman, Ray Siemens, and John Unsworth. 84-97. West Sussex, UK: Wiley-Blackwell, 2016.

Jones-Imhotep, Edward, and William J. Turkel. "Image Mining for the History of Electronics and Computing." In *Seeing the Past: Augmented Reality and Computer Vision*. Ed. Kevin Kee. Ann Arbor, MI: University of Michigan Press, 2019.

Jones-Kavalier, Barbara R., and Suzanne L. Flannigan. "Connecting the Dots: Literacy of the 21st Century." *Educause Quarterly*, No. 2 (January 2010): 8-10.

Jordan, Tim. *Activism! Direct Action, Hacktivism and the Future of Society.* London, UK: Reaktion Books, 2002.

Jørgensen, Finn Arne. "The Internet of Things." In *A New Companion to Digital Humanities*. Eds. Susan Schreibman, Ray Siemens, and John Unsworth. 42-53. West Sussex, UK: Wiley-Blackwell, 2016.

Joyce, Michael. *Of Two Minds: Hypertext Pedagogy and Poetics*. Ann Arbor, MI: University of Michigan Press, 1995.

Juola, Patrick. "Killer Applications in Digital Humanities." *Literary and Linguistic Computing*, 23.1 (2008): 73-83.

Journal of Digital Humanities: http://journalofdigitalhumanities.org/, particularly the issue on evaluation: http://journalofdigitalhumanities.org/1-4/

Journal of Interactive Pedagogy, http://jitp.commons.gc.cuny.edu/

Jurgenson, Nathan. "Digital Dualism versus Augmented Reality." *Cyborgology.* The Society Pages. February 24, 2011. http://thesocietypages.org/cyborgology/2011/02/24/digital-dualism-versus-augmented-reality/.

Juul, Jesper. A Casual Revolution: Reinventing Video Games and Their Players. Cambridge, MA: MIT Press, 2010.

Kadushin, C. *Understanding Social Networks: Theories, Concepts, and Findings*. New York, NY: Oxford University Press, 2012.

Kalas, Gregor, Diane Favro, and Chris Johanson. "Visualizing Statues in the Late Antique Forum." *Inscriptions*. http://inscriptions.etc.ucla.edu

Kalay Y.E., T. Kvan, and J. Affleck, eds. *New Heritage: New Media and Cultural Heritage*. London and New York: Routledge, 2008.

Kallinkos, Jannis, Aleksi Aaltonen, and Attila Marton. "A Theory of Digital Objects." First Monday 15, no. 6 (2010).

Kamada, Hitoshi. "Digital Humanities: Roles for Libraries?" *College & Research Libraries News* 71, no. 9 (October 2010): 484 -485.

Kasik, D.J., D. Ebert, G. Lebanon, H. Park, and W.M. Pottenger. "Data Transformations and Representations for Computation and Visualization." *Information Visualization* 8(4) 275-285.

Kauai, Y.B., M.S. Cook, and D.A. Fields. "'Blacks Deserve Bodies Too!': Design and Discussion about Diversity and Race in a Tween Virtual World." *Games and Culture* 5 (1), (2010): 43-63. doi: 10.1177/1555412009351261.

Kearney, Patrick J., and G. Legman. *The Private Case: An Annotated Bibliography of the Private Case Erotica Collection in the British (Museum) Library*. London, UK: J. Landesman, 1981.

Kee, Kevin, ed. *Pastplay: Teaching and Learning History with Technology*. Ann Arbor, MI: University of Michigan Press, 2014.

Keeling, Kara. The Witch's Flight: The Cinematic, the Black Femme, and the Image of Common Sense. Durham, NC: Duke University Press, 2007.

Keim, D.A., F. Mansmann, J. Schneidewind, and H. Ziegler. "Challenges in Visual Data Analysis." *Proceedings in Information Visualization IV 2006*. 9-16. London, UK: IEEE.

Kelland, Lara. "The Master's Tools, 2.0." In *Public History Commons*. May 5, 2014. http://publichistorycommons.org/the-masters-tools-2-0/.

Keller, Michael. "Response to *Rotunda*: A University Press Starts a Digital Imprint." In *Online Humanities Scholarship: The Shape of Things to Come*. 375-83. Ed. Jerome McGann. Houston, TX: Rice University Press, 2010.

Kelley, Victoria. "Time, Wear and Maintenance: The Afterlife of Things." In *Writing Material Culture*. Eds. Anne Gerritsen and Giorgio Riello. London:, UK Bloomsbury, 2015.

Kelly, T. Mills. "Making Digital Scholarship Count (Part I- of III)." *Edwired*, June 13, 2008. http://edwired.org/2008/06/13/making-digital-scholarship-count/.

Kelly, T. Millis. *Teaching History in the Digital Age*. Ann Arbor, MI: University of Michigan Press, 2013.

Kelly, T. Mills. "Visualizing Information." *Edwired*. October 25, 2005. http://edwired.org/2005/10/25/visualizing-information/.

Kelly, T. Mills. "Visualizing Millions of Words." In *Debates in the Digital Humanities*. Ed. Matthew K. Gold. 402-403. Minneapolis, MN: University of Minnesota Press, 2012.

Kelty, Christopher M. *Two Bits: The Cultural Significance of Free Software*. Durham, NC: Duke University Press, 2008.

Kemman, Max, Martijn Kleppe, and Stef Scagliola. "Just Google It." In *Proceedings of the Digital Humanities Congress* 2012. Eds. Clare Mills, Michael Pidd, and Esther Ward. Sheffield: HRI Online Publications, 2014. http://www.hrionline.ac.uk/openbook/chap-ter/dhc2012-kemman.

Kenderdine, S., J. Shaw, and T. Gremmler. "Cultural Data Sculpting: Omnidirectional Visualization for Cultural Datasets." In *Knowledge Visualization Currents: From Text to Art to Culture*. Eds. E.T. Marchese and E. Banissi. 199-221. London, UK: Springer, 2012.

Kenderdine, S. "Speaking in Rama: Panoramic Vision in Cultural Heritage Visualization." In *Digital Cultural Heritage: A Critical Discourse*. Ed. F. Cameron and S. Kenderdine. 301-332. Cambridge, MA: MIT Press.

Kenderline, Sarah. "Embodiment, Entanglement, and Immersion in Digital Cultural Heritage." In *A New Companion to Digital Humanities*. Eds. by Susan Schreibman, Ray Siemens, and John Unsworth. 22-41. West Sussex, UK: Wiley-Blackwell, 2016.

Kennicott, P. "Pure Land Tour: for Visitors Virtually Exploring Buddhist Cave, it's Pure Fun." Washington Post, November 9, 2012.

Kenny, Anthony. *The Computation of Style*. Oxford, UK: Oxford University Press, 1982.

Kenny, Anthony. *Computers and the Humanities*. Ninth British Library Research lecture. British Library, London, UK. 1992,

Keramidas, Kimon. "Interactive Development as Pedagogical Process: Digital Media Design in the Classroom as a Method for Recontextualizing the Study of Material Culture." *Museums and the Web 2014: Proceedings*. Museum and the Web.

http://mw2014.museumsandtheweb.com/paper/interactive-development-as-pedagogi-cal-process-digital-media-design-in-the-classroom-as-a-method-for-recontextualizing-the-study-of-material-culture/

Kernighan, Brian, and Rob Pike. *The Unix Programming Environment*. Englewood Cliffs, NJ: Prentice-Hall, 1984.

Kernighan, Brian, and D.M. Ritchie. *The C Programming Language*. Englewood Cliffs, NJ: Prentice-Hall, 1978. Reprint, 1988.

Kernighan, Brian W. D is for Digital: What a Well-Informed Person Should Know About Computers and Communications. CreateSpace Independent Publishing Platform, 2011.

Ketelhut, D.J. "The Impact of Student Self-Sufficiency on Scientific Inquiry Skills: An Exploratory Investigation in *River City*, a Multi-User Virtual Environment." *Journal of Science Education & Technology*. 16, 1, (2007): 99-111.

Killbride, William. "Saving the Bits: Digital Humanities Forever?" In *A New Companion to Digital Humanities*. Eds. by Susan Schreibman, Ray Siemens, and John Unsworth. 408-419. West Sussex, UK: Wiley-Blackwell, 2016.

Kim, David. "Archives, Models, and Methods for Critical Approaches to Identities: Representing Race and Ethnicity in the Digital Humanities." PhD dissertation, University of California Los Angeles, 2015.

Kim, David. "'Data-izing' the Images: Process and Prototype." In *Performing Archive: Curtis + the Vanishing Race*. Eds. Jacqueline Wernimont, Beatrice Schuster, Amy Borsuk, David J. Kim, Heather Blackmore, and Ulia Gusart (Popova). Scalar, 2013

Kinder, Marsha, and Tara McPheson, eds. *Transmedia Frictions: The Digital, The Arts, and The Humanities*. Berkeley, CA: University of California Press, 2014.

Kirsch, Adam. "Technology Is Taking over English Departments: The False Promise of the

Digital Humanities." *New Republic*, May 2, 2014. http://www.newrepublic.com/article/117428/limits-digital-humanities-adam-kirsch.

Kirschenbaum, Matthew G. "Ancient Evenings: Retrocomputing in the Digital Humanities." In *A New Companion to Digital Humanities*. Eds. by Susan Schreibman, Ray Siemens, and John Unsworth. 185-198. West Sussex, UK: Wiley-Blackwell, 2016.

Kirschenbaum, Matthew G. "Bookscapes: Modeling Books in Electronic Space." *Human-Computer Interaction Lab 25th Annual Symposium*. 1-2. May 29, 2008.

Kirschenbaum, Matthew G., et al. "Collaborators' Bill of Rights." *Off the Tracks Workshop.* January 21, 2011.

Kirschenbaum, Matthew G. "Digital Humanities As/Is a Tactical Term." In *Debates in the Digital Humanities*. Ed. Matthew K. Gold. 415-428. Minneapolis, MN: University of Minnesota, 2012.

Kirschenbaum, Matthew. "Done: Finishing Projects in the Digital Humanities." *DHQ: Digital Humanities Quarterly* 3, no. 2 (Spring 2009). http://digitalhumanities.org/dhq/vol/3/2/000037/000037.html.

Kirschenbaum, Matthew G. "Hello Worlds." *The Chronicle of Higher Education.* 2009. http://chronicle.com/article/Hello-Worlds/5476.

Kirschenbaum, Matthew G. *Mechanisms: New Media and the Forensic Imagination*. Cambridge, MA: MIT Press, 2012.

Kirschenbaum, Matthew G. "What is Digital Humanities?" *ADE Bulletin* 150 (2010): 1-7 http://mkirschenbaum.wordpress.com/2011/01/22/what-is-digital-humanities/.

Kirschenbaum, Matthew G. "What is Digital Humanities and What's it Doing in English Departments?" *ADE Bulletin* 150 (2010): 55-61.

Kirschenbaum, Matthew G. "What is 'Digital Humanities' and Why are They Saying Such Terrible Things About It?" *Differences: A Journal of Feminist Cultural Studies* 25, no.1 (2014): 46-53.

Kirschenbaum, Matthew G., Bethany Nowviskie, Tom Scheinfeldt, and Doug Reside. "Collaborators' Bill of Rights." Maryland Institute for Technology and the Humanities, January 22, 2011. http://mith.umd.edu/offthetracks/recommendations/.

Kirschenbaum, Matthew G., Richard Ovenden, and Gabriela Redwine. "Digital Forensics and Born-Digital Content in Cultural Heritage Collections." Council on Library and Information Resources. December 2010. http://www.clir.org/pubs/ab-stract/pub149abst.html.

Kirton, Isabella and Melissa Terras. "Where Do Images of Art Go Once They Go Online? A Reverse Image Lookup Study to Assess the Dissemination of Digitized Cultural Heritage." *Museums and the Web 2013: Proceedings.* Museum and the Web. 2013. http://mw2013.museumsandtheweb.com/paper/where-do-images-of-art-go-once-theygo-online-a-reverse-image-lookup-study-to-assess-the-dissemination-of-digitized-cultural-heritage/

Kissane, Erin. The Elements of Content Strategy. New York, NY: A Book Apart, 2011.

Kitchin, Rob, and Martin Dodge. *Code/Space: Software and Everyday Life*. Cambridge, MA: MIT Press, 2011.

Kittler, Friedrich. *Discourse Networks 1800/1900*. Trans. Chris Metteer with Chris Cullens. Stanford, CA: Stanford University Press, 1990.

Klein, Julie Thompson. "The Boundary Work of Making in Digital Humanities." In *Making Things and Drawing Boundaries: Experiments in the Digital Humanities*. Ed. Jentery Sayers. 21-31. Minneapolis, MN: University of Minnesota Press, 2017.

Klein, Julie Thompson. *Crossing Boundaries: Knowledge, Disciplinarities, and Interdisci- plinarities.* Charlottesville, VA: University of Virginia Press, 1996.

Klein, Julie Thompson. *Creating Interdisciplinary Campus Centers*. San Francisco, CA: Jossey-Bass and Association of American Colleges and Universities, 2010.

Klein, Julie Thompson. *Humanities, Culture, and Interdisciplinary: The Changing American Academy*. Albany, NY: State University of New York Press, 2005.

Klein, Julie Thompson. *Interdisciplinarity: History, Theory, and Practice*. Detroit, MI: Wayne State University Press, 1990.

Klein, Julie Thompson. *Interdisciplining Digital Humanities: Boundary Work in an Emerging Field*. Ann Arbor, MI: University of Michigan Press, 2015.

Klein, Lauren F., and Matthew K. Gold. "Digital Humanities: The Expanded Field." In *Debates in the Digital Humanities*. Ed. Matthew K. Gold and Lauren F. Klein. ix-xv. Minneapolis MN: University of Minnesota Press, 2016.

Klein, Lauren F. "The Image of Absence: Archival Silence, Data Visualization, and James Hemings." *American Literature* 85, no. 4 (2013):661-88.

Kline, M.-J., and S.H. Perdue. A Guide to Documentary Editing. Charlottesville, VA: University of Virginia Press, 2008.

Kling, Rob, and Lisa B. Spector. "Rewards for Scholarly Communication." In *Digital Scholarship in the Tenure, Promotion, and Review Process*. Ed. Deborah Lines Andersen. 78-103. Armonk, NY: M.E. Sharpe, 2003.

Knight, Kim. "MLA 2011 Paper for 'The Institution(alization) of Digital Humanities'." Kim Knight. January 14, 2011, http://kimknight.com/?p=801.

Knochel, Aaron D., and Amy Papaelias. "Placeable: A Social Practice for Place-Based Learning and Co-Design Paradigms." In *Making Things and Drawing Boundaries: Experiments in the Digital Humanities*. Ed. Jentery Sayers. 288-300. Minneapolis, MN: University of Minnesota Press, 2017.

Knowles, Anne K. "A Case for Teaching Geographic Visualization without GIS." *Cartographic Perspectives* 36 (2000): 24-37.

Knowles, Anne K. "A Cutting-Edge Second Look at the Battle of Gettysburg." *Smithsonian Magazine*. June 27, 2013. http://www.smithsonianmag.com/history-archaeology/A-Cutting-Edge-Second-Look-at-the-Battle-of-Gettysburg.html.

Knowles, Anne K. "Introduction to the Special Issue: Historical GIS: The Spatial Turn in Social Science History." *Social Science History* 24:3 (2000): 451-67.

Knowles, Anne K., ed. *Past Time Past Place: GIS for History*. Redlands, CA: ESRI Press, 2002.

Knowles, Anne K., ed. *Placing History: How GIS is Changing Historical Scholarship*. Redlands, CA: ESRI Press, 2008.

Knowles, Anne K., ed. "Reports on National Historical GIS Projects." *Emerging Trends in Historical GIS, Historical Geography* 33 (2005): 134-58.

Knowles, Anne K., and Richard G. Healey. "Geography, Timing, and Technology: A GIS-Based Analysis of Pennsylvania's Iron Industry, 1825-1875." *Journal of Economic History* 66:3 (2006): 608-34.

Kocsis, A. and S. Kenderline,. *I Sho U:* "An Innovative Method for Museum Visitor Evaluation." In *Digital Heritage and Culture: Strategy and Implementation*. Eds. H. Din and S. Wu. Singapore: World Scientific Publishing Co., 2014.

Koh, Adeline. "The Challenges of Digital Scholarship." *The Chronicle of Higher Education. ProfHacker*, January 25, 2012. http://chronicle.com/blogs/profhacker/the-challenges-of-digital-scholarship/38103.

Koh, Adeline. "First Look: Textual, A Free SmartPhone App for Text Analysis." *The Chronicle of Higher Education*. https://www.chronicle.com/blogs/profhacker/first-looks-textal-a-free-smartphone-app-for-text-analysis/51109.

Koh, Adeline. "A Letter to the Humanities: DH Will Not Save You." *Hybrid Pedagogy* (April 19, 2015). http://www.hybridpedagogy.com/journal/a-letter-to-the-humanities-dh-will-not-save-you/.

Koh, Adeline. "Niceness, Building, and Opening the Genealogy of the Digital Humanities: Beyond the Social Contract of Humanities Computing." *Differences* 25, no. 1 (2014): 93-106.

Kopas, Merrit. "What are Games Good For? Videogame Creation as Social, Artistic, and Investigative Practice." *MKOPAS*, 2013. http://mkopas.net/files/talks/UVic2013Talk-WhatAreGamesGoodFor.pdf

Kraemer, Harald. "Art is Redeemed, Mystery is Gone: The Documentation of Contemporary Art." in *Theorizing Digital Cultural Heritage*. Eds. Fiona Cameron and Sarah Kenderine. 193-222. Cambridge, MA: MIT Press, 2007.

Kramer, Michael. "What Does Digital Humanities Bring to the Table?" *Issues in Digital History*, September 25, 2012. http://www.michaeljkramer.net/issuesindigitalhistory/blog/?p=862.

Kretzschmar, William A. "Large-Scale Humanities Computing Projects: Snakes Eating Tails, or Every End is a New Beginning?" *DHQ: Digital Humanities Quarterly* 3 (1) (2009).

Kretzschmar, William A., and William Gray Potter. "Library Collaboration with Large Digital Humanities Projects." *Literary and Linguistic Computing* 25, no. 4 (December 1, 2010): 439-445.

Krug, Steven. *Don't Make Me Think!: A Common Sense Approach to Web Usability.* Berkeley, CA: New Riders Publishers, 2005.

Kuhn, T. S. *The Structure of Scientific Research Revolutions*. Chicago, IL: Chicago University Press, 1996.

Kulesz, Octavio. *Digital Publishing in Developing Countries*. Paris: International Alliance of Independent Publishers/Prince Claus Fund for Culture and Development, 2011. http://alliance-lab.org/etude/?lang=en.

Kumar, Vijay. 101 Design Methods: A Structured Approach for Driving Innovation in Your Organization. Hoboken, NJ: Wiley, 2012.

Kurgan, L. *Close Up at a Distance: Mapping, Technology and Politics.* New York, NY: Zone Books, 2013.

Kvamme, K.L. "Geographic Information Systems in Regional Archaeological Research and Data Management." *Archaeological Method and Theory* 1 (1989): 139-203.

Kwan, Mei-Po. "Feminist Visualization: Re-envisioning GIS as a Method in Feminist Geographic Research." *Annals of the Association of American Geographers* 92 (2002): 645-61.

Kwan, Mei-Po, and J. Lee. "Geo-Visualization of Human Activity Patterns Using 3-D GIS: A Time-Geographic Approach." *Spatially Integrated Social Science*. 48-66. New York, NY: Oxford University Press, 2004.

Lakatos, I. *Methodology of Scientific Research Programmes*. Cambridge, UK: Cambridge University Press, 1980.

Lake, M.W., P.E. Woodman, and S.J. Mithen. "Tailoring GIS Software for Archaeological Applications: An Example Concerning Viewshed Analysis." *Journal of Archaeological Science* 25 (1998): 27-38.

Lancaster, Lewis R., and David J. Bodenhamer. "The Electronic Cultural Atlas Initiative and the North American Region Atlas." In *Past Time, Past Place: GIS for History*. 163-77. Redlands, CA: ESRI Press, 2002.

Landow, George P. *Hypertext: The Convergence of Contemporary Critical Theory and Technology*. Baltimore, MD: Johns Hopkins University Press, 1991.

Landow, George P. *Hyper/Text/Theory*. Baltimore, MD: Johns Hopkins University Press, 1994.

Landow, George P. Hypertext 2.0. Baltimore, MD: Johns Hopkins University Press, 1997.

Landow, George P. *Hypertext 3.0: Critical Theory and New Media in an Era of Globalization*. Baltimore, MD: Johns Hopkins University Press, 2006.

Landow, George P. "What's a Critic to Do? Critical Theory in the Age of Hypertext." In *Hyper/text/theory*. 10-48. Baltimore, MD: Johns Hopkins University Press, 1994.

Langran, Gail. *Time in Geographic Information Systems*. London, UK: Taylor & Francis, 1992.

Lanier, Jaron. You Are Not a Gadget: A Manifesto. New York, NY: Vintage, 2010.

Lantham, E. & Zhou, W. "Cultural Issues in Online Learning - Is Blended Learning a Possible Solution?" *International Journal of Computer Processing of Oriental Languages* 16, 4 (2003): 275-292.

Lanzoni, Kristin, Mark Olson, and Victoria Szabo. "Wired! and Visualizing Venice: Scaling Up Digital Art History." *Artl@s Bulletin* 4(1) (2015). Purdue, IN. http://docs.lib.purdue.edu/artlas/vol4/iss1/3/

Lascarides, Michael and Ben Vershbow. "What's On the Menu?: Crowdsourcing at the New York Public Library." *Crowdsourcing our Cultural Heritage*. Ed. Mia Ridge. Surrey, UK: Ashgate, 2014.

Lascarides, Michael, Ben Vershbow, and Trevor Owens. "Digital Cultural Heritage and the Crowd." *Curator: The Museum Journal* 56, No. 1 (2013): 121-30.

Latour, Bruno. "Tarde's Idea of Quantification." In *The Social After Gabriel Tarde: Debates and Assessments*. Ed. M. Candea. London, UK: Routledge, 2010.

Latour, Bruno. "Visualization and Cognition: Drawing Things Together." *LOGOS* 2 (2017): 95-156.

Latour, Bruno. "Visualization and Cognition: Thinking with Eyes and Hands." *Knowledge and Society*, vol. 6 (1986): 1-40.

Latour, Bruno. "The Landscape of Digital Humanities." *Digital Humanities Quarterly* 4, no. 1 (2010). http://digitalhumanities.org/dhq/vol/4/1/000080/000080.html.

Latour, Bruno. "Why Has Critique Run Out of Steam? From Matters of Fact to Matters of Concern." *Critical Inquiry* 30, no. 2 (2004).

Latour, Bruno, and Peter Weibel. *Making Things Public: Atmospheres of Democracy*. Cambridge, MA: MIT Press, 2005.

Latour, Bruno, and Tomas Sanchez-Criado. "Making the 'Res Public'." *Ephemera* 7 (2) (2007): 364–371.

Laufer, Roger, and Domenico Scavetta. *Texte, Hypertexte et Hypermedia*. Paris, France: PUF, 1992.

Lawless, Séamus, Owen Conlan, and Cormac Hampton. "Tailoring Access to Content." In *A New Companion to Digital Humanities*. Eds. by Susan Schreibman, Ray Siemens, and John Unsworth. 171-184. West Sussex, UK: Wiley-Blackwell, 2016.

Lazer, D., et al. "Computational Social Science." *Science* 323/5915. 6 (February, 2009): 721-723.

Learning through Digital Media: Experiments in Technology and Pedagogy. 2011. http://learningthroughdigitalmedia.net/

Lee, C.A. *I, Digital: Personal Collections in the Digital Era*. Chicago, IL: Society of American Archivists, 2011.

Lee, C.A., M. Kirschenbaum, A. Chassanoff, P. Olsen, & K. Woods. "Bitcurator: Tools and Techniques for Digital Forensics in Collecting Institutions." *D-Lib Magazine* 18, 5/6 (2012).

Lee, C.A., H. Tibbo. "Digital Curation and Trusted Repositories: Steps toward Success." *Journal of Digital Information* 8, 2 (2007).

Lee, C.A., K. Woods, M. Kirschenbaum, & A. Chassanoff. "From Bitstrams to Heritage: Putting Digital Forensics into Practice in Collecting Institutions." *BitCurator*, 2013.

Lee, Maurice S. "Searching the Archive with Dickens and Hawthorne: Databases and Aesthetic Judgment after the New Historicism." *ELH* 79.3 (Fall 2012): 747-771.

Lee, Rainie, and Barry Wellman. *Networked: The New Social Operating System*. Cambridge, MA: MIT Press, 2012.

Lehman, Robert S. "Allegories of Rending: Killing Time with Walter Benjamin." *New Literature History* 39, no. 2 (2008): 233-50.

Lerman, N., A.P. Mohun, and R. Oldenziel. *Technology and Culture*, 38 (1). Special Issue: Gender Analysis and the History of Technology (2005).

Lesk, Michael. *Practical Digital Libraries: Books, Bytes, and Bucks*. San Francisco, CA: Morgan Kaufmann Publishers, 1997.

Lesk, Michael. *Understanding Digital Libraries*. San Francisco, CA: Morgan Kaufmann Publishers, 2005.

Lessig, Lawrence. *Code and Other Laws of Cyberspace*. version 2.0. New York, NY: Basic Books, 2006.

Lessig, Lawrence. *The Future of Ideas: The Fate of the Commons in a Connected World.* New York, NY: Random House, 2001.

Levinson, Stephen C. *Space in Language and Cognition: Explorations in Cognitive Diversity*. Cambridge, UK: Cambridge University Press, 2003.

Levmore, Saul, and Martha Craven Nussbaum. *The Offensive Internet; Speech, Privacy, and Republican*. Cambridge, MA: Harvard University Press, 2010.

Levy, David M. Scrolling Forward: Making Sense of Documents in the Digital Age. New York, NY: Arcade, 2001.

Lévy, P. Collective Intelligence. London, UK: Perseus, 1999.

Lévy, Pierre, and Robert Bononno. *Collective intelligence: Mankind's emerging world in cyberspace*. London, UK: Perseus, 1997.

Library of Congress. *American Memory: Historical Collections for the National Digital Library.*

Library of Congress. "Metadata for Digital Content (MDC). Developing Institution-Wide Policies and Standards at the Library of Congress." 2015.

Liestøl, Gunnar, Andrew Morrison, Terje Rasmussen, eds. *Digital Media Revisited: Theoretical and Conceptual Innovations in Digital Domains*. Cambridge, MA: MIT Press, 2003.

Lilley, Keith, Chris Lloyd, and Steven Trick. *Mapping the Medieval Urban Landscape: Edward 1's New Towns of England and Wales*. http://www.qub.ac.uk/urban mapping.

Lima, Manuel. *Visual Complexity: Mapping Patterns of Information*. Princeton, NJ: Princeton Architectural Press, 2011.

Lind, Rebecca Ann, ed. "Producing Theory in a Digital World 2.0: The Intersection of Audiences and Production in Contemporary Theory." *Digital Formations*, Vol. 99. Peter Lang, 2015.

Lindhé, Cecilia. "Medieval Materiality through the Digital Lens." In *Between Humanities* and the Digital. Eds. D.T. Goldberg and P. Svensson. 193-204. Cambridge, MA: MIT Press, 2015.

Linley, Margaret. "Ecological Entanglements of DH." In *Debates in the Digital Humanities*. Eds. Matthew K. Gold and Lauren Klein. 410-437. Minneapolis, MN: University of Minnesota Press, 2016.

Lipson, H. and M. Kunman. *Fabricated: The New World of 3D Printing*. Indianapolis, IN: John Wiley & Sons, Inc., 2013.

Lipson, H., F.C. Moon, J. Hai, and C. Paventi. "3-D Printing the History of Mechanisms." *Journal of Mechanical Design.* 127 (5) (2004): 1029-1033.

Literary and Linguistic Computing. Oxford Journals. <u>Ilc.oxfordjournals.org.</u>

Liu, Alan. "Digital Humanities and Academic Change." *English Language Notes* 47, no. 1 (2009): 117-35.

Liu, Alan. "Escaping History: New Historicism, Databases, and Contingency." *Digital Retroaction Conference, University of California at Santa Barbara*, pp. 17-19. 2004.

Liu, Alan. "Friending the Past: The Sense of History and Social Computing." *New Literary History* 42, no. 1 (2011): 1-30.

Liu, Alan. "Imagining the New Media Encounter." In A Companion to Digital Literary Studies. Eds. Susan Schreibman and Ray Siemens. Oxford, UK: Blackwell, 2008..

Liu, Alan. *The Laws of Cool: Knowledge Work and the Culture of Information*. Chicago, IL: University of Chicago Press, 2004.

Liu, Alan. *Local Transcendence: Essays on Postmodern Historicism and the Database*. Chicago, IL: University of Chicago Press, 2008.

Liu, Alan. "Manifesto for the Digital Humanities." In *THATCamp Paris 2010*. Hypotheses. June 3, 2010. http://tcp.hypotheses.org/411.

Liu, Alan. "The Meaning of Digital Humanities." PMLA 128, no. 2 (2013): 409-23.

Liu, Alan. "N+1: A Plea for Cross-Domain Data in the Digital Humanities." In *Debates in the Digital Humanities*. Ed. Matthew K. Gold and Lauren Klein. 559-568. Minneapolis, MN: University of Minnesota, 2016.

Liu, Alan. "Sidney's Technology." In *Local Transcendence: Essays on Postmodern Historicism and the Database.* 187-206. Chicago, IL: University of Chicago Press, 2008.

Liu, Alan. "The State of the Digital Humanities: A Report and a Critique." Arts and Humanities in Higher Education 11, no. 1 (2012): 1-34.

Liu, Alan. "Theses on the Epistemology of the Digital: Advice for the Cambridge Centre for Digital Knowledge." Author's blog, August 14, 2014. http://liu.english.ucsb.edu/the-ses-on-the-epistemology-of-the-digital-page

Liu, Alan. "Transcendental Data: Toward a Cultural History and Aesthetics of the New Encoded Discourse." *Critical Inquiry* 31 (1). 49-84.

Liu, Alan. "Where Is Cultural Criticism in the Digital Humanities?" In *Debates in the Digital Humanities*. Ed. Matthew K. Gold. 490-509. Minneapolis, MN: University of Minnesota, 2012.

Liu, Lydia. *The Freudian Robot: Digital Media and the Future of the Unconscious.* Chicago, IL: University of Chicago Press, 2010.

The Living Net. "Project Snapshot: Vibrant Lives Present." In *Making Things and Drawing Boundaries: Experiments in the Digital Humanities*. Ed. Jentery Sayers. 42-43. Minneapolis, MN: University of Minnesota Press, 2017.

Llobera, Marcos. "Building Past Landscape Perception wit GIS: Understanding Topographic Prominence." *Journal of Archaeological Science* 28 (2001): 1005-14.

Lock, G.R., and K. Smith, eds. *On the Theory and Practice of Archaeological Computing*. Oxford, UK: Oxbow, 2000.

Lock, Gary. *Using Computers in Archaeology: Towards Virtual Pasts.* London, UK: Routledge, 2003.

Long, Christopher. "Performative Publication." http://cplong.org/2013/07/performative-publication/.

Long, P.O. Openess, Secrecy, Authorship: Technical Arts and the Culture of Knowledge from Antiquity to the Renaissance. Baltimore, MD: Johns Hopkins University Press, 2004.

Longley, Paul A., and Michael F. Goodchild, David J. Maguire, and David W. Rhind, eds. *Geographic Information Systems and Science*. New York, NY: John Wiley & Sons Inc., 2001.

Lopez, Andrew, Fred Rowland, and Kathleen Fitzpatrick. "On Scholarly Communication and the Digital Humanities: An Interview with Kathleen Fitzpatrick." In *The Library with the Lead Pipe*. Self-published, 2015.

Losh, Elizabeth. "Hacktivism and the Humanities: Programming Protest in the Era of the Digital Humanities." In *Debates in the Digital Humanities*. Ed. Matthew K. Gold. 161-186. Minneapolis, MN: Minnesota, 2012.

Lost, Elizabeth, Jacqueline Wernimont, Laura Wexler, and Hong-An Wu. In *Debates in the Digital Humanities*. Eds. Matthew K. Gold and Lauren lein. 92-103. Minneapolis, MN: University of Minnesota, 2016.

Lotan, Gilad, Erhardt Graeff, Mike Ananny, Devin Gaffney, Ian Pearce, and Danah Boyd. "The Revolutions Were Tweeted: Information Flows During the 2011 Tunisian and Egyptian Revolutions." *International Journal of Communication* 5 (2011): 1375-405.

Lothian, Alexis, and Amanda Phillips. "Can Digital Humanities Mean Transformative Critique?" *Journal of e-Media Studies* 3, no. 1 (2013). https://journals.dartmouth.edu/cgibin/WebObjects/Journals.woa/xmlpage/4/article/425.

Lothian, Alexis. "Marked Bodies, Transformative Scholarship, and the Question of Theory in Digital Humanities." *Journal of Digital Humanities* 1 (2011). http://journalofdigitalhumanities.org/1-1/marked-bodies-transformative-scholarship-and-the-question-of-theory-of-digital-humanities-by-alexis-lothian/.

Lovink, Geert. *Zero Comments: Blogging and Critical Internet Culture.* New York, NY: Routledge, 2008.

Luff, Paul, Jon Hindmarsh, and Christian Heath. *Workplace Studies: Recovering Work Practice and Informing System Design*. Cambridge, MA: Cambridge University Press, 2000.

Lum, Casey Man Kong. "Notes Toward an Intellectual History of Media Ecology." In *Perspectives on Culture, Technology, and Communication: The Ecology Tradition*. Ed. Casey Man Kong Lum. 1-60. Cresskill, NJ: Hampton, 2006.

Lupton, Julia Reinhard. "Blur Building: Softscape." Shakespeare & Hospitality. https://folgerpedia.folger.edu/Julia_Reinhard_Lupton.

Lynch, C.A. "Institutional Repositories: Essential Infrastructure for the Digital Age." *ARL Bimonthly Report* 226 (2003): 1-7.

Lynch, Michael. "Science in the Age of Mechanical Reproduction: Moral and Epistemic Relations between Diagrams and Photographs." *Biology and Philosophy* 6, no. 2 (1991): 205-26.

Lyotard, Jean-François. *The Postmodern Condition: A Report on Knowledge.* Manchester, UK: Manchester University Press, 1986.

Maack, Mary Niles. "Toward a New Model of the Information Professions: Embracing Empowerment." *Journal of Education for Library and Information Science* 38, no. 4 (1997): 283-302.

MacArthur Foundation. *Reports on Digital Media and Learning*. Cambridge, MA: MIT Press, 2009-11. www.scribd.com/collections/2346520/John-D-and-Catherine-T-MacArthur-Foundation-Reports-on-Digital-Media-and-Learning.

MacDonald, Bertram H., and Fiona A. Black. "Using GIS for Spatial and Temporal Analyses in Print Culture Studies: Some Opportunities and Challenges." *Social Science History* 24:3 (2000): 505-36.

MacEachren, Alan M. "Visualization Quality and the Representation of Uncertainty." In *Some Truth with Maps: A Primer on Symbolization & Design*. Washington, DC: Association of American Geographers, 1994.

MacEachren, Alan M., and Fraser Taylor. *Visualization in Modern Cartography*. London, UK: Elsevier, 1994.

Mackenzie, Adrian. Cutting Code: Software and Sociality. Oxford, UK: Peter Lang, 2006.

Mackenzie, E.S., J. McLaughlin, A. Moore, and K. Rogers. "Digitising the Middle Ages: The Experience of the 'Lands of the Normans' Project." *International Journal of Humanities & Arts Computing* 3, no. ½ (March 2009): 127-42.

Mackey, Thomas P., and Trudi E. Jacobson. "Reframing Information Literacy as a Metaliteracy." *College & Research Libraries*. (2011): 70.

Mackey, Wendy E. "Augmented Reality: Linking Real and Virtual Worlds. A New Paradigm for Interacting with Computers." *Proceedings of the Workshop on Advanced Visual Interfaces AVI* (1998): 13-21.

Madden, L. "Applying the Digital Curation Lessons Learned from American Memory." *International Journal of Digital Curation* 3.2 (2008).

Maeda, John. *Creative Code: Aesthetics and Computation from the MIT Media Lab.* London, UK: Thames & Hudson, 2004.

Maeroff, G.I. A Classroom of One: How Online Learning is Changing Our Schools and Colleges. Basingstoke, UK: Palgrave, 2003.

Maher, Jimmy. *The Future was Here: Commodore Amiga*. Cambridge, MA: MIT Press, 2012.

Mahoney, Simon and Elena Pierazzo. "Teaching Skills of Teaching Methodology?" *Digital Humanities Pedagogy: Practices, Principles and Policies*. Ed. Brett D. Hirsch. 212-25. Cambridge, UK: Open Book Publishers, 2012.

Maier, Andrew. "Digital Literacy, Part 1: Cadence." *UX Booth.* October 3, 2013. http://www.uxbooth.com/articles/digital-literacy-part-1-cadence/.

Mailing, D.H. *Measurements from Maps: Principles and Methods of Cartometry*. New York, NY: Pergamon, 1989.

Mak, Bonnie. "Archaeology of a Digitization." *Journal of the American Society for Information Science and Technology*. 65, no. 8 (2014): 1515-1526. DOI: 10.1002/asi.23061

Maker Lab in the Humanities. http://maker.uvic.ca/.

Mandell, Laura C. *Breaking the Book: Print Humanities in the Digital Age*. Oxford, UK: Wiley-Blackwell, 2015.

Mandell, Laura C. "Gendering Digital Literacy History: What Counts for Digital Humanities." In *A New Companion to Digital Humanities*. Eds. Susan Schreibman and Ray Siemens. Oxford, UK: Blackwell, 2008.

Mandell, Laura C. "Promotion and Tenure for Digital Scholarship." *Journal of Digital Humanities* 1, no. 4 (Fall 2012). http://journalofdigitalhumanities.org/1-4/promotion-and-tenure-for-digital-scholarship-by-laura-mandell/.

Manoff, Marlene. "Archive and Database as Metaphor: Theorizing the Historical Record." *Portal: Libraries and the Academy* 10, no. 4 (2010): 385-98.

Manoff, Marjorie. "Theories of the Archive from Across the Disciplines." *Portal: Libraries and the Academy* 4, no. 1 (January 2004): 9-25.

Manovich, Lev. "Cultural Analytics: Analysis and Visualization of Large Cultural Data Sets." CALIT2 White Paper, 2007. www.manovich.net/cultural_analytics.pdf

Manovich, Lev. "Database as a Genre of New Media." AI & Society 14, no. 2 (June 1, 2000). http://time.arts.ucla.edu/AI_Society/manovich.html.

Manovich, Lev. "Database as Symbolic Form." *Convergence: The International Journal of Research into New Media Technologies* 5, no. 2 (1999): 80-99.

Manovich, Lev. "Info-Aesthetics." New Media / Culture / Software. 3 May 2006. http://www.manovich.net.

Manovich, Lev. The Language of New Media. Cambridge, MA: MIT Press, 2002.

Manovich, Lev. "The Language of New Media (What Is New Media?), "The Interface," and "The Forms." In *The Language of New Media*. Ed. Lev Manovich. Cambridge, MA: MIT Press, 2002.

Manovich, Lev. *Software Takes Command*. New York, NY: Continuum Publishing Corporation, 2013.

Manovich, Lev. "Trending: The Promises and the Challenges of Big Social Data." In *Debates in the Digital Humanities*. Ed. Matthew K. Gold. 460-475. Minneapolis, MN: University of Minnesota, 2012.

Manovich, Lev. "Visualizing Large Image Collections for Humanities Research." In *Media Studies Futures*. Ed. Kelly Gates. Oxford, UK: Blackwell, 2012. http://moanovich.net/DOCS/media_visualization.2011.pdf.

Manovich, Lev. "What is New Media?" *The New Media Theory Reader*. Eds. Robert Hassan and Julian Thomas. 5-10. Maidenhead, UK: Open University Press, 2006.

Mansfield, Elizabeth, ed. *Art History and Its Institutions: Foundations of a Discipline*. New York, NY: Psychology Press, 2002.

Mantovani, F. et al. "Virtual Reality Training for Health-Care Professionals." *Cyber Psychology & Behaviour*. 6, 4, (2003): 398-395.

Map of Early Modern London (MoEML). https://mapoflondon.uvic.ca/.

"Mapping the Stacks: A Guide to Chicago's Hidden Archives." http://mts.lib.uchicago.edu/.

"Mapping Initiatives." United States Holocaust Memorial. http://www.ushmm.org/maps/.

"MARC in XML." Library of Congress. http://www.loc.gov/marc/marcxml.html.

Marcus, Manfred. "Article Contents." Wright's English Dialect Dictionary Computerised: Towards a New Source of Information. University of Helsinki, 17 Dec. 2007.

Marche, Stephen. "Literature Is Not Data: Against Digital Humanities." Los Angeles Review of Books. October 28, 2012. https://lareviewofbooks.org/essay/literature-is-not-data-against-digital-humanities.

Marchionini, G., C. Plaisant, & A. Komlodi. "The People in Digital Libraries: Multifaceted Approaches to Assessing Needs and Impact." In *Digital Library Use: Social Practice in Design and Evaluation*. Eds. Bishop, A. P. et al., 119–160. Cambridge, MA: MIT Press, 2003.

Marcum, Deanna, and Amy Friedlander. "Keepers of the Crumbling Culture." *D-Lib Magazine* 9, no. 5 (May 2003). http://www.dlib.org/dlib/may03/friedlander/05friedlander.html.

Marcus, Leah S. "The Silence of the Archive and the Noise of Cyberspace." In *The Renaissance Computer: Knowledge Technology in the First Age of Print*, Eds. Neil Rhodes and Jonathan Sawday. 18–28. London and New York: Routledge, 2000.

Marcuse, Herbert. "Some Social Implications of Modern Technology." In *The Essential Frankfurt School Reader*. Eds. Andrew Arato and Erike Gebhardt. 138-62. New York, NY: Continuum, 1982

Marino, Mark C. "Why We Must Read the Code: The Science Wars, Episode IV." In *Debates in the Digital Humanities*. Eds. Matthew K. Gold and Lauren Klein. 139-152. Minneapolis, MN: University of Minnesota Press, 2016.

Maron, Nancy, K. Kirby Smith, and Matthew Loy. "Sustaining Digital Resources: An Onthe-Ground View of Projects Today." *Ithaka Case Studies in Sustainability*. Ithaka S+R, July 2009. http://www.ithaka.org/ithaka-s-r/research/ithaka-case-studies-in-sustainability/report/SCA_Ithaka_SustainingDigitalResources_Report.pdf.

Maron, N.L. and S. Pickle. *Sustaining the Digital Humanities; Host Institution Support Beyond the Start-up Phase.* Ithaka S+R. 2014. http://www.sr.ithaka.org/research-publications/sustaining-digital-humanities.

Marsh, Leslie. "Review of 'Natural-Born Cyborgs: Minds, Technologies, and the Future of Human Intelligence'." *Cognitive Systems Research* 6 (2005): 405–409.

Marshall, Catherine C. *Reading and Writing the Electronic Book*. San Rafael, CA: Morgan & Claypool, 2010.

Martin, Kim, Beth Compton, and Ryan Hunt. "Disrupting Dichotomies: Mobilizing Digital Humanities with the MakerBus." In *Making Things and Drawing Boundaries: Experiments in the Digital Humanities*. Ed. Jentery Sayers. 251-6. Minneapolis, MN: University of Minnesota Press, 2017.

Martinec, R., and T. Van Leeuwen. *The Language of New Media Design: Theory and Practice.* New York, NY: Routledge, 2009.

Marwick, Alice E., and Danah Boyd. "I Tweet Honestly, I Tweet Passionately: Twitter Users, Context Collapse, and the Imagined Audience." *New Media and Society* 13, no 1. (2011): 114-33.

Marx, Vivien. "Data Visualization: Ambiguity as a Fellow Traveler." *Nature Methods* 10, no. 7 (July 2013): 613-615. doi: 10.1038/nmeth.2530.

Massey, Doreen. "Space-Time, 'Science,' and the Relationship between Physical Geography and Human Geography." *Transactions of the Institute of British Geographers: New Series* 24 (1999): 261-76.

Mateas, M. "Procedural Literacy: Educating the New Media Practitioner." *Beyond Fun: Serious Games and Media*. Ed. D. Davidson. Pittsburgh, PA: ETC Press, 67-83. 2008.

Mattern, Shannon Christine. "Evaluating Multimodal Work, Revisited." *Journal of Digital Humanities* 1, no. 4 (Fall 2012). http://journalofdigitalhumanities.org/1-4/evaluating-multimodal-work-revisited-by-shannon-mattern/.

Mauro, Aaron. "Digital Liberal Arts and Project-Based Pedagogies." *Doing Digital Humanities: Practice, Training, Research*. Eds. Constance Crompton, Richard J. Lane, Ray Siemens. 373-383. New York, NY: Routledge, 2016.

Maya Mapping Project. *Maya Atlas: The Struggle to Preserve Maya Land in Southern Belize*. Berkeley, CA: North Atlantic Books, 1997.

McCarty, Willard. "Becoming Interdisciplinary." In *A New Companion to Digital Humanities*. Eds. by Susan Schreibman, Ray Siemens, and John Unsworth. 69-83. West Sussex, UK: Wiley-Blackwell, 2016.

McCarty, Willard. "Being Reborn: The Humanities Computing and Styles of Scientific Reasoning." *New Technology in Medieval and Renaissance Studies* 1, 1-23. 2007.

McCarty, Willard. "Collaborative Research in the Digital Humanities." In *Collaborative Research in the Digital Humanities*. Ed. Marilynn Deegan and Willard McCarty. 2-10. Farnham, UK: Ashgate, 2012.

McCarty, Willard. "Digital Knowing, Not Digital Knowledge." *Humanist* 28, No. 140 (2014).

McCarty, Willard. "Finding Implicit Patterns in Ovid's Metamorphoses with TACT." *Digital Studies/Le champ numérique* (1996).

McCarty, Willard. "The Future of Digital Humanities is a Matter of Words." In *A Companion to New Media Dynamics*. Eds. J. Hartley, J. Burgess, and A. Burns. Chichester, UK: John Wiley & Sons Ltd., 2013.

McCarty, Willard. "Getting There from Here: Remembering the Future of Digital Humanities." Roberto Bush Award lecture 2013. *Literary and Linguistic Computing* 29 (3) (2014): 283-306.

McCarty, Willard. "Humanities Computing: Essential Problems, Experimental Practice." *Literary and Linguistic Computing* 17, no. 1 (April 1, 2002): 103 -125.

McCarty, Willard. *Introduction to Humanities Computing*. Basingstoke, UK: Palgrave Macmillan, 2005.

McCarty, Willard. "Modeling." In *Humanities Computing*. Ed. Willard McCarty 20-72. Basingstoke, UK: Palgrave Macmillan, 2005.

McCarty, Willard. "What is Humanities Computing? Toward a Definition of the Field." http://ilex.cc.kcl.ac.uk/wlm/essays.what/.

McCarty, Willard. "Modeling: A Study in Words and Meanings." In *A Companion to Digital Humanities*. Eds. Susan Schreibman, Ray Siemens, and John Unsworth. Oxford, UK: Blackwell, 2004.

McCarty, Willard. "The Ph.D. in Digital Humanities." In *Digital Humanities Pedagogy: Practices, Principles and Policies*. Ed. Brett D. Hirsch. 33-46. Cambridge, UK: Open Book Publishers, 2012.

McCarty, Willard. "A Telescope for the Mind?" In *Debates in the Digital Humanities*. Ed. Matthew K. Gold. 113-123. Minneapolis, MN: University of MN, 2012.

McCarty Willard, ed. *Text and Genre in Reconstruction: Effects of Digitalization on Ideas, Behaviors, Products and Institutions.* Cambridge, UK: Open Book Publishers, 2010.

McCarty, Willard, and Matthew Kirschenbaum. "Institutional Models for Humanities Computing." *Literary and Linguistic Computing* 18, no. 4 (November 1, 2003): 465-489.

McCloud, Scott. *Understanding Comics: The Invisible Art.* New York, NY: HarperCollins, 1994.

McCullough, Malcolm. *Ambient Commons: Attention in the Age of Embodied Information*. Cambridge, MA: MIT Press, 2013.

McCullough, Malcolm. *Digital Ground: Architecture, Pervasive Computing, and Environmental Knowing*. Cambridge, MA: MIT Press, 2005.

McDonough, J., R. Olendorf, M. Kirschenbaum, K. Kraus, D. Reside, R. Donahue, A. Phelps, C. Egert, H. Lowood, and S. Rojo. *Preserving Virtual Worlds Final Report*. December 20, 2010. http://www.ideals.illinois.edu/handle/2142/17097.

McEnery, Tony, and Andrew Hardie. *Corpus Linguistics: Method, Theory and Practice*. Cambridge, UK: Cambridge University Press, 2012.

McGann, Jerome. "Culture and Technology: The Way We Live Now, What is to Be Done?" New Literary History 36, no. 1 (2005): 71-82. http://muse.jhu.edu/journals/new_literary_history/v036/36.1mcgann.html

McGann, Jerome. "Electronic Archives and Critical Editing." *Literature Compass* 7 (2) (2010): 37-42.

McGann, Jerome. "Imagining What You Don't Know: The Theoretical Goals of the Rossetti Archive." Institute for Advanced Technology in the Humanities. 1997. http://www2.iath.virginia.edu/jjm2f/old/chum.html

McGann, Jerome. "Making Texts of Many Dimensions." In *A New Companion to Digital Humanities*. Eds. by Susan Schreibman, Ray Siemens, and John Unsworth. 358-376. West Sussex, UK: Wiley-Blackwell, 2016.

McGann, Jerome. A New Republic of Letters: Memory and Scholarship in the Age of Digital Reproduction. Cambridge, MA: Harvard University Press, 2014.

McGann, Jerome, ed. *Online Humanities Scholarship: The Shape of Things to Come*. Houston, TX: Rice University Press, 2010.

McGann, Jerome. "Philology in a New Key." Critical Inquiry 29, no. 2 (2013): 327–46.

McGann, Jerome. *Radiant Textuality: Literature after the World Wide Web.* New York, NY: Palgrave, 2004.

McGann, Jerome. "The Rationale of Hypertext." In *Radiant Textuality: Literature After the World Wide Web*. Ed. Jerome McGann. 53-74. New York, NY: Palgrave, 2001.

McGann, Jerome. "The Rossetti Archive and Image-Based Electronic Editing." In *The Literary Text in the Digital Age*. Ed. Richard Finneran. 145-83. Ann Arbor, MI: University of Michigan Press, 1996.

McGann, Jerome. "Visible and Invisible Books: Hermetic Images in N-Dimensional." In *The Future of the Page*. Eds. Peter Stoicheff and Andrew Taylor. 143-58. Toronto, ON: University of Toronto Press, 2004.

McGann, Jerome, Andrew Stauffer, Dana Wheeles, and Michael Pickard. "Abstract of Roger Bagnall, 'Integrating Digital Papyrology'." *Online Humanities Scholarship: The Shape of Things to Come*. Ed. Jerome McGann. 135. Houston, TX: Rice University Press, 2010.

McGann, Jerome and Bethany Nowviskie. "NINES: A Federated Model for Integrating Digital Scholarship." http://nines.org/about/9swhitepaper.pdf>

McGonigal, Jane. Reality Is Broken: Why Games Make Us Better and How They Can Change the World. New York, NY: Penguin Press, 2011.

McGrail, Anne B. "The 'Whole Game': Digital Humanities at Community Colleges." In *Debates in the Digital Humanities*. Eds. Matthew K. Gold and Lauren Klein. 16-31. Minneapolis, MN: University of Minnesota Press, 2016.

McKenzie, D.F. *Bibliography and the Sociology of Text*. Cambridge, UK: Cambridge University Press, 1999.

McKenzie, Jon. "Enhancing Digital Humanities at UW-Madison: A White Paper." http://www.labster8.net/wp-content/uploads/2012/09/FDS_White_Paper.pdf

McKeon, Richard. "The Uses of Rhetoric in a Technological Age: Architectonic Productive Arts." *The Prospect of Rhetoric: Report of the National Development Project*. Eds. Lloyd. F. Bitzer and Edwin Black. Upper Saddle River, NJ: Prentice Hall, 1979.

McLafferty, Sara. "Women and GIS: Geospatial Technologies and Feminist Geographies." *Cartographica* 40:4 (2005): 37-45.

McLuhan, Marshall. *The Guttenberg Galaxy: The Making of Typographic Man*. Toronto, ON: University of Toronto Press, 1962.

McLuhan, Marshall. *Understanding Media: The Extensions of Man.* 1964. Ed. Lewis Lapham. Cambridge, MA: MIT Press, 1994.

McLuhan, Marshall and Quentin Fiore. *The Medium is the Massage*. Berkeley, CA: Gingko Press, 2005.

McPherson, Tara. "Introduction: Media Studies and the Digital Humanities." *Cinema Journal* 48, no. 2 (2008): 119-23. http://muse.jhu.edu/journals/cj/sum-mary/v048/48.2.mcpherson.html.

McPherson, Tara. "Media Studies and the Digital Humanities." Cinema Journal 48 (2) (2009): 119-123.

McPherson, Tara. "U.S. Operating Systems at Mid-Century: The Intertwining of Race and UNIX." In *Race after the Internet*. Eds. Lisa Nakamura and Peter A. Chow-White. 21-37. New York, NY: Routledge, 2012.

McPherson, Tara. "Why Are the Digital Humanities So White? or Thinking the Histories of Race and Computation." In *Debates in the Digital Humanities*. Ed. Matthew K. Gold. 139-160. Minneapolis, MN: University of Minneapolis Press, 2012.

McPherson, Tara. *Reconstructing Dixie: Race, Place and Nostalgia in the Imagined South.* Durham, NC: Duke University Press, 2003.

MediaCommons. mediacomons.futureofthebook.org.

Medieval Kingdom of Sicily Image Database. http://kos.aahvs.duke.edu/index.php.

Meeks, Elijah. "The Digital Humanities as Imagined Community." *Digital Humanities Specialist*. September 14, 2010. http://dhs.stanford.edu/the-digital-humanities-as/the-digital-humanities-as-imagined-community/.

Meeks, Elijah. "More Networks in the Humanities or Did Books Have DNA?" Digital Humanities Specialist. Stanford University Libraries. https://dhs.stanford.edu/visualization/more-networks/.

Meeks, Elijah, and Scott B. Weingart. "The Digital Humanities Contribution to Topic Modeling." *Journal of Digital Humanities* 2, no. 1 (April 9, 2013). http://journalofdigitalhumanities.org/2-1/dh-contribution-to-topic-modeling/.

Meeks, E. and K. Grossner. "ORBIS: An Interactive Scholarly Work on the Roman World." *Journal of Digital Humanities 1* (3) (2012). http://journalofdigitlhumanities.org/1-3/or-bis-an-interactive-scholarly-work-on-the-roman-world-by-elijah-meeks-and-karl-gross-ner.

Mendoza, Marcelo, Barbara Poblete, and Carlos Castillo. "Twitter Under Crisis: Can We Trust What We RT?" *First Workshop on Social Media Analystics* (SOMA '10). Washington DC, 2010.

Metcalfe, A.S. *Knowledge Management and Higher Education: A Critical Analysis*. London, UK: Information Science, 2006.

Metraux, Stephen. "Waiting for the Wrecking Ball: Skid Row in Postindustrial Philadelphia." *Journal of Urban History* 25:5 (1999): 691-716.

Meuhrcke, Phillio C. "The Logic of Map Design." In *Cartographic Design: Theoretical and Practical Perspectives*. 271-8. New York, NY: John Wiley & Sons, Inc., 1996.

Meyer, Eric T. and Ralph Schroeder. *Knowledge Machines: Digital Transformations of the Sciences and Humanities*. Cambridge, MA: MIT Press, 2015.

Miall, David S. *Humanities and Computer: New Directions*. Oxford, UK: Clarendon Press, 1990.

Michel, Jean Baptiste, Yuan Kui Shen, Aviva Presser Aiden, Adrian Veres, Matthew K. Gray, The Google Books Team, Joseph P. Picket, Dale Hoiberg, Dan Clancy, Peter Norvig, Jon Orwant, Steven Pinker, Martin A. Nowak, Erez Lieberman Aiden. "Quantitative Analysis of Culture Using Millions of Digitized Books." *Science* 331: 6014 (January 14, 2011).

MIlgram, P., H. Takemura, A. Utsumi, and F. Kishino. "Augmented Reality: a Class of Displays on the Reality-Virtuality Continuum." *Proceedings of Telemanipulator and Telepresence Technologies* 2351, 282-292. 1994.

Miller, J.H. and S.E. Page. "Complex Adaptive Systems. An Introduction to Computational Models of Social Life." Princeton, NJ: Princeton University Press, 2007.

Miller, Peter, ed. *Cultural Histories of the Material World*. Ann Arbor, MI: University of Michigan Press, 2013.

Milic, L. "The Next Step." Computers and the Humanities 1: 1 (1966): 3-6.

Millon, Emma. "Project Bamboo: Building Shared Infrastructure for Humanities Research." *Maryland Institute for Technology in the Humanities Blog.* July 1, 2011. http://mith.umd.edu/project-bamboo-building-shared-infrastructure-for-humanities-research/.

Milton, N. *Knowledge Management for Teams and Projects*. Oxford, UK: Chandos Publishing, 2005.

Mirzoeff, Nicholas. *An Introduction to Visual Culture*. London and New York: Routledge, 1999.

Mirzoeff, Nicholas, ed. *The Visual Culture Reader*. London and New York: Routledge, 1998.

Mirzoeff, Nicholas. "What is Visual Culture?" In *The Visual Culture Reader*. Ed. Nicholas Mirzoeff. 3-13. London and New York: Routledge, 1998.

Mitchell, Don. *The Right to the City: Social Justice and the Fight for Public Space.* New York, NY: Guilford Press, 2003.

Mitchell, E.T., ed. *Library Linked Data: Research and Adoption*. Chicago, IL: ALA Techsource, 2013.

Mitchell, E.T. "Metadata Developments in Libraries and other Cultural Heritage Institutions." In *Library Linked Data: Research and Adoption*. Ed. E.T. Mitchell. 5-10. Chicago, IL: ALA Techsource, 2013.

Mitchell, Marilyn. Library Workflow Redesign: Six Case Studies. Washington D.C.: Council on Library and Information Resources, 2007. http://www.clir.org/pubs/ab-stract/pub139abst.html.

Mitchell, W.J.T. Picture Theory. Chicago, IL: University of Chicago Press, 1994.

Mitchell, W.J.T., and Mark B.N. Hansen. *Critical Terms for Media Studies*. Chicago, IL: University of Chicago Press, 2010.

Mitchell, William J., Alan S. Inouye, Marjory S. Blumenthal, eds. *Beyond Productivity: Information Technology, Innovation, and Creativity*. 22 May 2006. http://newton.nap.edu/html/beyond productivity/.

Mod, Craig. "The Digital-Physical: On Building Flipboard for iPhone & Finding the Edges of Our Digital Narratives." @craigmod. https://craigmod.com/journal/digital_physical/.

Modern Language Association. "Documenting a New Media Case." *Journal of Digital Humanities* 1, no. 4 (Fall 2012). http://journalofdigitalhumanities.org/1-4/documenting-a-new-media-case-evaluation-wiki-from-the-mla/.

Modern Language Association. "Guidelines for Editors of Scholarly Editions." *Modern Language Association*, n.d. http://www.mla.org/resources/documents/rep_scholarly/cse_guidelines.

Modern Language Association. "Guidelines for Evaluating Work in Digital Humanities and Digital Media." *Journal of Digital Humanities* 1, no. 4 (Fall 2012). http://journalofdigital-humanities-and-digital-humanities-and-digital-media-from-the-mla/.

Modern Language Association. *Report of the MLA Task Force on Evaluating Scholarship for Tenure and Promotion*. 2006. http://www.mla.org/tenure_promotion.

Mohl, Raymond. "Planned Destruction: The Interstates and Central City Housing." In *From Tenements to the Taylor Homes*. 226-45. University Park, PA: Pennsylvania State University Press, 1985.

Monmonier, Mark. Drawing the Line. New York, NY: Henry Holt, 1995.

Monmonier, Mark. Spying with Maps. Chicago, IL: University of Chicago Press, 2002.

Monmonier, Mark. *How to Lie with Maps*, 2nd edition. Chicago, IL: University of Chicago Press, 1996.

Montfort, Nick. "Beyond the Journal and the Blog: The Technical Report for Communication in the Humanities." *Amodern* 1 (2013): http://amodern.net/article/beyond-the-journal-and-the-blog-the-technical-report-for-communication-in-the-humanities.

Montfort, Nick. "Exploratory Programming in Digital Humanities Pedagogy and Research." In *A New Companion to Digital Humanities*. Eds. by Susan Schreibman, Ray Siemens, and John Unsworth. 98-109. West Sussex, UK: Wiley-Blackwell, 2016.

Montfort, Nick, and Ian Bogost. *Racing the Beam: The Atari Video Computer System*. Cambridge, MA: MIT Press, 2009.

Montfort, Nick. *Twisty Little Passages: An Approach to Interactive Fiction*. Cambridge, MA: MIT Press, 2003.

Moran, Joe. Interdisciplinarity. London and New York: Routledge, 2002.

Moravec, Michelle. "Teaching with Pinterest." http://historyinthecity.blog-spot.com/2014/01/teaching-students-in-pinterest.html

Moretti, Franco. "Conjectures on World Literature." New Left Review. 1 (Jan-Feb. 2000): 54-68.

Moretti, Franco. Distant Reading. London and New York: Verso, 2013.

Moretti, Franco. *Graphs, Maps, Trees: Abstract Models for a Literary History.* London and New York: Verso, 2005.

Moretti, Franco. "Network Theory, Plot Analysis." Literary Lab. Pamphlet 2, May 1, 2011. https://litlab.stanford.edu/LiteraryLabPamphlet2.pdf.

Morgan, Paige. "How to Get your Digital Humanities Project off the Ground." http://www.paigemorgan.net/how-to-get-a-digital-humanities-project-off-the-ground/

Morozov, Evgeny. *To Save Everything, Click Here: The Folly of Technological Solutions.* New York, NY: Public Affairs, 2014.

Moore, R. "Towards a Theory of Digital Preservation." *International Journal of Digital Curation* 3.1 (2008): 63-75.

Moore, Suzanne. "Grayson Perry's Tapestries: Weaving Class and Taste." *The Guardian* (2013). https://www.theguardian.com/books/2013/jun/08/grayson-perry-tapestries-class-taste.

Moretti, Franco. "Network Theory, Plot Analysis." New Left Review 68 (March-April 2011): 80-102. PDF.

Morgan, Coleen Leah. "Emancipatory Digital Archaeology." PhD dissertation, University of California, 2012.

Morris, Kief. *Infrastructure as Code: Managing Servers in the Cloud*. Sebastopol, CA: Maker Media, 2016.

Mortensen, P. "The Place of Theory in Archival Practice." Archivaria 47 (1999): 1-26.

Mossberger, Karen, Caroline J. Tolbert, and Mary Stansbury. *Virtual Inequality: Beyond the Digital Divide*. Washington, DC: Georgetown University Press, 2003.

Mostern, Ruth, and Elana Gainor. "Traveling the Silk Road on a Virtual Globe: Pedagogy, Technology, and Evaluation for Spatial History." *Digital Humanities Quarterly* 7, No. 2 (2013).

Mueller, Martin. "About the future of the TEI." August 4, 2011. http://ariadne.north-western.edu/mmueller/teiletter.pdf.

Mueller, Martin. <u>"Collaborative curation of Early Modern plays by undergraduates."</u> Scalable Reading (2012).

Mueller, Martin. "Digital Shakespeare, or Towards a Literacy Informatics." *Shakespeare* 4, no. 3 (December 2008): 300-317.

Mueller, Martin. "How to Fix 60,000 Errors." Scalable Reading (2013).

Mueller, Martin. "What is a Young Scholar Edition." Scalable Reading (2013).

Mukurtu. www.mukurtu.org.

Mullen, Lincoln. "Digital Humanities Is a Spectrum: or, We're All Digital Humanists Now." In *Backward Glance*. April 29, 2010. http://lincolnmullen.com/2010/04/29/digital-humanists-now/.

Mullen, Lincoln. "These Maps Show How Slavery Expanded Across the United States." Smithsonian.com. http://www.smithsonianmag.com/history/maps-reveal-slavery-expanded-across-united-states-180951452/?no-ist.

Muñoz, Trevor. "In Service? A Further Provocation on Digital Humanities Research in Libraries." dh + lib. June 19, 2013. http://acrl.ala.org/dh/2013/06/19/in-service-a-further-provocation-on-digital-humanities-research-in-libraries.

Munster, Anna. An Aesthesia of Networks: Conjunctive Experience in Art and Technology. Cambridge, MA: MIT Press, 2013.

Muri, Allison. "The Grub Street Project." *Online Humanities Scholarship: The Shape of Things to Come*. Ed. Jerome McGann. 25-58. Houston, TX: Rice University Press, 2010.

Murray, Janet H. *Hamlet on the Holodeck: The Future of Narrative in Cyberspace*. Cambridge, MA: MIT Press, 1997.

Murray, K.M.E. Caught in a Web of Words. New Haven, CT: Yale University Press, 2001.

Murray, Susan "Digital Images, Photo-Sharing, and Our Shifting Notions of Everyday Aesthetics." *Journal of Visual Culture* 7, no. 2 (2008): 147-63.

Mussell, James. "Doing and Making: History as Digital Practice." In *History in the Digital Age*. Ed. Toni Weller. 79-94. London, UK: Routledge, 2013.

Nakamura, Lisa. *Digitizing Race: Visual Cultures of the Internet.* Minneapolis, MN: University of Minnesota Press, 2008.

Nakamura, Lisa and Peter Chow-White. *Race after the Internet*. New York, NY: Routledge 2012.

Nardi, B.A. *My Life as a Night Elf Priest*. Ann Arbor, MI: University of Michigan Press, 2010.

National Information Standards Organization (NISO). *Understanding Metadata*. Bethesda, MD: NISO Press, 2004.

National Initiative for a Networked Cultural Heritage (NINCH). *The NINCH Guide to Good Practice in the Digital Representation and Management of Cultural Heritage Materials*. National Initiative for a Networked Cultural Heritage, 2002. www.nyu.edu/its/pubs/pdfs/NINCH_Guide_to_Good_Practice.pdf.

Naughton, J. From Gutenberg to Zuckerberg: What You Really Need to Know About the Internet. London, UK: Quercus, 2012.

Nawrotzki, Kristen, and Jack Dougherty. "Introduction." *Writing History in the Digital Age*. Eds. Jack Dougherty and Kristen Nawrotzki. 1-18. Ann Arbor, MI: University of Michigan Press, 2013.

Neal, Mark Anthony. "Race and the Digital Humanities." *Left of Black* (webcast), season 3, episode 1, John Hope Franklin Center, September 17, 2012. Https://www.youtube.com/watch?v=AQth5_-QNj0.

Negroponte, Nicholas. Being Digital. New York, NY: Alfred A. Knopf, 1995.

NEH Office of Digital Humanities. www.neh.gov/odh.

Nelson, B. "Exploring the Use of Individualised, Reflective Guidance in an Educational Multi-User Environment." *Journal of Science Education & Technology*, 16, 1 (2007): 83-97.

Nelson, Theodor. Computer Lib/Dream Machines. Redmont, WA: Tempus Books, 1987.

Nelson, Theodor. "A File Structure for the Complex, the Changing, and the Indeterminate." In *The New Media Reader*. Ed. Noah-Wardrip Fruin. Cambridge, MA: MIT Press, 1965.

Nelson, Theodore. Literary Machines: The Report on, and of, Project Xanadu concerning Word Processing, Electronic Publishing, Hypertext, Thinkertoys, Tomorrow's Intellectual Revolution, and Certain other Topics Including Knowledge, Education, and Freedom. 0-13. San Antonio, TX: T.H. Nelson, 1987.

Nelson, Robert. "The Slide Lecture, or the Work of Art 'History' in the Age of Mechanical Reproduction." *Critical Inquiry* 26, no. 3 (Spring, 2000): 414-434.

Nesmith, T. "Seeing Archives: Postmodernism and the Changing Intellectual Place of Archives." *The American Archivist*, 65.1 (2002): 24-41.

Netz, R., and W. Noel. *The Archimedes Codex: Revealing the Secrets of the World's Greatest Palimpsest*. London, UK: Weidenfeld & Nicolson, 2011.

Newfield, Christopher. "Ending the Budget Wars: Funding the Humanities during a Crisis in Higher Education." *Profession* (2009): 270–84.

New York Public Library. "Digital Humanities and the Future of Libraries (Multimedia Conference Proceedings)." New York Public Library, June 16, 2011. http://www.nypl.org/events/programs/2011/06/16/digital-humanities-and-future-libraries

Ngata, W., H. Ngata-Gibson, and H. Salmond, "Te Ataakura: Digital Taonga and Cultural Innovation." *Journal of Material Culture*, 17.3 (2012): 229-44.

Nichols, Stephen G. "Time to Change Our Thinking: Dismantling the Silo Model of Digital Scholarship." *Ariadne*, no. 58 (January 30, 2009). http://www.ariadne.ac.uk/is-sue58/nichols/.

Notes from THATCamp Digital Humanities & Libraries. Topics include "Starting a DH Program in the Library." "Re-Skilling Librarians for DH," and "DHT."

Novak, Peter. That Noble Dream: The "Objectivity" Question and the American Historical Profession. Cambridge, UK: Cambridge University Press, 1988.

Nowviskie, Bethany. "Digital Humanities in the Anthropocene." *Bethany Nowviskie* (blog), July 10, 2014. http://nowviskie.org/2014/anthropocene/.

Nowviskie, Bethany. "Eternal September of the Digital Humanities." *Debates in the Digital Humanities*. 243-246. ed. Matthew K. Gold. Minneapolis, MN: University of Minnesota Press, 2012.

Nowviskie, Bethany. "Evaluating Collaborative Digital Scholarship (or, Where Credit is Due)." *Journal of Digital Humanities* 1, no. 4 (Fall 2012). https://journalofdigitalhumanities.org/1-4/evaluating-collaborative-digital-scholarship-by-bethany-nowviskie/.

Nowviskie, Bethany. "Mapping the Catalog of Ships." University of Virginia Library. http://scholarslab.org/blog/mapping-the-catalogue-of-ships/.

Nowviskie, Bethany. "A Skunk in the Library." June 28, 2011. http://nowviskie.org/2011/a-skunk-in-the-library/.

Nowviskie, Bethany. "Skunks in the Library: A Path to Production for Scholarly R&D." *Journal of Library Administration* 53, no. 1 (2013): 53-66.

Nowviskie, Bethany. "On the Origin of 'Hack' and 'Yack." In *Debates in the Digital Humanities*. Eds. Matthew K. Gold and Lauren Klein. 66-70. Minneapolis, MN: University of Minnesota Press, 2016.

Nowviskie, Bethany. "Reality Bytes." June 20, 2012. http://nowviskie.org/2012/reality-bytes/.

Nowviskie, Bethany. "Resistance in the Materials." In *Debates in the Digital Humanities*. Eds. Matthew K. Gold, and Lauren Klein. 176-183. Minneapolis, MN: University of Minnesota Press, 2016

Nowviskie, Bethany. "What do Girls Dig?" In *Debates in the Digital Humanities*. Ed. Matthew K. Gold. 235-241. Minneapolis, MN: University of Minnesota Press, 2012.

Nowviskie, Bethany. "Where Credit is Due: Preconditions for the Evaluation of Collaborative Digital Scholarship." *Profession* 13 (2011): 169-181.

Nowviskie, Bethany, and Dot Porter. "Graceful Degradation Survey Findings: Managing Digital Humanities Projects Through Times of Transition and Decline?" Digital Humanities 2010 Conference Abstract, June 2010. http://dh2010.cch.kcl.ac.uk/academic-programme/abstracts/papers/html/ab-722.html.

Nuffield Foundation. Interdisciplinarity. London, UK: Nuffield Foundation, 1975.

Nunberg, Geoffrey. "Counting on Google Books." *The Chronicle of Higher Education*. The Chronicle Review. December 16, 2010. http://chronicle.com/article/Counting-on-Google-Books/125735/.

Nunberg, Geoffrey. *The Future of the Book*. Berkeley, CA: University of California Press, 1996.

Nygren, Zephyr Frank, Nicholas Bauch and Erik Steiner. "Connecting with the Past: Opportunities and Challenges in Digital History." In *Research Methods for Creating and Curating Data in the Digital Humanities*. Eds. Matt Hayler and Gabriele Griffin. 62-86. Edinburgh, UK: Edinburgh University Press, 2016.

Nyhan, Julianne, Andrew Flinn, and Anne Welsh. "Oral History and the Hidden Histories Project: Towards Histories of Computing in the Humanities." *Digital Scholarship in the Humanities* 30.1 (2015): 71-85. Web. 10 June 2015.

Nyhan, J., and O. Duke-Williams. "Joint and Multi-Authored Publication Patterns in the Digital Humanities." *Literary and Linguistic Computing* 29 (3) (2014): 387-399.

Nyhan, Julianne, Melissa M. Terras, and Claire Warwick. *Digital Humanities in Practice*. Facet Publishing in association with UCL Centre for Digital Humanities, 2012.

O'Donnell, Angela N., and Sharon J. Derry. "Cognitive Processes in Interdisciplinary Groups: Problems and Possibilities." In *Interdisciplinary Collaboration: An Emerging Cognitive Science*. Eds. Sharon Derry, Christopher D. Schunn, and Morton A. Gernsbacher. 51-82. Mahwah, NJ: Earlbaum, 2005.

O'Donnell, Daniel Paul, Katherine L. Walter, Alex Gil, and Neil Fraistat. In *A New Companion to Digital* Humanities. Eds. by Susan Schreibman, Ray Siemens, and John Unsworth. 493-510. West Sussex, UK: Wiley-Blackwell, 2016.

O'Donnell, James J. "Engaging the Humanities: The Digital Humanities." *Daedalus*, 138.1 (2009): 99-104.

O'Gorman, Marcel. "The Making of a Digital Humanities Neo-Luddite." In *Making Things* and *Drawing Boundaries: Experiments in the Digital Humanities*. Ed. Jentery Sayers. 116-127. Minneapolis, MN: University of Minnesota Press, 2017.

Ohya, K. "Programming with Arduino for Digital Humanities." *Journal of Digital Humanities* 2 (3). http://journalofdigitalhumanities.org/2-3/programming-with-arduino-for-digital-humanities

Oishi, L. "What does Second Life have to do with Real-Life learning?" *Technology & Learning* 27, 11 (2007): 54.

Old Maps Online. http://oldmapsonline.org/.

Oldman, Dominic, Martin Doerr, and Stefan Gradmann. "Zen and the Art of Linked Data: New Strategies for a Semantic Web of Humanist Knowledge." In *A New Companion to Digital Humanities*. Eds. by Susan Schreibman, Ray Siemens, and John Unsworth. 251-273. West Sussex, UK: Wiley-Blackwell, 2016.

Olsen, P. "Building a Digital Curation Workstation with BitCurator (update)." *BitCurator*. August 2, 2013. http://www.bitcurator.net/building-a-digital-curation-worskstation-with-bitcurator-update.

Olsen, M. "Signs, Symbols, and Discourses: a New Direction for Computer-Aided Literature Studies." *Computers and Humanities* 27 (5-6) (1993): 309-314.

Olsen, Mark. "What Can and Cannot Be Done with Electronic Text in Historical and Literary Research." Paper for "Modeling Literary Research Methods by Computer". Modern Language Association Annual Meeting.

Olson, Mark J.V. "Hacking the Humanities: 21st Century Literacies and the 'Becoming-Other' of the Humanities." In *Humanities in the Twenty-First Century: Beyond Utility and Markets*. Eds. E. Belfiore and A. Upchurch. New York, NY: Palgrave Macmillan, 2013.

Omeka. http://omeka.net.

Ong, Walter J. Interfaces of the Word. Ithaca, NY: Cornell University Press, 1977.

Ong, Walter J. Orality and Literacy: The Technologization of the Word. London, UK: Methuen, 1982.

Ong, Walter. "Writing Restructures Consciousness." *Orality and Literacy: The Technologizing of the Word*. 77–114. London and New York: Routledge, 1982.

Open Access Directory. <u>oad.simmons.edu.</u>

Orr, Julian E. *Talking about Machines: An Ethnography of a Modern Job.* Ithaca, NY: ILR Press, 1996.

Ortiz, Santiago. "45 Ways to Communicate Two Quantities." visual.ly. (2012). https://vis-ual.ly/blog/45-ways-to-communicate-two-quantities/.

Orwant, John. "Our Commitment to the Digital Humanities." *The Official Google Blog.* July 14, 2010. http://googleblog.blogspot.com/2010/07/our-commitment-to-digital-humanities.html.

O'Sullivan, David, and David Unwin. *Geographic Information Analysis*. Chichester, UK: John Wiley & Sons, Inc., 2003.

O'Sullivan, David, and T. Igor. *Physical Computing: Sensing and Controlling the Physical World with Computers*. New York, NY: Thomson, 2004.

O'Sullivan, James, Christopher P. Long, and Mark A. Mattson. "Dissemination as Cultivation: Scholarly Communications in a Digital Age." In *Doing Digital Humanities: Practice, Training, Research*. Eds. Constance Crompton, Richard J. Lane, Ray Siemens. 384-98. New York, NY: Routledge, 2016.

Otty, Lisa, and Tara Thomson. "Data Visualisation and the Humanities." In *Research Methods for Creating and Curating Data in the Digital Humanities*. Eds. Matt Hayler and Gabriele Griffin. 113-139. Edinburgh, UK: Edinburgh University Press, 2016.

Owen, J.B., and Laura Woodworth-Ney. "Envisioning a Master's Degree Program in Geographically Integrated History." *Journal of the Association for History and Computing* 8:2 (2005): n.p.

Owens, Trevor. "Defining Data Humanists: Text, Artifact, Information or Evidence?" *Journal of Digital Humanities* 1.1 (2011).

Owens, Trevor. "The Public Course Blog: The Required Reading We Write Ourselves for the Course That Never Ends." 409-411. In *Debates in the Digital Humanities*. Ed. Matthew K. Gold. Minneapolis, MN: University of Minnesota Press, 2012.

Owens, Trevor, and J. Bailey. "Viewshare: Digital Interfaces as Scholarly Activity." *Perspectives on History*. American Historical Association, 2012.

Padrón, Ricardo. *The Spacious Word: Cartography, Literature, and Empire in Early Modern Spain*. Chicago, IL: University of Chicago Press, 2004.

Palamidese, Patrizia. *Scientific Visualizaion: Advanced Software Techniques.* New York, NY: Ellis Horwood, 1993.

Palen, Leysia, Kate Starbird, Sarah Vieweg, and Anabda Hughes. "Twitter-Based Information Distribution During the 2009 Red River Valley Flood Threat." *Bulletin of the American Society for Information Science and Technology* 36, no. 5 (2010): 13-17.

Pallasma, J. *The Embodied Image: Imagination and Imagery in Architecture*. Hoboken, NJ: John Wiley & Sons, Inc., 2011.

Palmer, Carole L. "Thematic Research Collections." In *Online Humanities Scholarship: The Shape of Things to Come*. Ed. Jerome McGann. 348-65. Houston, TX: Rice University Press, 2010.

Pannapacker, William. "Digital Humanities Triumphant?" In *Debates in the Digital Humanities*. Ed. Matthew K. Gold. 233-234. Minneapolis, MN: University of Minnesota Press, 2012.

Pannapacker, William, "The MLA and the Digital Humanities." *Chronicle of Higher Education*. December 28, 2009. http://chronicle.com/blog/Author/Brainstorm/3/William-Pannapacker/143/.

Pannapacker, William. "Stop Calling It 'Digital Humanities'." Chronicle of Higher Education. February 18, 2013. http://chronicle.com/article/Stop-Calling-It-Digital/137325/.

Papacharissi, Zizi A. A Private Sphere: Democracy in a Digital Age. Cambridge, UK: Polity, 2010.

Papacharissi, Zizi A. "Conclusion: A Networked Self." In *A Networked Self: Identity, Community, and Culture on Social Network Sites*. Ed. Zizi Papacharissi. 304-18. New York, NY: Routledge, 2011.

Pappano, Laura. "The Year of the MOOC." *NYTimes*, November 2, 2012. http://www.nytimes.com/2012/11/04/education/edlife/massive-open-online-courses-are-multiplying-at-a-rapid-pace.html

Parikka, Jussi. What Is Media Archaeology? Cambridge, UK: Polity, 2012.

Parker, Cornelia. *Cold Dark Matter: An Exploded View*. London: Tate Modern, 1991. http://www.tate.org.uk/learn/online-resources/cold-dark-matter Parker, Patricia A. "Othello and Hamlet: Syping, Discoery and Secret Faults." In *Shake-speare from the Margins: Language, Culture, Context*. Chicago, IL: University of Chicago, 1996.

Parks, Lisa. *Culture in Orbit: Satellites and the Televisual*. Durham, NC: Duke University Press, 2005.

Parry, David. "Be Online or Be Irrelevant." *AcademHack.* January 11, 2010. http://academhack.outsidethetext.com/home/2010/be-online-or-be-irrelevant/.

Parry, David. "The Digital Humanities or a Digital Humanism." In *Debates in the Digital Humanities*. Ed. Matthew K. Gold. 429-437. Minneapolis, MN: University of Minnesota Press, 2012.

Parry, Ross, ed. Museums in a Digital Age. New York, NY: Routledge, 2010.

Pasztory, Esther. *Thinking with Things: Toward a New Vision of Art*. Austin, TX.: University of Texas Press, 2005.

Pastorino, Cesare. "The Mine and the Furnace: Francis Bacon, Thomas Russell, and Early Stuart Mining Culture." *Early Science and Medicine* 14, no. 5 (2009): 630–60.

Pearce, Celia. *Communities of Play: Emergent Cultures in Multiplayer Games and Virtual Worlds*. Cambridge, MA: MIT Press, 2009.

Pearce-Moses, R., ed. A Glossary of Archival and Records Terminology. SAA, 2012.

Pearson, Alastair W., and Peter Collier. "Agricultural History with GIS." In *Past Time, Past Place, GIS for History*. 105-16. Redlands, CA: ESRI Press, 2002.

Pensias, Arno. *Ideas and Information: Managing in a High-Tech World*. New York, NY: W.W. Norton & Company, 1989.

Perkins, David. Future Wise: Educating Our Children for a Changing World. San Francisco, CA: Jossey-Bass, 2014.

Peters, John Durham. *The Marvelous Clouds: Toward a Philosophy of Elemental Media*. Chicago, IL: University of Chicago Press, 2015.

Peters, John Durham. *Speaking into the Air: A History of the Idea of Communication*. Chicago, IL: University of Chicago Press, 1999.

Petroski, Henry. *The Pencil: A History of Design and Circumstance*. New York, NY: Knopf, 1992.

Petroski, Henry. The Toothpick: Technology and Culture. New York, NY: Knopf, 2007.

Petzold, Charles. *Code: The Hidden Language of Computer Hardware and Software*. 1st edition. Microsoft Press, 2000.

Peuguet, Donna J. Representations of Space and Time. New York, NY: Guilford, 2002.

Phillips, Whitney. In *This Is Why We Can't Have Nice Things: Mapping the Relationship between Online Trolling and Mainstream Culture*. Cambridge, MA: MIT Press, 2015.

Pickering, A. *The Cybernetic Brain: Sketches of Another Future*. Chicago, IL: University of Chicago Press, 2011.

Pickles, John. "Arguments, Debates, and Dialogues: The GIS-Social Theory Debate and the Concern for Alternatives." In *Geographic Information Systems*. 49-60. New York, NY: Johns Wiley & Sons, Inc., 1999.

Pickles, John, ed. *Ground Truth: The Social Implications of Geographic Information Systems*. New York, NY: Guilford Press, 1995.

Pickles, John. A History of Spaces: Cartographic Reason, Mapping, and the Geo-Coded World. New York, NY: Routledge, 2004.

Pickles, John. "Representations in an Electronic Age: Geography, GIS, and Democracy." In *Ground Truth: The Social Implications of Geographic Information Systems*. 1-50. New York, NY: Guilford Press, 1995.

Pierazzo, Elena. "Digital Humanities: a Definition." 2011. http://epierazzo.blog-spot.co.uk/2011/01/digital-humanities-definition.html.

Pierazzo, Elena. "Digital Documentary Editions and the Others." *Scholarly Editing*, 35 (2014).

Pierazzo, Elena. "Textual Scholarship and Text Encoding." In *A New Companion to Digital Humanities*. Eds. Susan Schreibman, Ray Siemens, and John Unsworth. 307-321. West Sussex, UK: Wiley-Blackwell, 2016.

Pinch, Trevor J., and Wiebe E. Bijker. "The Social Construction of facts and Artifacts: Or How the Sociology of Science and the Sociology of Technology Might Benefit Each Other." In *The Social Construction of Technological Systems: New Directions in the Sociology and History of Technology*. Eds. Wiebe E. Bijker, Thomas P. Hughes, and Trevor Pinch, 17-50. Cambridge, MA: MIT Press, 1989.

Piper, Andrew. *Book Was There: Reading in Electronic Times*. Chicago, IL: University of Chicago Press, 2012.

Pitti D.V., and W.M. Duff. *Encoded Archival Description on the Internet*. Binghamton, NY: Haworth Information Press, 2001.

Plants, S. *Zeroes and Ones: Digital Women and the New Technoculture.* New York, NY: Doubleday, 1997.

Plewe, Brandon. "The Nature of Uncertainty in Historical Geographic Information." *Transactions in GIS* 6:4 (2002): 431-56.

Polefrone, Phillip R., John Simpson, and Dennis Yi Tenen. "Critical Computing in the Humanities." In *Doing Digital Humanities: Practice, Training, Research*. Eds. Constance Crompton, Richard J. Lane, Ray Siemens. 85-103. New York, NY: Routledge, 2016.

Poole, A. "Now is the Future Now? The Urgency of Digital Curation in the Digital Humanities." *DHQ: Digital Humanities Quarterly*, 7 (2). 2013. http://www.digitalhumanities.org/dhq/vol/7/2/000163/000163.html.

Poole, Steven. "Green's Dictionary of Slang by Jonathon Green and Guardian Style by David Marsh & Amelia Hodsdon—review." *The Guardian*, 2010. https://www.theguardian.com/books/2010/dec/18/dictionary-slang-guardian-style-review.

Posner, Miriam. "Here and There: Creating DH Community." In *Debates in the Digital Humanities*. Eds. Matthew K. Gold, and Lauren Klein. 265-273. Minneapolis, MN: University of Minnesota Press, 2016.

Posner, Miriam. "No Half Measures: Overcoming Common Challenges to Doing Digital Humanities in the Library." *Journal of Digital Humanities* 53:1 (January 2013).

Posner, Miriam. "Think Talk Make Do: Power and the Digital Humanities." *Journal of Digital Humanities* 1.2 (2012).

Posner, Miriam. "What's Next: The Radical, Unrealized Potential of Digital Humanities." In *Debates in the Digital Humanities*. Ed. Matthew Gold and Lauren Klein. 32-41. Minneapolis, MN: University of Minnesota Press, 2016.

Postcolonial Digital Humanities. http://dhpoco.org.

Potter, R. "Literary Criticism and Literary Computing." *Computers in the Humanities* 22 (2) (1988): 93.

Potter, Claire. "Putting the Humanities in Action: Why We Are All Digital Humanists, and Why That Needs to Be a Feminist Project." Keynote presentation, Women's History in the Digital World Conference, Bryn Mawr College, 2015. http://repository.bryn-mawr.edu/greenfield_conference/2015/Thursday/14/.

Potter, R.G. "Statistical Analysis of Literature: A Retrospective on Computers and the Humanities, 1966-1990." *Computers and the Humanities* 25, no. 6 (1991): 401-29.

Potter, W. James. *Media Literacy*. Los Angeles, CA: Sage, 2008.

Powell, Daniel. "Dispatches from Capitol Hill: #1." http://djp2025.com/dispatches-from-capitol-hill-1/.

Powell, Daniel. "Dispatches from Capitol Hill: #2, or EEBO and the Infinite Weirdness." http://djp2025.com/dispatches-from-capitol-hill-2-or-eebo-and-the-infinite-weirdness/.

Powell, Daniel. "Dispatches from Capitol Hill: #3, or XML and TEI are Scary." http://djp2025.com/dispatches-from-capitol-hill-3/.

Powell, Daniel. "Dispatches from Capitol Hill: #4, or What is Transcription, Really?" http://djp2025.com/dispatches-from-capitol-hill-4/.

Power, Eugene. Edition of One. Ann Arbor, MI: University of Michigan, 1990.

Prady Lougee, Wendy. *Diffuse Libraries: Emergent Roles for the Research Library in the Digital Age*. Washington, DC: Council on Library and Information Resources, 2002. http://www.clir.org/pubs/abstract/pub108abst.html.

Pratt, Vernon. *Thinking Machines: The Evolution of Artificial Intelligence*. Oxford, UK: Basil Blackwell, 1987.

Prescott, Andrew. "An Electric Current of the Imagination." *Digital Humanities: Works in Progress.* http://blogs.cch.kcl.ac.uk/wip/2012/01/26/an-electric-current-of-the-imagination.

Prescott, Andrew. "Beyond the Digital Humanities Center: The Administrative Landscapes of the Digital Humanities." In *A New Companion to Digital Humanities*. Eds. Susan Schreibman, Ray Siemens, and John Unsworth. 461-475. West Sussex, UK: Wiley-Blackwell, 2016.

Prescott, Andrew. "Consumers, Creators or Commentators? Problems of Audience and Mission in Digital Humanities." *Arts and Humanities in Higher Education* 11, nos. 1-2 (2011): 61-75.

Prescott, Andrew. "An Electric Current of the Imagination: What the Digital Humanities Are and What They Might Become." *Journal of Digital Humanities*, 26 June 2012.

Prescott, Andrew. "Riffs on McCarty." Digital Riffs. http://digitalriffs.blog-spot.com/2013/07/riffs-on-mccarty.html.

Presner, Todd. "Critical Theory and the Mangle of Digital Humanities." in *Between Humanities and the Digital*. Eds. Patrik Svensson and Davi Theo Goldberg. 55-68. Cambridge, MA: MIT Press, 2015.

Presner, Todd. "The Ethics of the Algorithm: Close and Distant Listening to the Shoah Foundation Visual History Archive." In *History Unlimited: Probing the Ethics of Holocaust Culture*. Cambridge, MA: Harvard University Press, 2015.

Presner, Todd. "How to Evaluate Digital Scholarship." *Journal of Digital Humanities* 1, no. 4 (Fall 2012). http://journalofdigitalhumanities.org/1-4/how-to-evaluate-digital-scholarship-by-todd-presner/.

Presner, Todd. "Hypercities." In *Online Humanities Scholarship: The Shape of Things to Come*. Ed. Jerome McGann. 251-72. Houston, TX: Rice University Press, 2010.

Presner, Todd. "Remapping German-Jewish Studies: Benjamin, Cartography, Modernity." *The German Quarterly* 82, no. 3 (2009): 293-315.

Presner, Todd, and Chris Johanson. "The Promise of Digital Humanities: A Whitepaper. March 1, 2009-Final Version." http://www.itpb.ucla.edu/documents/2009/PromiseofDigitalHumanities.pdf.

Presner, Todd, David Shepard, Yoh Kawano. *HyperCities: Thick Mapping in the Digital Humanities (metaLABprojects)*. Cambridge, MA: Harvard University Press, 2014.

Presner, Todd, and David Shepard. "Mapping the Geospatial Turn." In *A New Companion to Digital Humanities*. Eds. by Susan Schreibman, Ray Siemens, and John Unsworth. 201-212. West Sussex, UK: Wiley-Blackwell, 2016.

Presner, Todd, J. Schnapp, and P. Lunenfeld. *The Digital Humanities Manifesto 2.0.* 2009. http://www.humanitiesblast.com/manifesto/Manifesto V@.pdf.

Price, Jacob. "Recent Quantitative Work in History: A Survey of the Main Trends." *History and Theory* 9 (1969): 11-13.

Price, Kenneth M. "Civil War Washington Project." Online Humanities Scholarship: The Shape of Things to Come. Ed. Jerome McGann. 287-310. Houston, TX: Rice University Press, 2010.

Price, Kenneth M. "Collaborative Work and the Conditions for American Literary Scholarship in a Digital Age." *The American Literature Scholar in the Digital Age*. Eds. Amy E. Earhart and Andrew W. Jewell. 9-27. Ann Arbor, MI: University of Michigan Press, 2011.

Price, Kenneth M. "Digital Scholarship, Economics, and the American Literary Canon." *Literature Compass* 6, no. 2 (2009): 274-290. http://onlinelibrary.wiley.com/doi/10.1111/j.1741-4113.2009.00622.x/full.

Price, Kenneth M. "Edition, Project, Database, Archive, Thematic Research Collection: What's in a Name?" *DHQ: Digital Humanities Quarterly* (2009).

Price, Kenneth M. "Electronic Scholarly Editions." In *A Companion to Digital Literary Studies*. Eds. R.G. Siemens, and S. Schreibman. 434-450. Oxford, UK: Blackwell, 2008.

Price, Kenneth M. and R. Siemens, eds. *Literary Studies in the Digital Age: A Methodological Primer*. New York, NY: MLA Commons.

Price, Kenneth. "Social Scholarly Editing." In *A New Companion to Digital Humanities*. Eds. Susan Schreibman, Ray Siemens, and John Unsworth. 137-149. West Sussex, UK: Wiley-Blackwell, 2016.

Pritchard, D. "Working Papers, Open Access, and Cyber-Infrastructure in Classical Studies." *Literary and Linguistic Computing* 23 (2). 149-162.

Proctor, Nancy. "Digital: Museum as Platform, Curator as Champion, in the Age of Social Media." *Curator: The Museum Journal* 53, no. 1 (January 1, 2010): 35–43. http://arthistory2014.doingdh.org/readings/

Project Gutenberg. www.gutenberg.org.

Project Bamboo. 2011. http://www.projectbamboo.org/.

Promey, Sally M., and Miriam Stewart. "Digital Art History: A New Field for Collaboration." *American Art* 11, no. 2 (July 1, 1997): 36–41. http://www.jstor.org/stable/3109247

Proot, Goran, and Leo Egghe. "Estimating Editions on the Basis of Survivals..." *Papers of the Bibliographic Society of America*, 102, no. 2 (2008): 149–74.

Prown, Jules. "The Art Historian and the Computer." Art as Evidence: Writings on Art

and Material Culture. New Haven, CT: Yale University Press, 2001.

Public Knowledge Project. pkp.sfu.ca.

Pumfrey, Paul, Paul Rayson and John Mariani. "Experiments in 17th Century English: manual versus automatic conceptual history." *Literary and Linguistic Computing* 27, no. 4 (2012): 395–408.

Purdue University. "Evaluation Criteria for the Scholarship of Engagement." n.d. http://www.vet.purdue.edu/engagement/files/documents/Evaluationcriterion.pdf.

Puschmann, Cornelius, and Jean Burgess. "The Politics of Twitter Data." *HIIG Discussion Paper Series* 2013-01 (2013).

Quamen, Harvey, and Jon Bath. "Databases." In *Doing Digital Humanities: Practice, Training, Research*. Eds. Constance Crompton, Richard J. Lane, Ray Siemens. 145-62. New York, NY: Routledge, 2016.

Quan-Haase, Anabel, Juan Luis Suarez, and David M. Brown. "Collaborating, Connecting, and Clustering in the Humanities: A Case Study of Networked Scholarship in an Interdisciplinary, Dispersed Team." *American Behavioral Scientist* 59.4 (2014): 443-456.

Race: The Floating Signifier. Dir. Sut Jhally, with Stuart Hall and Media Education Foundation. Northhampton, MA: Media Education Foundation, 2002.

Radford, Marie L., Pamela Snelson. "Academic Library Research: Perspectives and Current Trends." *ACRL Publications in Librarianship no. 59.* Chicago: Association of College and Research Libraries, 2008.

Raessens, Joost. "Computer Games as Participatory Media Culture." In *Handbook of Computer Games Studies*. Eds. J. Raessens and J. Goldstein. 373-88. Cambridge, MA: MIT Press, 2005.

Raffaelle, Simone. "The Body of the Text." In *The Future of the Book*. Ed. Geoffrey Nunberg. 239-251. Berkeley, CA: University of California Press, 1996.

Rahtz, S. "Storage, Retrievals, and Rendering." In *Electronic Textual Editing*. Eds. L. Burnard, K. O'Brien O'Keeffe, and J. Unsworth. 310-333. New York, NY: Modern Language Association, 2006.

Raley, RIta. "Digital Humanities for the Next Five Minutes." *Differences* 25, no. 1 (2014): 26-45.

Raley, Rita. Tactical Media. Minneapolis, MN: University of Minnesota Press, 2009.

Rambsy, Kenton. "African American Literature and Digital Humanities." January 17, 2014. http://www.culturalfront.org/2014/01/african-american-literature-and-digital.html.

Ramsay, Stephen. "Algorithmic Criticism." In *A Companion to Digital Literary Studies*. Eds. Ray Siemens and Susan Schreibman. Oxford, UK: Blackwell, 2004.

Ramsay, Stephen. "Care of the Soul." *Literatura Mundana*, October 8, 2010. http://lenz.unl.edu/wordpress/?p=266.

Ramsay, Stephen. "Centers are People." April 2012. http://lenz.unl.edu/papers/2012/04/25/centers-are-people.html.

Ramsay, Stephen, "Databases." In *A Companion to Digital Humanities*. Eds. Susan Schreibman, Ray Siemens, and John Unsworth. Oxford: Blackwell, 2004.

Ramsay, Stephen. "Hard Constraints: Designing Software in the Digital Humanities." In *A New Companion to Digital Humanities*. Eds. by Susan Schreibman, Ray Siemens, and John Unsworth. 449-458. West Sussex, UK: Wiley-Blackwell, 2016.

Ramsay, Stephen. "The Hermeneutics of Screwing Around; or What You Do with a Million Books." In *Pastplay: Teaching and Learning History with Technology*. Ed. Kevin Lee. 111-120. Ann Arbor, MI: University of Michigan Press, 2014.

Ramsay, Stephen. "Humane Computation." In *Debates in the Digital Humanities*. Eds. Matthew K. Gold and Lauren Klein. 527-529. Minneapolis, MN: University of Minnesota Press, 2016.

Ramsay, Stephen. "In Praise of Pattern." Text Technology 2 (2005):177-190.

Ramsay, Stephen. "On Building." *Stephen Ramsay* (Author's Blog). January 11, 2011. http://stephenramsay.us/text/2011/01/11/on-building/.

Ramsay, Stephen. *Reading Machines: Toward an Algorithmic Criticism (Topics in the Digital Humanities)*. Urbana-Champaign, IL: University of Illinois Press, 2011.

Ramsay, Stephen. "Rules of the Order: The Sociology of Large, Multi-Institutional Software Developmental Projects." *Digital Humanities 2008*. 2008.

Ramsay, Stephen. "Toward an Algorithmic Criticism." *Literary and Linguistic Computing* 18.2 (2003): 167-174.

Ramsay, Stephen. "Who's in and Who's Out." Stephen Ramsay Blog. January 8, 2011. http://lenz.unl.edu/papers/2011/01/08/whos-in-and-whos-out.html

Ramsay, Stephen, and Geoffrey Rockwell. "Developing Things: Notes toward an Epistemology of Building in the Digital Humanities." In *Debates in the Digital Humanities*. Ed. Matthew K. Gold. 75-84. Minneapolis, MN: University of Minnesota Press, 2012.

Raper, Jonathan. *Multidimensional Geographic Information Science: Extending GIS in Space and Time*. New York, NY: Taylor & Francis, 2000.

Ratto, M. "Critical Making: Conceptual and Material Studies in Technology and Social Life." *Information Society* 27 (2011): 252-60.

Ratto, M., S. Wylie, and K. Jalbett. "Introduction to the Special Forum on Critical Making as Research Program." *Information Society* 30, 2 (2014): 85-95.

Real, L.A. "Collaboration in the Sciences and the Humanities: A Comparative Phenomenology." Arts and Humanities in Higher Education 11 (2012): 250-261.

Reed, Ashley. "Managing an Established Digital Humanities Project: Principles and Practices from the Twentieth Year of the William Blake Archive." *Digital Humanities Quarterly* 8, no. 1 (2014).

Reichardt, J. Robots: Fact, Fiction, and Prediction. London, UK: Thames & Hudson, 1978.

Reid, Alexander. "The Creative Community and the Digital Humanities." *Digital Digs.* October 17, 2010. http://www.alex-reid.net/2010/10/the-creative-community-and-the-digital-humanities.html.

Reid, Alexander. "Digital Digs: The Digital Humanities Divide." *Digital Digs*. February 17, 2011. http://www.alex-reid.net/2011/02/the-digital-humanities-divide.html.

Reid, Alexander. "Digital Humanities: Two Venn Diagrams." *Digital Digs.* March 9, 2011. http://www.alex-reid.net/2011/03/digital-humanities-two-venn-diagrams.html.

Reid, Alexander. "Graduate Education and the Ethics of the Digital Humanities." In *Debates in the Digital Humanities*. Ed. Matthew K. Gold. 350-367. Minneapolis, MN: University of Minnesota Press, 2012.

Reigar, Oya Y. "Framing Digital Humanities: The Role of New Media in Humanities Scholarship." First Monday 15, no. 10 (2010).

Renear, Allen. "Text Encoding." In *A Companion to Digital* Humanities. Eds. S. Schreibman, R. Siemens, and J. Unsworth. Oxford, UK: Blackwell, 2004. http://www.digitalhumanities.org/companion.

Renear, Allen, David Dubin, C. M. Sperberg-McQueen, Claus Hiutfeldt. "XML Semantics and Digital Libraries." International Conference on Digital Libraries. Washington, DC: 2002.

Resh, Gabby, Dan Southwick, Isaac Record, and Matt Ratto. "Thinking as Handwork: Critical Making with Humanistic Concerns." In *Making Things and Drawing Boundaries: Experiments in the Digital Humanities*. Ed. Jentery Sayers. 149-61. Minneapolis, MN: University of Minnesota Press, 2017.

Resig, John "Using Computer Vision to Increase the Research Potential of Photo Archives." http://ejohn.org/research/computer-vision-photo-archives/.

Rettberg, Scott. "Electronic Literature as Digital Humanities." In *A New Companion to Digital Humanities*. Ed. Susan Schreibman, Ray Siemens, and John Unsworth. 127-136. West Sussex, UK: Wiley-Blackwell, 2016.

Rheingold, Howard. Smart Mobs: The Next Social Revolution. New York, NY: Basic, 2003.

Rhody, Lisa Marie. "Why I Dig: Feminist Approaches to Text Analysis." In *Debates in the Digital Humanities*. Eds. Matthew K. Gold, and Lauren Klein. 536-539. Minneapolis, MN: University of Minnesota Press, 2016.

Rhyne, Charles S. "Images as Evidence in Art History and Related Disciplines." In *MW97: Museums and the Web 1997.*

Ridolfo, Jim, and William Hart-Davidson, eds. *Rhetoric and the Digital Humanities*. 20-32. Chicago, IL: University of Chicago Press, 2015.

Riegar, Oya Y. "Framing Digital Humanities: The Role of New Media in Humanities Scholarship." *First Monday* 15, no. 10 (October 4, 2010) http://firstmonday.org/htbin/cgiwrap/bin/ojs/index.php/fm/article/view/3198/2628.

Rigney, A. "When the Monograph is no Longer the Medium: Historical Narrative in the Online Age." *History and Theory,* Theme Issue 49 (December 2010). 100-117.

Riley, Jenn, and David Becker. "Seeing Standards: A Visualization of the Metadata Universe." Indiana University Libraries. 2010. www.dlib.indiana.edu/-jentrile/metada-tamap/.

Rimmer, Jon, Claire Warwick, Ann Blandford, Jeremy Gow, and George Buchanan. "An Examination of the Physical and the Digital Qualities of Humanities Research." *Information Processing & Management* 44, no. 3 (May 2008): 1374-1392.

Risam, Roopika. "Navigating the Global Digital Humanities: Insights from Black Feminism." In *Debates in the Digital Humanities*. Eds. Matthew K. Gold and Lauren Klein. 359-367. Minneapolis, MN: University of Minnesota Press, 2016.

Rivera Monclova, Marta. "Towards an Open Digital Humanities." In *THATCamp Southern California 2011*. January 11, 2011. http://socal2011.thatcamp.org/01/11/opendh/.

Rizzo, Mary. "Every Tool Is a Weapon: Why the Digital Humanities Movement Needs Public History." *Public History Commons,* November 12, 2012. http://publichisto-rycommons.org/every-tool-is-a-weapon/.

Robbins, K. & Webster, F. *Times of the Technoculture: From the Information Society to the Virtual Life*. London, UK: Routledge, 2001.

Roberts, Colin H., and T.C. Skeat. *The Birth of the Codex*. London, UK: Oxford University Press, 1983.

Robertson, Stephen. "The Difference between Digital Humanities and Digital History." In *Debates in the Digital Humanities*. Eds. Matthew Gold and Lauren Klein. 289-307. Minneapolis, MN: University of Minnesota Press, 2016.

Robertson, Stephen. "Putting Harlem on the Map." In *Writing History in the Digital Age*. Eds. Jack Dougherty and Kristen Nawrotzki: http://writinghistory.trincoll.edu/evidence/robertson-2012-spring.

Robertson, Stephen, Shane White, and Stephen Garton. "Harlem in Black and White: Mapping Race and Place in the 1920s." *Journal of Urban History* 39, no. 5 (2013): 864-880.

Robinson, Arthur H. *The Look of Maps*. Madison, WI: University of Wisconsin Press, 1952.

Robinson, Arthur H., and Barbara Bartz Petchenik. *The Nature of Maps: Essays toward Understanding Maps and Mapping*. Chicago, IL: University of Chicago Press, 1976.

Robinson, P. "Digital Humanities: Is Bigger Better?" In *Advancing Digital Humanities: Research, Methods, Theories.* Eds. P.L. Arthur and K. Bode. 243-247. Basingstoke, UK: Palgrave Macmillan, 2014.

Robinson, Peter. "Response to Roger Bagnall, 'Integrating Digital Papyrology." In *Online Humanities Scholarship: The Shape of Things to Come*. Ed. Jerome McGann. 171-88. Houston, TX: Rice University Press, 2010.

Rockenbach, Barbara. "Digital Humanities in Libraries: New Models for Scholarly Engagement." *Journal of Library Administration* 53:1 (January 2013).

Rockwell, Geoffrey. "Crowdsourcing the Humanities: Social Research and Collaboration." *Collaborative Research in the Digital Humanities*. Eds. Marilyn Deegan and Willard McCarty. 135-54. Farnham, UK: Ashgate, 2012.

Rockwell, Geoffrey, and S. Sinclair. *Hermeneutica: The Rhetoric of Text Analysis*. Cambridge, MA: MIT Press, 2016.

Rockwell, Geoffrey. "Humanities Computing Challenges." *Theoreti.ca* (2004).

Rockwell, Geoffrey. "Inclusion in the Digital Humanities." *philosphi.ca*. June 19, 2010. http://www.philosophi.ca/pmwiki.php/Main/InclusionInTheDigitalHumanities.

Rockwell, Geoffrey. "On the Evaluation of Digital Media as Scholarship." *Profession* 1 (2011): 152-168.

Rockwell, Geoffrey. "Serious Play at Hand: Is Gaming Serious Research in the Humanities?" *Text Technology* 12 (2), 89-99.

Rockwell, Geoffrey. "Short Guide to Evaluation of Digital Work." *Journal of Digital Humanities* 1, no. 4 (Fall 2012). http://journalofdigitalhumanities.org/1-4/short-guide-to-evaluation-of-digital-work-by-geoffrey-rockwell.

Rockwell, Geoffrey. "Thinking-through the History of Computer-Assisted Text Analysis." In *Doing Digital Humanities: Practice, Training, Research*. Eds. Constance Crompton, Richard J. Lane, Ray Siemens. 9-21. New York, NY: Routledge, 2016.

Rockwell, Geoffrey. "The Visual Concordance: The Design of Eye-Contact." *Technology* 10, no. 1 (2001): 73-86.

Rockwell, Geoffrey. "What is Text Analysis, Really?" *Literary and Linguistic Computing*. 18.2 (2003): 209-220.

Rockwell, Geoffrey, and Stefan Sinclair. "Acculturation and the Digital Humanities Community." *Digital Humanities Pedagogy: Practices, Principles and Politics*. Ed. Brett D. Hirsch. 177-211. Cambridge, UK: Open Book Publishers, 2012.

Rodowick, D.N. The Virtual Life of Film. Cambridge, MA: Harvard University Press, 2007.

Roegiers, S., and F. Truyen. "History is 3D: Presenting a Framework for Meaningful Historical Representation in Digital Media." In *New Heritage: New Media and Cultural Heritage*. Eds. Y.E. Kalay, T. Kvan, & J. Affleck. 67-77. London and New York: Routledge, 2008.

Rogers, Melissa. "Making Queer Feminisms Matter: A Transdisciplinary Makerspace for the Rest of Us." In *Making Things and Drawing Boundaries: Experiments in the Digital Humanities*. Ed. Jentery Sayers. 234-48. Minneapolis, MN: University of Minnesota Press, 2017.

Rogers, Richard. Digital Methods. Cambridge, MA: MIT Press, 2013.

Rogoff, Irit. "Studying Visual Culture." In *The Visual Culture Reader*. Ed. Nicholas Mirzoeff. 14-26. New York, NY: Routledge, 1998.

Rorabaugh, Pete. "Twitter Theory and the Public Scholar." *Hybrid Pedagogy*. March 2012.

Rosenfeld, Gabriel. "Why Do We Ask 'What If?' Reflections on the Function of Alternative History." *History and Theory* 41 (December 2002): 90-103.

Rosenfeld, L., and P. Moorville. *Information Architecture for the World Wide Web*. 2nd ed. Beijing, China: O'Reilly, 2002.

Rosenzwieg, Roy. *Clio Wired: The Future of the Past in the Digital Age*. New York, NY: Columbia University Press, 2011.

Rosenzweig, Roy. "The Road to Xanadu: Public and Private Pathways on the History Web." *Journal of American History* 88, 3 (September 2001).

Rosenzweig, Roy. "Scarcity or Abundance? Preserving the Past in a Digital Era." *American Historical Review* 108, 3 (June 2003): 735-762. http://chnm.gmu.edu/essays-on-history-new-media/essays/?essayid=6.

Rosner, Daniela K., and Sarah E. Fox. "Legacies of Craft and the Centrality of Failure in a Mother-Operated Hackerspace." New Media & Society 18, no. 4 (2016): 558-80.

Ross, Andrew. "Hacking Away at the Counterculture." *Postmodern Culture* 1, no. 1 (1990).

Ross, Nancy. "Teaching Twentieth-Century Art History with Gender and Data Visualizations." *Journal of Interactive Technology and Pedagogy*, Issue 4. http://jitp.commons.gc.cuny.edu/teaching-twentieth-century-art-history-with-gender-and-data-visualizations/.

Ruecker, Stan. "Interface as Mediating Actor for Collection Access, Text Analysis, and Experimentation." In *A New Companion to Digital Humanities*. Eds. Susan Schreibman, Ray Siemens, and John Unsworth. 397-407. West Sussex, UK: Wiley-Blackwell, 2016.

Ruecker, Stan, Luciano Frizzera, Milena Radzikowska, Geoff Roeder, Ernesto Pena, Teresa Dobson, Geoffrey Rockwell, Susan Brown, The INKE Research Group. "Visual Workflow Interfaces for Editorial Processes." *Literary and Linguistic Computing* 28.4 (2013): 615-628.

Ruecker, Stan, Milena Radzikowska, and Stéfan Sinclair. "Hackfests, Designfests, and Writingfests: The Role of Intense Periods of Face-to-Face Collaboration in International Research Teams." *Digital Humanities 2008*. 2008.

Ruecker, Stan, and Milena Radzikowska. "The Iterative Design of a Project Charter for Interdisciplinary Research." In Proceedings of the 7th ACM conference on Designing interactive systems – DIS '08, 288-294. Cape Town, South Africa, 2008. http://dl.acm.org/citation.cfm?id=1394476.

Ruecker, S., Milena Radikowska, and S. Sinclair. *Visual Interface Design for Cultural Heritage: A Guide to Rich-Prospect Browsing*. Farnham, UK: Ashgate, 2011.

Ruecker, Stan, and Jennifer Roberts-Smith. "Experience Design for the Humanities: Activating Multiple Interpretations." In *Making Things and Drawing Boundaries: Experiments in the Digital Humanities*. Ed. Jentery Sayers. 259-70. Minneapolis, MN: University of Minnesota Press, 2017.

Rumsey, David, and Edith M. Punt. *Cartographica Extraordinaire: The Historical Map Transformed*. Redlands, CA: ESRI Press, 2004.

Rumsey, David, and Meredith Williams. "Historical Maps in GIS." In *Past Time, Past Place: GIS for History*. 1-18. Redlands, CA: ESRI Press, 2002.

Rush, Matthew. *New Media in Late 20th Century Art (World of Art)*. London, UK: Thames and Hudson, 1999.

Rushkoff, D. *Program or Be Programmed: Ten Commands for a Digital Age.* New York, NY: OR Books, 2010.

Russell, Isabel Galina. "CASE STUDY: Digital Humanities in Mexico." In *Digital Humanities in Practice*. Eds. Claire Warwick, Melissa Terras, and Julianne Nyhan. 202-4. London, UK: Facet in Association with UCL Center for Digital Humanities, 2012.

Russell, John. "Teaching Digital Scholarship in the Library: Course Evaluation." dh + lb. ARCL Digital Humanities Discussion Group, 2013.

Russo, A., and J. Watkins. "Digital Cultural Communication: Audience and Remediation." In *Theorizing Digital Cultural Heritage: A Critical Discourse*. Eds. F. Cameron, and S. Kenderdine. 149-164. Cambridge, MA: MIT Press, 2007.

Ryan, Marie-Laure, ed. *Cyberspace Textuality: Computer Technology and Literary Theory*. Bloomington, IN: Indiana University Press, 1999.

Ryan, M.-L. "Defining Narrative Media." *Image and Narrative: Online Magazine of the Visual Narrative*, 6 (2003). http://www.imageandnarrative.be/inarchive/mediumthe-ory/marielaureryan.htm.

Rybicki, Jan, Maciej Eder, and David L. Hoover. "Computational Stylistics and Text Analysis." In *Doing Digital Humanities: Practice, Training, Research*. Eds. Constance Crompton, Richard J. Lane, Ray Siemens. 123-44. New York, NY: Routledge, 2016.

Rydberg Cox, Jeffrey A. *Digital Libraries and the Challenges of Digital Humanities*. Chandos Information Professional Series. Oxford, UK: Chandos Publishing, 2006.

Sabharwal, Arjun. *Digital Curation in the Digital Humanities: Preserving and Promoting Archival and Special Collections.* Oxford, UK: Chandos Publishing, 2015.

Sabharwal, Arjun. "Digital Directions in Academic Knowledge Management: Visions and Opportunities for Digital Initiatives at the University of Toledo." *Special Libraries Association 2010 Annual Conference & INFO-EXPO*. 2010.

Sabharwal, Arjun. "Digital Representations of Disability History: Developing a Virtual Exhibition at the Ward M. Canaday Center, University of Toledo." *Archival Issues: Journal of the Midwest Archives Conference* 34, 1 (2012): 7-21.

Saenger, Paul. Space Between Words: The Origin of Silent Reading. Stanford, CA: Stanford University Press, 1997.

Saint-Martin, Fernande. *Semiotics of Visual Language*. Translated by Ferande Saint-Martin. Bloomington, IN: Indiana University Press, 1997.

Saklofske, Jon, Estelle Clements, and Richard Cunningham. "On the Digital Future of Humanities." In *Digital Humanities Pedagogy: Practices, Principles, and Policies*. Ed. Brett D. Hirsch. 311-30. Cambridge, MA: Open Book Publishers, 2012.

Saklofske, Jon, Estelle Clements, and Richard Cunningham. "They Have Come, Why Won't We Build It? On the Digital Future of the Humanities." In *Digital Humanities Pedagogy: Practices, Principles, and Politics*. Ed. Brett D Hirsch. Cambridge, MA: Open Book Publishers, 2012. http://www.openbookpublishers.com/htmlreader/DHP/chap13.html.

Salen, Katie, and Eric Zimmerman. *Rules of Play: Game Design Fundamentals*. Cambridge, MA: MIT Press, 2004.

Saler, Michael. "The Hidden Cost: Review of To Save Everything, Click Here, by Evgeny Morozov." *The Times Literary Supplement* (May 24, 2013): 3–4.

Salter, Anastasia. What is Your Quest?: From Adventure Games to Interactive Books. lowa City, IA: University of Iowa Press, 2014.

Salter, C. "Entangled: Technology and the Transformation of Performance." Cambridge, MA: MIT Press. 2012.

Salway, Benet. "Travel, Itinerary and Tabellaria." In *Travel and Geography in the Roman Empire*. Eds. Colin Adams and Ray Laurence. 22-66. London and New York: Routledge, 2001.

Sample, Mark. "Difficult Thinking about the Digital Humanities." In *Debates in the Digital Humanities*. Eds. Matthew K. Gold and Lauren Klein. 510-513. Minneapolis, MN: University of Minnesota, 2016.

Sample, Mark. "The Digital Humanities Is Not about Building, it's about Sharing." Sample-Reality (blog), May 25, 2011. / http://www.samplereality.com/2011/05/25/the-digital-humanities-is-not-about-building-its-about-sharing/.

Sample, Mark. "On the Death of the Digital Humanities Center." Sample Reality (blog). March 26, 2010. http://www.samplereality.com/2010/03/26/on-the-death-of-the-digital-humanities-center/.

Sample, Mark. "Renetworking House of Leaves in the Digital Humanities." Sample Reality (blog). August 18, 2011. http://www.samplereality.com/2011/05/25/the-digital-humanities-is-not-about-building-its-about-sharing/.

Sample, Mark. "Resisting Technology: The Right Idea for All the Wrong Reasons." Works and Days 16, no. 1-2 (1998): 423-426.

Sample, Mark. "Tenure as a Risk-Taking Venture." *Journal of Digital Humanities* 1, no. 4 (Fall 2012). http://journalofdigitalhumanities.org/1-4/tenure-as-a-risk-taking-venture-by-mark-sample/.

Sample, Mark. "Unseen and Unremarked On: Don DeLillo and the Failure of the Digital Humanities." In *Debates in the Digital Humanities*. Ed. Matthew K. Gold. 187-201. Minneapolis, MN: University of Minnesota, 2012.

Sample, Mark. "What's Wrong with Writing Essays." In *Debates in the Digital Humanities*. Ed. Matthew K. Gold. 404-405. Minneapolis, MN: University of Minnesota, 2012.

Sanchez, Elie. Fuzzy Logic and the Semantic Web. New York, NY: Elsevier, 2006.

Sandweiss, Martha A. "Artifacts as Pixels, Pixels as Artifacts: Working with Photographs in the Digital Age." *Perspectives on History* (November 2013).

Sandweiss, Martha A. "Image and Artifact: The Photograph as Evidence in the Digital Age." *Journal of American History* 92 (207): 193-202.

Sau-Dufrene, Bernadette, ed. *Heritage and Digital Humanities: How Should Training Practices Evolve?* LIT Verlag, 2014.

Sayers, Jentery. "Dropping the Digital." In *Debates in the Digital Humanities*. Eds. Matthew K. Gold and Lauren Klein. 475-492. Minneapolis, MN: University of Minnesota, 2016.

Sayers, Jentery. How Text Lost Its Source: Magnetic Recording Cultures. PhD dissertation, University of Washington, 2011.

Sayers, Jentery. "I Don't Know All the Circuitry." In *Making Things and Drawing Boundaries: Experiments in the Digital Humanities*. Ed. Jentery Sayers. 1-20. Minneapolis, MN: University of Minnesota Press, 2017.

Sayers, Jentery, ed. *Making Things and Drawing Boundaries: Experiments in the Digital Humanities*. Minneapolis, MN: University of Minnesota Press, 2017.

Sayers, Jentery. "Project Snapshot: 'AIDS Quilt Touch': Virtual Quilt Browser." In *Making Things and Drawing Boundaries: Experiments in the Digital Humanities*. Ed. Jentery Sayers. 271. Minneapolis, MN: University of Minnesota Press, 2017.

Sayers, Jentery. "Project Snapshot: Bibliocircuitry and the Design of the Alien Everyday, 2012-13." In *Making Things and Drawing Boundaries: Experiments in the Digital Humanities*. Ed. Jentery Sayers. 162. Minneapolis, MN: University of Minnesota Press, 2017.

Sayers, Jentery. "Project Snapshot: Designs for Foraging: Fruit Are Heavy, 2015-16." In *Making Things and Drawing Boundaries: Experiments in the Digital Humanities*. Ed. Jentery Sayers. 257-8. Minneapolis, MN: University of Minnesota Press, 2017.

Sayers, Jentery. "Project Snapsot: Fashioning Circuits, 2011-Present." In *Making Things* and *Drawing Boundaries: Experiments in the Digital Humanities*. Ed. Jentery Sayers. 232-3. Minneapolis, MN: University of Minnesota Press, 2017.

Sayers, Jentery. "Project Snapshot: Glitch Console." In *Making Things and Drawing Boundaries: Experiments in the Digital Humanities*. Ed. Jentery Sayers. 185-6. Minneapolis, MN: University of Minnesota Press, 2017.

Sayers, Jentery. "Projects Snapshot: Loss Sets." In *Making Things and Drawing Bounda*ries: Experiments in the Digital Humanities. Ed. Jentery Sayers. 205. Minneapolis, MN: University of Minnesota Press, 2017.

Sayers, Jentery. "Project Snapshot: Made: Technology on Affluent Leisure Time." In *Making Things and Drawing Boundaries: Experiments in the Digital Humanities*. Ed. Jentery Sayers. 128-9. Minneapolis, MN: University of Minnesota Press, 2017.

Sayers, Jentery. "Project Snapshot: MashBOT." In *Making Things and Drawing Bounda*ries: Experiments in the Digital Humanities. Ed. Jentery Sayers. 55-56. Minneapolis, Minnesota: University of Minnesota Press, 2017.

Sayers, Jentery. "Project Snapshot: Mic Jammer." In *Making Things and Drawing Boundaries: Experiments in the Digital Humanities*. Ed. Jentery Sayers. 115. Minneapolis, MN: University of Minnesota Press, 2017.

Sayers, Jentery. "Project Snapshot: Movable Party." In *Making Things and Drawing Boundaries: Experiments in the Digital Humanities*. Ed. Jentery Sayers. 249-50. Minneapolis, MN: University of Minnesota Press, 2017.

Sayers, Jentery. "Prototyping the Past." Visible Language 49, no. 3 (2015): 157-77.

Sayer, Jentery. *Teaching and Learning Multimodal Communications*. 2013. http://scalar.usc.edu/maker/english-507/index.

Sayers, Jentery. "Technology." In *Keywords for American Cultural Studies*. 2nd edition. Eds. B. Burnett and G. Hendler. New York, NY: New York University Press. http://hdl.handle.net/2333.1/rr4xh08x).

Sayers, Jentery. "Why Do Marketspaces Matter for the Humanities? For Writing Centers?" Two Year College Association Pacific-Northwest, October 26, 2013. http://www.maker.uvic.ca/pnwca2013/#/title. Sayers, Jentery, Devon Elliot, Kari Kraus, Bethany Nowviskie, and William J Turkel. "Between Bits and Atoms: Physical Computing and Desktop Fabrication in the Humanities." In *A New Companion to Digital Humanities*. Eds. by Susan Schreibman, Ray Siemens, and John Unsworth. 3-21. West Sussex, UK: Wiley-Blackwell, 2016.

Sayers, Jentery, J. Boggs, D. Elliott, and W.J. Turkel. "Made to Make: Expanding Digital Humanities through Desktop Fabrication." *Digital Humanities*.

Scalar. http://scalar.usc.edu/.

Schaffner, J., and R. Erway. "Does Every Research Library Need a Digital Humanities Center?" Dublin, OH: OCLC Research. http://www.oclc.org/content/dam/research/publications/library/2014/oclcresearch-digital-humanities-center-2014.pdf.

Schama, Simon. Landscape and Memory. New York, NY: Random House, 1996.

Schantz, H. *The History of OCR, Optical Character Recognition.* Manchester Center, VT: Recognition Technologies Users Association, 1982.

Scheindfeldt, Tom. "The Dividends of Difference: Recognizing Digital Humanities' Diverse Family Tree/s." *Found History*. April 7, 2014. http://foundhistory.org/2014/04/the-dividends-of-difference-recognizing-digital-humanities-diverse-family-trees/.

Scheindfeldt, Tom. "Stuff Digital Humanities Like: Defining Digital Humanities by its Values." Found History. December 2, 2010. http://www.foundhistory.org/2010/12/02/stuff-digital-humanists-like/.

Scheindfeldt, Tom. "Sunset for Ideology, Sunrise for Methodology?" In *Debates in the Digital Humanities*. Ed. Matthew K. Gold. 124-126. Minneapolis, MN: University of Minnesota Press, 2012.

Scheindfeldt, Tom. "Where's the Beef?" Does Digital Humanities Have to Answer Questions?" In *Debates in the Digital Humanities*. Ed. Matthew K. Gold 56-58. Minneapolis, MN: University of Minnesota Press, 2012.

Scheindfeldt, Tom. "Why Digital Humanities is 'Nice'?". In *Debates in the Digital Humanities*. Ed. Matthew K. Gold. 59-60. Minneapolis, MN: University of Minnesota Press, 2012.

Schell, J. *The Art of Game Design: A Book of Lenses*. Amsterdam and Boston: Elsevier/Morgan Kaufmann.

Schmidt, Desmond. "The Inadequacy of Embedded Markup for Cultural Heritage Texts." *Literacy and Linguistic Computing* 25, no. 3 (2010): 337-356.

Schmidt, Benjamin. "Do Digital Humanists Need to Understand Algorithms?" In *Debates in the Digital Humanities*. Eds. Matthew K. Gold and Lauren Klein. 546-555. Minneapolis, MN: University of Minnesota Press, 2016.

Schmidt, Benjamin. "Words Alone: Dismantling Topic Models in the Humanities." *Journal of Digital Humanities* 2, no. 1 (2013). http://journalofdigitalhumanities.org/2-1/words-alone-by-benjamin-m-schmidt/.

Schnapp, Jeffrey and Matthew Battles. *The Library Beyond the Book* (metaLABProjects). Cambridge, MA: Harvard University Press, 2014.

Shneiderman, Ben. *Leonardo's Laptop: Human Needs and the New Computing Technologies*. Cambridge, MA: MIT Press, 2002.

Schöch, Christof. "Big? Smart? Clean? Messy? Data in the Humanities." *Journal of Digital Humanities* 2.3 (2013): 2-13.

Scholle, David. "Resisting Disciplines: Repositioning Media Studies in the University." *Communication Theory*, 5 (1995): 130-43.

Scholz, Sandra, and Robert Chenhall. "Archaeological Data Banks in Theory and Practice." *American Antiquity* 41, no. 1 (1976): 89-96.

Scholz, R. Trebor, ed. *Digital Labor: The Internet as Playground and Factory*. New York, NY: Routledge, 2013.

Scholz, R. Trebor. *Digital Labor: New Opportunities, Old Inequalities*. Re:public, 2013. May 7, 2013. video. http://www.youtube.com/watch?v=52CqKIR0rVM.

Scholz, R. Trebor. *Learning Through Digital Media*. New York, NY: Institute for Distributed Creativity, 2011.

Schreibman, Susan. "Computer-mediated Texts and Textuality: Theory and Practice." *Computers and the Humanities* 36, no. 3 (2002): 283-293. http://www.jstor.org/pss/30200528.

Schreibman, Susan. "Digital Scholarly Editing." *Literary Studies in the Digital Age: An Evolving Anthology*. Eds., Kenneth M. Price and Ray Siemens. Modern Language Association, 2013.

Schreibman, Susan, Ray Siemens, and John Unsworth. *A Companion to Digital Humanities*. West Sussex, UK: Wiley-Blackwell, 2004. www.digitalhumanities.org/companion.

Schreibman, Susan, Ray Siemens, and John Unsworth, eds. *A New Companion to Digital Humanities*. xxiii-xxvii. West Sussex, UK: Wiley-Blackwell, 2016.

Schreibman, Susan, Laura Mandela, and Olsen Stephen. "Introduction: Evaluating Digital Scholarship." *Profession* 1 (2011): 123-201. http://www.mlajournals.org/doi/abs/10.1632/prof.2011.2011.1.123.

Schuler, Douglas, and Aki Namioka. *Participatory Design: Principles and Practices*. Mahwah, NJ: Erlbaum, 1993.

Schulz, Kathryn. *Being Wrong: Adventures in the Margin of Error*. New York, NY: Harper Collins, 2010.

Schulz, Kathryn. "What Is Distant Reading?" *New York Times Sunday Book Review,* June 24, 2011. http://www.nytimes.com/2011/06/26/books/review/the-mechanic-muse-what-is-distant-reading.html?r=0.

Schuurman, N. "Trouble in the heartland: GIS and its Critics in the 1990s." *Progress in Human Geography*, 24, 4 (2000): 569-90.

ScoreAHit. "The Hit Equation." http://scoreahit.com/TheHitEquation/.

Seaman, David. "GIS and the Frontier of Digital Access: Application of GIS Technology in the Research Library." Paper presented at Future Foundations: Mapping the Past-Building the Greater Philadelphia GeoHistory Network. Chemical Heritage Foundation, Philadelphia, PA. 2005.

Segel, Edward, and Jeffrey Heer. "Narrative Visualisation: Telling Stories with Data." TVCG 16, 6, (2010): 1139-48.

Selfe, Cynthia. "Computers in English Departments: The Rhetoric of Technopower." ADE Bulletin 90 (1988): 63-67. http://www.mla.org/adefl bulletin c ade 90 63&from=adefl bulletin t ade90 0.

Selfe, Cynthia. and G. Hawisher. Literate Lives in the Information Age: Narratives of Literacy from the United States. Mahwah, NJ: Lawrence Erlbaum, 2004.

Selfe, Cynthia. *Technology and Literacy in the Twenty-First Century: The Importance of Paying Attention*. Carbondale, IL: Southern Illinois University Press, 1999.

Selisker, Scott. "Digital Humanities Knowledge: Reflections on the Introductory Graduate Syllabus." In *Debates in the Digital Humanities*. Eds. Matthew K. Gold, and Lauren Klein. 194-198. Minneapolis, MN: University of Minnesota Press, 2016

Senchyne, Jonathan. "Between Knowledge and Metaknowledge: Shifting Disciplinary Borders in Digital Humanities and Library and Information Studies." In *Debates in the Digital Humanities*. Eds. Matthew K. Gold and Lauren Klein. 368-376. Minneapolis, MN: University of Minnesota Press, 2016.

She, Sydney J. "Digital Materiality." In *A New Companion to Digital Humanities*. Eds. Susan Schreibman, Ray Siemens, and John Unsworth. 322-330. West Sussex, UK: Wiley-Blackwell, 2016.

Sheppard, Eric. "Knowledge Production through Critical GIS: Genealogy and Prospects." *Cartographica* 40:4 (2005): 5-21.

Sherman, Erica. "Urban Agents: Confraternities, Devotion and the Formation of a New Urban State in Eighteenth-Century Minas Gerais." PhD dissertation, Duke University, 2017.

Sherratt, Tim. "It's all about the Stuff: Collections, Interfaces, Power and People." *Discontents*. November 2011. http://journalofdigitalhumanities.org/1-1/its-all-about-the-stuff-by-tim-sherratt/

Shillingsburg, Peter L. From Gutenberg to Google: Electronic Representations of Literary Texts. Cambridge, MA: Cambridge University Press, 2006.

Shillingsburg, Peter L. "Principles for electronic Archives, Scholarly Editions, and Tutorials." In *The Literary Text in the Digital* Age. Ed. Richard J. Finneran. 23-35. Ann Arbor, MI: University of Michigan Press, 1996.

Shields, R. "The Virtual." In Key Ideas. London and New York: Routledge, 2002.

Shirazi, Roxane. "Reproducing the Academy: Librarians and the Question of Service in the Digital Humanities." In *Making Things and Drawing Boundaries: Experiments in the Digital Humanities*. Ed. Jentery Sayers. 86-94. Minneapolis, MN: University of Minnesota Press, 2017.

Sholette, Gregory. "Disciplining the Avant-Garde: The United States Versus the Critical Art Ensemble." *Circa* 112 (2005): 50-59. http://www.jstor.org/pss/25564316.

Shopes, Linda. "Making Sense of Oral History." *Oral History in the Digital Age*. http://ohda.matrix.msu.edu/2012/08/making-sense-of-oral-history/.

Shore, Daniel. "WWJD? The Genealogy of a Syntactic Form." *Critical Inquiry*. 37, no. 1 (2010): 1–25.

Short, H., and J. Nyhan. "'Collaboration Must be Fundamental or It's not Going to Work': an Oral History." *DHQ: Digital Humanities Quarterly.* 3 (2) (2009).

Showers, Ben. "Does the Library Have a Role to Play in the Digital Humanities?" JISC Digital Infrastructure Team, February 23, 2012. http://infteam.jiscin-volve.org/wp/2012/02/23/does-the-library-have-a-role-to-play-in-the-digital-humanities/.

Siebert, Loren. "Using GIS to Document, Visualize, and Interpret Tokyo's Spatial History." *Social Science History* 24:3 (2000): 537-74.

Siefring, Judith. "SECT (Sustaining the EBBO-TCP Corpus in Translation)." JISC. (2013). https://www.webarchive.org.uk/wayback/archive/20140614062112/http://www.jisc.ac.uk/whatwedo/programmes/preservation/SECT.aspx.

Siemens, Lynne. "Project Management and the Digital Humanist." In *Doing Digital Humanities: Practice, Training, Research*. Eds. Constance Crompton, Richard J. Lane, Ray Siemens. 343-57. New York, NY: Routledge, 2016.

Siemens, Lynne. "'It's a Team If You Use 'Reply All': An Exploration of Research Teams in Digital Humanities Environments." *Literary and Linguistic Computing* 24, no. 2 (June 1, 2009): 225 -233.

Siemens, Lynne, Ray Siemens, Richard Cunningham, Teresa Dobson, Alan Galey, Stan Ruecker, and Claire Warwick. "INKE Administrative Structure, Omnibus Document." *New Knowledge Environments* 1, no. 1. 2009. http://journals.uvic.ca/index.php/INKE/article/view/546/245.

Siemens, Lynne, Richard Cunningham, Wendy Duff, and Claire Warwick. "A Tale of Two Cities: Implications of the Similarities and Differences in Collaborative Approaches Within the Digital Libraries and Digital Humanities Communities." *Literary and Linguistic Computing* 26, no. 3 (2011): 335 -348.

Siemens, Raymond, and S. Schreibman, eds. *A Companion to Digital Literary Studies*. Oxford, UK: Blackwell, 2007.

Siemens, Raymond. and J. Sayers. "Toward Problem-Based Modeling in the Digital Humanities." In *Between Humanities and the Digital*. Eds, P. Svensson and D.T. Goldberg. Cambridge, MA: MIT Press, 2015.

Siemens, Raymond, et al. "Human-Computer Interface/Interaction and the Book: A Consultation-derived Perspective on Foundational E-Book Research." In *Collaborative Research in the Digital Humanities*. Eds. Marilyn Deegan and Willard McCarty. 162-89. Farnham, UK: Ashgate, 2012.

Silberschatz, A., H.F. Korth, and S. Sudarshan, eds. *Database System Concepts*, 3rd edition. New York, NY: McGraw-Hill, 1996.

Simon, Herbert A. "Understanding the Natural and the Artificial Worlds." In *The Sciences of the Artificial*, 3rd ed., 1–24. Cambridge and London: The MIT Press, 2000.

Simon, Nina. The Participatory Museum. http://www.participatorymuseum.org/.

Simsion, G. *Data Modeling: Theory and Practice*. Bradley Beach, NJ: Technics Publications, 2007.

Sinclair, S., S. Ruecker, and M. Radzikowska. "Information Visualization for Humanities Scholars." In *Literary Studies in the Digital Age: A Methodological Primer*. Eds. K. Price and R. Siemens. New York, NY: MLA Commons, 2013.

Sinclair, Stéfan, and Geoffrey Rockwell. "Text Analysis and Visualization: Making Meaning Count." In *A New Companion to Digital* Humanities. Eds. Susan Schreibman, Ray Siemens, and John Unsworth. 274-290. West Sussex, UK: Wiley-Blackwell, 2016.

Sinclair, Stéfan, and Geoffrey Rockwell. "Towards an Archaeology of Text Analysis Tools." *Digital Humanities 2014*. 2014.

Sinclair, Stéfan, Stan Ruecker, and Milena Radzikowska. "Information Visualization for Humanities Scholars." *Literary Studies in the Digital Age: An Evolving Anthology*. Eds. Kenneth M. Price and Ray Siemens. MLA Commons. Modern Language Association of America. 2013.

Sinton, Diana S., and Jennifer J. Lund. *Understanding Place: GIS and Mapping Across the Curriculum*. Redlands, CA: ESRI Press, 2007.

Slack, Jennifer Daryl, and John Macgregor Wise. *Culture and Technology: A Primer*. New York, NY: Peter Lang, 2005.

Slade, G. *Made to Break: Technology and Obsolescence in America*. Cambridge, MA: Harvard University Press, 2006.

Smith, H., and R. Dean. *Practice-Led and Research-led Practice*. Edinburgh, UK: Edinburgh University Press, 2009.

Smith, I.G., ed. *The Internet of Things 2012. New Horizons.* Internet of Things European Research Cluster, 2012.

Smith, J.B. "Computer Criticism." STYLE XII, 4 (1978): 326-356.

Smith, J.B. "Image and Imagery in Joyce's *Portrait*: A Computer-Assisted Analysis." *Directions in Literary Criticism: Contemporary Approaches to Literature*. Eds. S. Weintraub and P. Young. 220-227. University Park, PA: The Pennsylvania State University Press, 1973.

Smith, J.B. "A New Environment for Literary Analysis." *Perspectives in Computing* 4, 2/3, (1984): 20-31.

Smith, James. "Working with the Semantic Web." *Doing Digital Humanities: Practice, Training, Research*. Eds. Constance Crompton, Richard J. Lane, Ray Siemens. 273-88. New York, NY: Routledge, 2016.

Smith, Martha Nell. "Electronic Scholarly Editing." In *A Companion to Digital Humanities*. Eds. Ray Siemens, John Unsworth, and Susan Schreibman. Oxford, UK: Blackwell, 2004. http://www.digitalhumanities.org/companion/.

Smith Rumsey, Abby. "Creating Value and Impact in the Digital Age Through Translational Humanities." Washington, DC: Council on Library and Information Resources. 2013.

Smith Rumsey, Abby. "Report of the Scholarly Communication Institute 8: Emerging Genres in Scholarly Communication." Scholarly Communication Institute, University of Virginia Library, July 2010.

Smithies, James. "Evaluating Scholarly Digital Outputs: The 6 Layers Approach." *Journal of Digital Humanities* 1, no. 4 (Fall 2012). http://journalofdigitalhumanities.org/1-4/evaluating-scholarly-digital-outputs-by-james-smithies/.

Smithies, James. "Full Stack DH: Building a Virtual Research Environment." In *Making Things and Drawing Boundaries: Experiments in the Digital Humanities*. Ed. Jentery Sayers. 102-14. Minneapolis, MN: University of Minnesota Press, 2017.

Smithies, James. "Introduction to Digital Humanities." March 14, 2012. http://jamessmithies.org/2012/03/14/introduction-to-digital-humanities/.

Smithsonian "Smithsonian Digital Volunteers." Smithsonian Digital Volunteers. https://transcription.si.edu.

Smithsonian Social Media Policy. 2011. http://www.si.edu/content/pdf/about/sd/SD-814.pdf.

Sneha, P.P. "Making Humanities in the Digital: Embodiment and Framing in Bichitra and Indiancine.ma." In *Making Things and Drawing Boundaries: Experiments in the Digital Humanities*. Ed. Jentery Sayers. 57-70. Minneapolis, MN: University of Minnesota Press, 2017.

Snow, C.P. *The Two Cultures and the Scientific Revolution*. New York, NY: Cambridge University Press, 1959.

Snyder, Susan. *The Comic Matrix of Shakespeare's Tragedies: Romeo and Juliet, Hamlet, Othello, and King Lear.* Princeton, NJ: Princeton University Press, 1979.

Soja, Edward. *Postmodern Geographies: The Reassertion of Space in Critical Social Theory*. London, UK: Verso, 1989.

Somerson, R., and M. Hermano, eds. *The Art of Critical Making: Rhode Island School of Design on Creative Practice.* Hoboken, NJ: John Wiley & Sons, Inc, 2013.

Sorapure, Madeleine. "Between Modes: Assessing Student New Media Compositions." *Kairos* 10, No. 2 (2005): 4-14.

"Sorting Algorithms as Dances." 2011. https://www.i-programmer.info/news/150-training-a-education/2255-sorting-algorithms-as-dances.html. (January 3, 2019).

Sousanis, Nick. Unflattening. Cambridge, MA: Harvard University Press, 2015.

Southall, Humphrey R. "Applying Historical GIS Beyond the Academy: Four Use Cases for the Great Britain HGIS." In *Toward Spatial Humanities*. Bloomington, IN: Indiana University Press, 2010.

Spatial Humanities. <u>spatial.scholarslab.org.</u>

Speck, R., and P. Links. "The Missing Voice: Archivists and Infrastructures for Humanities Research." In *International Journal of Humanities and Arts Computing* 7 (1-2) (2013): 128-146. doi: 10.3366/ijhac.2013.0085.

Sperberg-McQueen, C.M. "Classification and its Structures". In *A New Companion to Digital* Humanities. Eds. by Susan Schreibman, Ray Siemens, and John Unsworth. 377-394. West Sussex, UK: Wiley-Blackwell, 2016.

Spiro, Lisa. "Collaborative Authorship in the Humanities." *Digital Scholarship in the Humanities*. April 21, 2009. http://digitalscholarship.wordpress.com/2009/04/21/collaborative-authorship-in-the-humanities/.

Spiro, Lisa. "Computing and Communicating Knowledge: Collaborative Approaches to Digital Humanities Projects." http://ccdigitalpress.org/cad/Ch2_Spiro.pdf.

Spiro, Lisa. Digital Research Tools (DiRT) Wiki. https://digitalresearchtools.pbworks.com/w/page/17801672/FrontPage.

Spiro, Lisa. "Examples of Collaborative Digital Humanities Projects." *Digital Scholarship in the Humanities*, June 1, 2009. http://digitalscholarship.word-press.com/2009/06/01/examples-of-collaborative-digital-humanities-projects/.

Spiro, Lisa. "Getting Started in Digital Humanities." *Journal of Digital Humanities*, vol 1, no. 1 (2011). http://journalofdigitalhumanities.org/1-1/getting-started-in-digital-humanities-by-lisa-spiro/

Spiro, Lisa. "Getting Started in the Digital Humanities." *Digital Scholarship in the Humanities*. October 14, 2011.

http://digitalscholarship.wordpress.com/2011/10/14/getting-started-in-the-digital-humanities/.

Spiro, Lisa. "Opening Up Digital Humanities Education". *Digital Scholarship in the Humanities*. September 8, 2010. http://digitalscholarship.word-press.com/2010/09/08/opening-up-digital-humanities-education/.

Spiro, Lisa. "This Is Why We Fight': Defining the Values of the Digital Humanities." In *Debates in the Digital Humanities*. Ed. Matthew K. Gold. Minneapolis, MN: University of Minnesota Press, 2012.

Spiro, Lisa. "Tips on Writing a Successful Grant Proposal." *Digital Scholarship in the Humanities*, September 9, 2008. http://digitalscholarship.wordpress.com/2008/09/09/tips-on-writing-a-successful-grant-proposal/.

Srinivasan, Ramesh. "Taking Power Through Technology in the Arab Spring." *Al Jazeera*. October 25, 2012. http://www.aljazeera.com/indepth/opin-ion/2012/09/2012919115344299848.html.

Srinivasan, Ramesh, Katherine M. Becvar, Robin Boast, and Jim Enote. "Diverse Knowledges and Contact Zones within the Digital Museum." *Science, Technology, and Human Values* 35, no. 5 (2010): 735-768.

Srinivasan, R., J. Enote, K. Becvar, and R. Boast. "Critical and Reflective Uses of New Media in Tribal Museums." *Museum Management and Curatorship*, 24, 2 (2009): 161-181.

Srinvasan, Ramesh, and Jeffrey Huang. "Fluid Ontologies for Digital Museums." *International Journal on Digital Libraries* 5, no. 3 (2005): 193-204.

Staley, David J. *Brain, Mind and Internet: A Deep History and Future*. Basingstoke, UK: Palgrave Pivot, 2014.

Staley, David J. Computers, Visualization, and History: How New Technology Will Transform Our Understanding of the Past. Armonk, NY: M.E. Sharpe, 2003.

Staley, David J. "Historical Visualizations." *Journal of the Association for History and Computing* 3, no. 3 (2000).

Staley, David J. "On the 'Maker Turn' in the Humanities." In *Making Things and Drawing Boundaries: Experiments in the Digital Humanities*. Ed. Jentery Sayers. 32-41. Minneapolis, MN: University of Minnesota Press, 2017.

Staley, David J. "Visual Historiography: Toward an Object-Oriented Hermeneutics." *The American Historian*. https://tah.oah.org/content/visual-historiography/.

Staley, David J., Scott A. French, and Bill Ferster. "Visual Historiography: Visualizing 'The Literature of a Field'." *Journal of Digital Humanities* 3, no. 1 (Spring 2014).

Steinkuehler, Constance. "Massively Multiplayer Online Gaming as a Constellation of Literacy Practices." *E-learning* 4.3 (2007): 297-318.

Sternberg, S. H. Five Hundred Years of Printing. New York, NY: Criterion Books, 1959.

Sternfeld, J. "Archival Theory and Digital Historiography: Selection, Search, and Metadata as Archival Processes for Assessing Historical Contextualization." *The American Archivist* 74, 2 (2011): 544-575.

Stertzer, Jennifer. "Foundations for Digital Editing, with Focus on the Documentary Tradition." In *Doing Digital Humanities: Practice, Training, Research*. Eds. Constance Crompton, Richard J. Lane, Ray Siemens. 243-54. New York, NY: Routledge, 2016.

Strommel, Jesse. "The Twitter Essay." Hybrid Pedagogy (January 2012).

Suber, Peter. Open Access. Cambridge, MA: MIT, 2012.

Suda, Brian, and Sam Hampton Smith. "The 20 Best Tools for Data Visualization." Creative Bloq. Future Publishing Limited, 2013. https://www.creativebloq.com/design-tools/data-visualization-712402.

Sullivan, Elaine, Angel David Nieves, and Lisa M. Snyder. "Making the Model: Scholarship and Rhetoric in 3-D Historical Reconstructions." In *Making Things and Drawing Boundaries: Experiments in the Digital Humanities*. Ed. Jentery Sayers. 301-18. Minneapolis, MN: University of Minnesota Press, 2017.

Sukovic, Suzana. "Beyond the Scriptorium: The Role of the Library in Text Encoding." *D-Lib Magazine* 8, no. 1 (January 2002). http://www.dlib.org/dlib/january02/sukovic/01sukovic.html.

Suri, V.R. "The Assimilation and Use of GIS by Historians: a Socio-technical Interaction Networks (STIN) Analysis." *International Journal of Humanities and Arts Computing*, *5*, 2 (2011): 159-188.

Stafford, Barbara Maria. *Good Looking: Essays on the Virtue of Images*. Cambridge, MA: MIT Press, 1996.

Stauffer, Andrew. "Digital Scholarly Resources for the Study of Victorian Literature and Culture." *Victorian Literature and Culture* 39 (2011): 293-303.

Stauffer, Andrew. "My Old Sweethearts: On Digitalization and the Future of the Print Record." In *Debates in the Digital Humanities*. Eds. Matthew K. Gold and Lauren Klein. 218-229. Minneapolis, MN: University of Minnesota Press, 2016.

Sterling, Bruce. Shaping Things. Cambridge, MA: MIT Press, 2005.

Stern, Fritz, ed. *The Varieties of History: From Voltaire to the Present*. New York, NY: Vintage Books, 1972.

Sterne, Jonathan. MP3: The Meaning of a Format. Durham, NC: Duke University Press, 2012.

Sternfeld, Joshua. "Pedagogical Principles of Digital Historiography." In *Digital Humanities Pedagogy: Practices, Principles and Policies*. Ed. Brett D. Hirsch. 255-290. Cambridge, UK: Open Book Publishers, 2012.

Stone, A.R. *The War of Desire and Technology at the Clone of the Mechanical Age.* Cambridge, MA: MIT Press, 1996.

Stone, Michael. "Map or Be Mapped." Whole Earth (Fall 1998): 54.

Stone, S. "Humanities Scholars: Information Needs and Uses." *Journal of Documentation* 38 (4) (1982): 292-313.

Strate, Lance. "Studying Media as Media: McLuhan and the Media Ecology Approach." *MediaTropes* 1 (2008): 127-142. http://www.mediatropes.com/index.php/Mediatropes/article/view/3344/1488.

Sturm, Sean, and Stephen Francis Turner. "Digital Caricature." *Digital Humanities Quarterly* 8, no. 3 (2014). http://www.digitalhumanities.org/dhq/vol/8/3/000182/000182.html.

Suchman, Lucille Alice. *Human-Machine Reconfigurations: Plans and Situated Actions*. Cambridge and New York: Cambridge University Press, 2007.

Sui, Daniel Z. "GIS, Cartography, and the 'Third Culture': Geographic Imaginations in the Computer Age." *Professional Geographer* 56 (2004): 62-72.

Sula, Chria Alen. "Digital Humanities and Libraries: A Conceptual Model." *Journal of Library Administration* 53:1 (January 2013).

Summit on Digital Tools for the Humanities. The Institute for Advanced Technology in the Humanities – University of Virginia, 2006. http://www.iath.vir-ginia.edu/dtsummit/SummitText.pdf.

Sunstein, Cass R. *Infotopia: How Many Minds Produce Knowledge.* New York, NY: Oxford University Press, 2006.

"Sustainable Economics for a Digital Planet: Ensuring Long-Term Access to Digital Information." Washington, DC: Blue Ribbon Task Force on Sustainable Digital Preservation and Access, February 2010. http://brtf.sdsc.edu/biblio/BRTF_Final_Report.pdf.

Svensson, Patrik. "Beyond the Big Tent." In *Debates in the Digital Humanities*. Ed. Matthew K. Gold. Minneapolis, MN: University of Minnesota Press, 2012.

Svensson, Patrik. *Big Digital Humanities: Imagining a Meeting Place for the Humanities and the Digital.* Ann Arbor, MI: University of Michigan Press, 2016.

Svennson, Patrik. "The Digital Humanities as a Humanities Project." Arts and Humanities in Higher Education 11 (1-2) (2012): 42-60.

Svensson, Patrik. "Humanities Computing as Digital Humanities." *Digital Humanities Quarterly 3*, no. 3 (2009). http://digitalhuma-nities.org/dhq/vol/3/3/000065/000065.html

Svensson, Patrik. "The Landscape of Digital Humanities." *DHQ: Digital Humanities Quarterly* 4, no. 1 (Summer 2010). http://digitalhuma-nities.org/dhq/vol/4/1/000080/000080.html

Svensson, Patrik. "Sorting out the Digital Humanities." In *A New Companion to Digital Humanities*. Eds. by Susan Schreibman, Ray Siemens, and John Unsworth. 476-492. West Sussex, UK: Wiley-Blackwell, 2016.

Svensson, Patrik. "A Visionary Scope of the Digital Humanities." *HUMLab Blog.* February 23, 2011. http://blog.humlab.umu.se/?p=2894.

Svensson, Patrik and David Theo Goldberg, eds. *Between Humanities and the Digital*. Cambridge, MA: MIT Press, 2015.

Swafford, Joanna. "Messy Data and Faulty Tools." In *Debates in the Digital Humanities*. Eds. Matthew K. Gold, and Lauren Klein. 556-558. Minneapolis, MN: University of Minnesota Press, 2016.

Szabo, Victoria. "Transforming Art History Research with Database Analytics: Visualizing Art Markets." *Art Documentation* 31: 2 (2012): 158-175.

TaDiRAH. "TaDiRAH: Taxonomy of Digital Research Activities in the Humanities." *Dariah.* 2014. http://tadirah.dariah.eu/vocab/index.php.

Tally, R. *Melville, Mapping and Globalization: Literary Cartography in the American Baroque Writer.* London, UK: Continuum, 2009.

Tanner, Simon. "Inspiring Research, Inspiring Scholarship. The Value and Benefits of Digitized Resources for Learning, Teaching, Research and Enjoyment." *Proceedings of Archiving 2011*. 77-82. Arlington, VA: Society for Imaging Science and Technology, 2011.

Tanner, Simon. *Measuring the Impact of Digital Resources: Balanced Value Impact Model*. London, UK: King's College, October 2012. http://www.kdcs.kcl.ac.uk/innovation/impact.html.

Tanner, Simon. and G. Bearman. "Digitising the Dead Sea Scrolls." *Proceedings of Archiving 2009*. 119-23. Arlington, VA: Society for Imaging Science and Technology, 2009.

Tanner, Simon, Laura Gibson, Rebecca Kahn, and Geoff Laycock. "Choices in Digitisaion for the Digital Humanities." *Research Methods for Creating and Curating Data in the Digital Humanities*. Eds. Matt Hayler and Gabriele Griffin. 14-43. Edinburgh, UK: Edinburgh University Press, 2016.

Tanopir, Carol, et al. *Trust and Authority in Scholarly Communications in the Light of the Digital Transition: Final Report*. University of Tennessee and CIBER Research ltd, 2013.

Tate, Nicholas J., and Peter M. Atkinson, eds. *Modelling Scale in Geographical Information Science*. Chichester, UK: Wiley, 2001.

Taylor, Pamela. "Critical Thinking in and Through Interactive Computer Hypertext and Art Education." *Innovate: Journal of Online Education* 2, no. 3 (2006): 1-7.

Taylor, Tina L. *Play Between Worlds: Exploring Online Game Culture*. Cambridge, MA: MIT Press, 2006.

Teboul, Ezra. "Electronic Music Hardware and Open Design Methodologies for Post-Optimal Objects." In *Making Things and Drawing Boundaries: Experiments in the Digital Humanities*. Ed. Jentery Sayers. 177-84. Minneapolis, MN: University of Minnesota Press, 2017.

TEI (Textual Encoding Initiative Consortium). http://www.tei-c.org.

TEI: A Test Coding Initiative. "A Gentle Introduction to XML." http://www.tei-c.org/release/doc/tei-p5-doc/en/html/SG.html.

Templeman-Kluit, Nadaleen, and Alexa Pearce. "Invoking the User from Data to Design." College & Research Libraries (2014).

Tenen, Dennis. "Blunt Instrumentalism: On Tools and Methods." In *Debates in the Digital Humanities*. Eds. Matthew K. Gold and Lauren Klein. 83-91. Minneapolis, MN: University of Minnesota Press, 2016.

Terras, Melissa. "Being the Other." *Collaborative Research in the Digital Humanities*. Eds. Marilyn Deegan and Willard McCarty. 213-30. Farnham, UK: Ashgate, 2012.

Terras, Melissa. "Crowdsourcing in the Digital Humanities." In *A New Companion to Digital* Humanities. Eds. by Susan Schreibman, Ray Siemens, and John Unsworth. 420-438. West Sussex, UK: Wiley-Blackwell, 2016.

Terras, Melissa. Defining Digital Humanities: A Reader. Farnham, UK: Ashgate, 2013.

Terras, Melissa. *Digital Images for the Informational Professional*. Aldershot, UK: Ashgate, 2008.

Terras, Melissa. "Disciplined: Using Educational Studies to Analyze Humanities Computing." *Literary and Linguistic Computing*, 21.2 (2006): 229-46.

Terras, Melissa. "Digitization and Digital Resources in the Humanities." In *Digital Humanities in Practice*. Eds. Claire Warwick, Melissa Terras, and Julianne Nyhan. 47-70. London, UK: Facet in Association with UCL Center for Digital Humanities, 2012.

Terras, Melissa, and Julianne Nyhan. "Father Busa's Female Punch Card Operatives." In *Debates in the Digital Humanities*. Eds. Matthew K. Gold and Lauren Klein. 60-65. Minneapolis, MN: University of Minnesota Press, 2016.

Terras, Melissa. "The Impact of Social Media on the Dissemination of Research: Results of an Experiment." *Journal of Digital Humanities*, Vol. 1, No. 3 (Summer 2012), http://journalofdigitalhumanities.org/1-3/the-impact-of-social-media-on-the-dissemination-of-research-by-melissa-terras/.

Terras, Melissa. "Peering inside the Big Tent: Digital Humanities and the Crisis of inclusion." Author's blog. July 26, 2011. http://melissaterras.blogspot.com/2011/07/peering-inside-big-tent-digital.html.

Terras, M. "Present, Not Voting: Digital Humanities in the Panopticon: Closing Plenary Speech, Digital Humanities 2010." *Literary and Linguistic Computing* 26, no. 3 (2011): 257-69.

Thacker, Eugene. Biomedia. Minneapolis, MN: University of Minnesota Press, 2004.

Thacker, Eugene. "Networks, Swarms, Multitudes: Part One." *CTheory.* May 18, 2004. http://dhdebates.gc.cuny.edu/debates/text/422.

Thacker, Eugene. "Networks, Swarms, Multitudes: Part Two." *CTheory.* May 18, 2004. http://dhdebates.gc.cuny.edu/debates/text/423.

Thaller, M., ed. *Controversies around the Digital Humanities*. Historical Social Research/ Historische Sozialforschung 37.1. Köln, Germany: QUANTUM and Zentrum für Historische Sozialforschung.

THATCamp: The Humanities and Technology Camp. thatcamp.org.

Thomas, Douglas and John Seely Brown. A New Culture of Learning: Cultivating the Imagination for a World of Constant Change. CreateSpace Independent Publishing Platform, 2011.

Thomas, Lindsay, and Dana Solomon. "Active Users: Project Development and Digital Humanities Pedagogy." *CEA Critic* 76, no. 2 (July 2014). http://muse.jhu.edu/login?auth=0&type=summary&url=/journal/cea_critic/v076/76.2.thomas.html.

Thomas III, William G. "Blazing Trails toward Digital History Scholarship." *Social History/Histoire Sociale* 34, no. 68 (2001): 415-26.

Thomas III, William G., and Elizabeth Lorang. "The Other End of the Scale: Rethinking the Digital Experience in Higher Education." *Educause Review* 49, no. 5 (2014). http://www.educause.edu/ero/article/other-end-scale-rethinking-digital-experience-higher-education.

Thomas III, William G. "The Promise of the Digital Humanities and the Contested Nature of Digital Humanities." In *A New Companion to Digital Humanities*. Eds. by Susan Schreibman, Ray Siemens, and John Unsworth. 524-537. West Sussex, UK: Wiley-Blackwell, 2016.

Thompson, Ann. "Teena Rochfort Smith, Frederick Furnivall, and the New Shakespere Society's Four-Text Edition of Hamlet." *Shakespeare Quarterly* 49, no. 2 (1998): 125–149.

Thompson Klein, Julie. *Interdisciplining Digital Humanities*. Ann Arbor, MI: University of Michigan Press, 2015.

Tiffany, Daniel. *Toy Medium: Materialism and Modern Lyric*. Berkeley, CA: University of California, 2000.

Tiles, Mary, and Hans Oberdiek, "Conflicting Visions of Technology." In *Living in a Technological Culture: Human Tools and Human Values*, 12–28. London and New York: Routledge, 1995.

Tillman, R L. <u>"Pirensi: Now in 3-D."</u> *Printeresting.* Warhol Foundation. 5 October 2010. Web. 8 August 2013.

Tolman, E.C. "Cognitive Maps in Rats and Men." *Psychological Review* 55, no.4 (1948): 189-208.

Townsend, R.B. "How is New Media Reshaping the Work of Historians?" *Perspectives on History*. November 2010.

Trahey, Tara M. "A Black-Figure Vase in the Nasher Museum: Visualizing an Iconographic Network between Athens and Vulci in the 6th Century BCE." BA Honors thesis, Duke University, 2015.

"#transformDH: This is the Digital Humanities." http://transformdh.tmblr.com/.

Troyano, Joan Fragaszy. "Discovering Scholarship on the Open Web: Communities and Methods." April 1, 2013, http://pressforward.org/discovering-scholarship-on-the-open-

web-communities-and-methods/http://www.lotfortynine.org/2012/08/navigating-dh-for-cultural-heritage-professionals-2012-edition/.

Tryon, Chuck. "Using Video Annotation Tools to Teach Film Analysis." *Profhacker*. http://chronicle.com/blogs/profhacker/using-video-annotation-tools-to-teach-film-analysis/57171.

Tuan, Yi-Fu. "Images and Mental Maps." *Annals of the Association of American Geographers*. 65, no 2 (1975): 205-13.

Tuan, Yi-Fu. *Space and Place: The Perspective of Experience.* reprint. Minneapolis, MN: University of Minnesota Press, 2001.

Tufte, Edward. Envisioning Information. Cheshire, CT: Graphics Press, 1990.

Tufte, Edward. "PowerPoint is Evil." Wired. (2003). https://www.wired.com/2003/09/ppt2/.

Tufte, Edward. *The Visual Display of Quantitative Information*. 2nd ed. Cheshire, CT: Graphics Press, 2001.

Tufts University. *Perseus Digital Library*. http://www.perseus.tufts.edu/hop-per/help/versions.jsp.

Tunkelang, Daniel. Faceted Search. San Rafael, CA: Morgan & Claypool, 2009.

Turkel, William J. "Hacking History, from Analog to Digital and Back Again." *Rethinking History* 15 (2) 287-296.

Turkel, William J. Shezan Muhammedi, and Mary Beth Start. "Grounding Digital History in the History of Computing." *IEEE Annals of the History of Computing* (2014): 72.

Tukey, John W. Exploratory Data Analysis. Reading, MA: Addison-Wesley, 1977.

Turkle, Sherry. Alone Together: Why We Expect More from Technology and Less from Each Other. New York, Ny: Basic Books, 2011.

Turkle, Sherry. *Life on the Screen: Identity in the Age of the Internet.* New York, NY: Simon and Schuster, 1997.

Turner, Fred. From Counterculture to Cyberculture: Stewart Brand, the Whole Earth Network, and the Rise of Digital Utopianism. Chicago, IL: University of Chicago Press, 2006.

Tversky, Barbara, and Paul U. Lee. "Pictorial and Verbal Tools for Conveying Routes." In Spatial Information Theory: Cognitive and Computational Foundations of Geographical Information Science: International Conference Cosit '99, stade, Germany, 25-29 August: Proceedings. Eds. Christian Freska and David Mark. 51-64. Berlin, Germany: Springer Verlag, 1999.

"The 20 Best Tools for Data Visualization." Creative Blog. Future Publishing Limited. March 18, 2013.

Tweten, Lisa, Gwynaeth McIntyre, and Chelsea Gardner. "From Stone to Screen: Digital Revitalization of Ancient Epigraphy." *Digital Humanities Quarterly* 10, no.1 (2016).

Twycross, M. "Virtual Restoration and Manuscript Archaeology." in *The Virtual Representation of the Past*. Eds. M. Greengrass and L. Hughes. 23-48. Farnham, UK: Ashgate, 2008.

UCLA Library Digital Humanities Research Guide. http://guides.library.ucla.edu/digitalhumanities.

Underwood, Ted. "Distant Reading and Recent Intellectual History." In *Debates in the Digital Humanities*. Eds. Matthew K. Gold and Lauren Klein. 530-533. Minneapolis, MN: University of Minnesota Press, 2016.

Underwood, Ted. "Hold on Loosely, or Gemeinschaft and Gesellschaft on the Web." In *Debates in the Digital Humanities*. Ed. Matthew Gold and Lauren Klein. 519-522. Minneapolis, MN: University of Minnesota Press, 2016.

Underwood, Ted. "How Much DH can you Fit in a Literature Department?" *The Stone and the Shell*. http://tedunderwood.com.

Underwood, Ted. "Seven Ways Humanists are Using Computers to Understand Text." *The Stone and the Shell.* http://tedunderwood.com.

Underwood, Ted. "We don't already understand the broad outlines of literary history." *The Stone and the Shell.* http://tedunderwood.com

Underwood, Ted. "Where to start with text mining." *The Stone and the Shell*. http://tedunderwood.com.

Underwood, Ted. "Why Digital Humanities isn't Actually 'The next Thing in Literary Studies." *The Stone and the Shell*. http://tedunderwood.com.

University of Texas Libraries "Using the four factor fair use test." Fair Use. (2012). http://guides.lib.utexas.edu/copyright#test.

Unsworth, John, Raymond George Siemens, and Susan Schreibman, eds. *A Companion to Digital Humanities*. Blackwell Companions to Literature and Culture 26. Maiden, MA: Blackwell Pub, 2004.

Unsworth, John. "Evaluating Digital Scholarship, Promotion & Tenure Cases." University of Virginia College and Graduate School of Arts and Sciences – Office of the Dean, n.d. http://artsandsciences.virginia.edu/dean/facultyemployment/evaluating_digital_scholarship.html.

Unsworth, John. "The State of Digital Humanities, 2010." Talk Manuscript. Digital Humanities Summer Institute, June 2010. http://www3.isrl.illinois.edu/-un-sworth/state.of.dh.DHSI.pdf.

Unsworth, John. "University 2.0." *The Tower and the Cloud: Higher Education in the Age of Cloud Computing*. Ed. R. N. Katz. Washington, DC: Educause, 2008.

Unsworth, John. "What Is Humanities Computing and What Is Not?" *Graduate School of Library and Information Sciences*. Illinois Informatics Institute, University of Illinois, Urbana. http://computerphilologie.uni-muenchen.de/jg02/unsworth.html.

Urban, Richard, and Marla Misunas. "A Brief History of the Museum Computer Network." *Encyclopedia of Library and Information Sciences*. Boca Raton, FL: CRC Press, 2007.

Urban, R. Marty, P. & Twidale, M. "A Second Life for Your Museum: 3D Multi-User Virtual Environments and Museums." Museums and the Web Conference, San Francisco. (2007). www.archimuse.com/mw2007/papers/urban/urban.html.

Vaidhyanathan, Siva. "Afterword: Critical Information Studies." *Cultural Studies* 20, no. 2-3 (2006): 292-315.

Vaidhyanathan, Siva. The Googlization of Everything (And Why We Should Worry). Oakland, CA: University of California Press, 2011.

Van Zundert, JJ., C. Van den Heuvel, B. Brumfield, ed. "Text Theory, Digital Documents, and the Practice of Digital Editions." *Digitize Humanities*, 2013.

Van der Weel, Adriaan van der. Changing Our Textual Minds: Towards a Digital Order of Knowledge. Manchester UK: Manchester University Press, 2012.

Vandendorpe, Christian. From papyrus to hypertext: Toward the universal digital library. Vol. 14. Urbana, IL: University of Illinois Press, 2009.

Vanhemert, Kyle. "Artist Turns a Year's Worth of Tracking Data into a Haunting Record." *Wired*. (2013). https://www.wired.com/2013/07/a-years-worth-of-location-data-transformed-into-a-beautiful-record/.

Vanhoutte, E. "Traditional Editorial Standards and in the Digital Edition." In *Learned Love: Proceedings of the Emblem Project Utrecht Conference on Dutch Love Emblems and the Internet (November 2006).* Eds. E. Stronks and P. Boot. 157-174. The Hague: DANS- Data Archiving and Networked Services, 2007.

Various Authors. "Reports on National Historical GIS Projects." *Historical Geography* 33 (2005): 134-58.

Vaughan-Nichols, Steven J. "Augmented Reality: No Longer a Novelty?" *Computer* 42:1 (2009): 19-22.

Vectors: Journal of Culture and Technology in a Dynamic Vernacular. <u>www.vectorsjour</u>nal.org.

Verbeek, Peter-Paul. *Moralizing Technology: Understanding and Designing the Morality of Things*. Chicago, IL: University of Chicago Press, 2011.

Verhoeven, Deb. "Doing the Sheep Good: Facilitating Engagement in Digital Humanities and Creative Arts Research." In *Advancing Digital Humanities: Research, Methods, Theories*. Eds. Paul Longley Arthur and Katherine Bode, 206-220. New York, NY: Palgrave MacMillan, 2014.

Vershbow, Ben. "NYPL Labs: Hacking the Library." *Journal of Library Administration*, 53 (2013): 79-96.

Vesna, Victoria, ed. *Database Aesthetics: Art in the Age of Information Overflow*. Minneapolis, MN: University of Minnesota Press, 2007.

Vickers, Jill. "Diversity, Globalization, and 'Growing Up Digital': Navigating Interdisciplinarity in the Twenty-First Century." *History of Intellectual Culture*, 3.1 (2003). http://www.ucalgary.ca/hic/issues/vol3.

Vinopal, Jennifer. "Supporting Digital Humanities in the Library: Creating Sustainable & Scalable Services." *Library Sphere*, June 29, 2012. http://vinopal.org/2012/06/29/supporting-digital-humanities-in-the-library-creating-sustainable-scalable-services/.

Vinopal, Jennifer and Monica McCormick. "Supporting Digital Scholarship in Research Libraries: Scalability and Sustainability." *Journal of Library Administration* 53:1 (January 2013).

Vinopal, Jennifer. "Why Understanding the Digital Humanities Is Key for Libraries." *Library Sphere*, February 2011. http://vinopal.org/2011/02/18/why-understanding-the-digital-humanities-is-key-for-libraries/.

Visconti, Amanda. "'Songs of Innocence and of Experience:' Amateur Users and Digital Texts." Ann Arbor, MI: University of Michigan, 2010. http://hdl.han-dle.net/2027.42/71380.

Voyant Tools. voyant-tools.org.

Wajcman, Judy. Feminism Confronts Technology. Oxford, UK: Polity, 1991.

Wajcman, Judy. "Reflections on Gender and Technology Studies: in What State is the Art?" *Social Studies of Science* 30 (3) (2000): 447-464.

Walk, Paul. "Linked, Open, Semantic?" (2009). http://www.paulwalk.net.

Wallace, David Foster. "Tense Present: Democracy, English and the Wars over Usage." *Harper's Magazine*, 2001.

Waltzer, Luke. "Digital Humanities and the 'Ugly Stepchildren' of American Higher Education." *Debates in the Digital Humanities*. Ed. Matthew K. Gold. 335-349. Minneapolis, MN: University of Minnesota Press, 2012.

Wands, B. Art of the Digital Age. London, UK: Thames and Hudson, 2007.

Wankel, C. & Kingsley, J., eds. *Higher Education in Virtual Worlds: Teaching and Learning in Second Life*. Bradford, UK: Emerald, 2009.

Ware, Colin. *Information Visualization: Perception for Design*. San Francisco, CA: Morgan Kaufman, 2004.

Warwick, Claire. "The End of the Beginning: Building, Supporting and Sustaining Digital Humanities Institutions." Digital Humanities Summer Institute, Victoria, 2015.

Waters, D. "An Overview of the Digital Humanities." *Research Library Issues* 284 (2013): 3-11.

Warburtone, S. "Second Life in Higher Education: Assessing the Potential for the Barriers to Deploying Virtual Worlds in Learning and Teaching." *British Journal of Educational Technology*, 40 (3), (2009): 414-426.

Warde, Beatrice. "The Crystal Goblet." first delivered in 1930 as "Printing Should be Invisible." In *The Crystal Goblet: Sixteen Essays on Typography*. London, UK: Sylvan Press, 1955.

Wardrip-Fruin, Noah, and P. Harrigan, eds. *First Person: New Media as Story, Performance, and Game.* Cambridge, MA: MIT Press, 2004.

Wardrip-Fruin, Noah. "Reading Digital Literature: Surface, Data, Interaction, and Expressive Processing." In *A Companion to Digital Literary Studies*. Eds. by Ray Siemens and Susan Schreibman. Oxford, UK: Blackwell, 2008.

Warwick, Claire. "Building Theories or Theories of Building? A Tension at the Heart of Digital Humanities." In *A New Companion to Digital* Humanities. Eds. by Susan Schreibman, Ray Siemens, and John Unsworth. 538-552. West Sussex, UK: Wiley-Blackwell, 2016.

Warwick, Claire. "Institutional Models for Digital Humanities." In *Digital Humanities in Practice*. Eds. Claire Warwick, Melissa Terras, and Julianne Nyhan. 193-216. London, UK: Facet in Association with UCL Center for Digital Humanities, 2012.

Warwick, Claire, Isabel Galina, Melissa Terras, Paul Huntington, and Nikoleta Pappa. "The Master Builders: LAIRAH Research on Good Practice in the Construction of Digital Humanities Projects." *Literary and Linguistic Computing* 23, no. 3 (2008): 383 -396.

Warwick, Claire, Melissa Terras, and Julianne Nyhan. "Introduction." In *Digital Humanities in Practice*. Eds. Claire Warwick, Melissa Terras, and Julianne Nyhan. 1-21. London, UK: Facet in Association with UCL Center for Digital Humanities, 2012.

Warwick, Claire, Melissa Terras, and Julianne Nyhan, eds. *A Practical Guide to the Digital Humanities*. London, UK: Facet Publishing, 2011.

Watrall, Ethan. "Archaeology, the Digital Humanities, and the 'Big Tent'." In *Debates in the Digital Humanities*. Eds. Matthew K. Gold, and Lauren Klein. 345-358. Minneapolis, MN: University of Minnesota Press, 2016.

Watts, Reggie. <u>"Beats that Defy Boxes."</u> TED Conference, February 2012. Lecture. TED: Ideas Worth Spreading. https://www.ted.com/talks/reggie_watts_disorients_you_in_the_most_entertaining_way.

Weber, Max. "Science as a Vocation." *From Max Weber: Essays in Sociology*. Trans. H. H. Gerth, C. Wright Mills. New York, NY: Oxford University Press, 1946. 129-156.

Weibel, Peter, and Timothy Druckrey, eds. *Net Condition Art and Global Media*. Cambridge, MA: MIT Press, 2001.

Weible, Robert. "Defining Public History: Is It Possible? Is It Necessary?" In *Perspectives on History*, March 2008. http://www.historians.org/publications-and-directories/perspectives-on-history/march-2008/defining-public-history-is-it-possible-is-it-necessary.

Weinberger, David. *Everything is Miscellaneous*. New York, NY: Henry Holt and Company, 2007.

Weir, George R. S., and Marina Livitsanou. "Playing Textual Analysis as Music." *Corpus, ICT, and Language Education*. Eds. Weir, George R. S., and Shin'ichirō Ishikawa. Glasgow, UK: University of Strathclyde Press, 2011.

Weiser, Mark. "The Computer for the Twenty-First Century." *Scientific American*, September, 94-104. 1991.

Weiser, Mark. "Ubiquitous Computing." Computer Science Lab at Xerox PARC, 1988. www.ubiq.com/ubicomp.

Weiss, Sholom M., Nitin Indurkhya, Tong Zhang, and Fred J. Damerau. *Text Mining: Predictive Methods for Analyzing Unstructured Information*. New York, NY: Springer, 2005.

Weller, Martin. *The Digital Scholar: How Technology is Transforming Scholarly Practice*. London, UK: Bloomsbury Academic, 2011.

Wellmon, Chad. *Organizing Enlightenment: Information Overload and the Invention of the Modern Research University*. Baltimore, MD: Johns Hopkins University Press, 2015.

Werner, Sarah. "Fetishizing Books and Textualizing the Digital." *sarahwerner.net*, July 24, 2011. http://sarahwerner.net/blog/index.php/2011/07/fetishizing-books-and-textualizing-the-digital/.

Wernimont, Jacqueline. "Feminist Digital Humanities: Theoretical, Social, and Material Engagements around Making and Breaking Computational Media." June 4, 2014. http://jwernimont.wordpress.com/2014/06/02/feminist-digital-humanities-theoretical-social-and-material-engagements-around-making-and-breaking-computational-media/.

Wernimont, Jacqueline. "Whence Feminism? Assessing Feminist Interventions in Digital Literary Archives." *DHQ: Digital Humanities Quarterly*, 7 (1) (2013). https://digitalhumanities.org:8080/dhq/vol/7/1/000156/000156.html.

Wernimont, Jacqueline and J. Flanders. "Feminism in the Age of Digital Archives: The Women Writers Project." *Tulsa Studies in Women's Literature* 29 (2), 425-435.

Wernimont, Jacqueline, and Elizabeth Losh. "Problems with White Feminism: Intersectionality and Digital Humanities." In *Doing Digital Humanities: Practice, Training, Research*. Eds. Constance Crompton, Richard J. Lane, Ray Siemens. 35-46. New York, NY: Routledge, 2016.

Westphal, B. *Geocriticism: Real and Fictional Spaces*. Trans. R. Tally. New York, NY: Palgrave Macmillan, 2011.

Wetmorland, B.K., Ragas, M.W. et al. "Assessing the Value of Virtual Worlds for Post-Secondary Instructors, Early Adopters and the Early Majority in Second Life." *International Journal of Humanities and Social Sciences*, 3 (1) (2009).

Whallon, Robert, Jr. "The Computer in Archaeology: A Critical Survey." *Computers and the Humanities* 7, no. 1 (1972): 29-45.

Wheatley, D. and M. Gillings. *Spatial Technology and Archaeology: The Archaeological Applications of GIS*. London, UK: Taylor & Francis, 2000.

White, John W., and Heather Gilbert. *Laying the Foundation*. West Lafayette, IN: Purdue University Press, 2016.

White, Richard. "What is Spatial History?" *Stanford University Spatial History Project.* 2010. http://www.stanford.edu/group/spatialhistory/cgi-bin/site/pub.php?id=29.

Whitelaw. Mitchell. "Generous Interfaces for Digital Cultural Collections." *Digital Humanities Quarterly* 9, no. 1 (2015).

Whitson, Roger. "Critical Making in Digital Humanities: A MLA 2014 Special Session Proposal." Washington State University, 2013.

Wickham, Hadley. "Tidy Data." *Journal of Statistical Software*. http://vita.had.co.nz/papers/tidy-data.pdf.

Wiener, Nobert. *Cybernetics: Or Control and Communication in the Animal and the Machine*. Cambridge, MA: MIT Press, 1948.

Wiener, Norbert. "Men, Machines, and the World About." In *The New Media Reader*. Ed. Noah Wardrip-Fruin and Nick Montfort. 65-72. Cambridge, MA: MIT Press, 2003.

Wikipedia Statistics. En.wikipedia.org/wiki/Special:Statistics.

Wilkens, Matthew. "Canons, Close Reading, and the Evolution of Method." In *Debates in the Digital Humanities*. Ed. Matthew K. Gold. 249-258. Minneapolis, MN: University of Minnesota Press, 2012.

Wilkinson, Lane. "Join the Digital Humanities...or Else." Sense & Reference (blog). January 31, 2012. http://senseandreference.wordpress.com/2012/01/31/join-the-digital-humanities-or-else/.

Williams, George H. "Disability, Universal Design and the Digital Humanities. Day of DH: Defining Digital Humanities." In *Debates in the Digital Humanities*. Ed. Matthew K. Gold. 202-212. Minneapolis, MN: University of Minnesota Press, 2012.

Williams, Joseph C. "Architectural Practice in the Medieval Mediterranean: The Church of S. Corrado in Molfetta." PhD dissertation, Duke University, 2017.

Williams, Raymond. *Keywords: A Vocabulary of Culture and Society. Revised Edition*. New York, NY: Oxford University Press, 1983.

Williams, William Proctor, and William Baker. "Caveat Lector. English Books 1475–1700 and the Electronic Age." Analytical & Enumerative Bibliography 12 (2001): 1–29.

Williford, Christa and Charles Henry. *One Culture: Computationally Intensive Research in the Humanities and Social Sciences. A Report on the Experiences of First Respondents to the Digging into Data Challenge*. Washington, DC: Council on Library and Information Resources, 2012.

Willinsky, John. Technologies of Knowing. Boston, MA: Beacon Press, 1999.

Wilson, Greg. "Software Carpentry: Lessons Learned." Cornell University Library. (2013). https://arxiv.org/abs/1307.5448.

Wilson, Stephen. *Information Arts: Intersections of Art, Science, and Technology*. Cambridge, MA: MIT Press, 2002.

Winchester, Simon. *The Map that Changed the World: William Smith and the Birth of Modern Geology*. New York, NY: HarperCollins, 2001.

Winesmith, K., and A. Carey. "Why Build an API for a Museum Collection?" San Francisco Museum of Modern Art, 2014. http://www.sfmoma.org/about/research_projects/lab/why_build_an_api.

Winn, James Anderson. *The Pale of Words: Reflections on the Humanities and Performance*. New Haven, CT: Yale University Press, 1998.

Winter, Michael. "Specialization, Territoriality, and Jurisdiction in Librarianship." *Library Trends*, 45.2 (1996): 343-63.

Wired! Group, Duke University. Wired! @ 5 (Years): Visualizing the Past at Duke University. Visual Resources Association Bulletin 41:2 (May 2015): 1-41.

Witcomb, Andrea. "The Materiality of Virtual Technologies: A New Approach to Thinking about the Impact of Multimedia in Museums." *Theorizing Digital Cultural Heritage*. Eds. Fiona Cameron and Sarah Kenderine. 35-48. Cambridge, MA: MIT Press, 2007.

Withington, Phil. Society in Early Modern England: The Vernacular Origins of Some Powerful Ideas. Cambridge, UK: Polity Press, 2010.

Witmore, Michael. "Fuzzy Structuralism." Wine Dark Sea (blog). 2013. http://winedarksea.org/?p=1693.

Witmore, Michael. "Text: A Massively Addressable Object." In *Debates in the Digital Humanities*. Ed. Matthew K. Gold. 324-327. Minneapolis, MN: University of Minnesota Press, 2012.

Witmore, Michael. "The Ancestral Text." In *Debates in the Digital Humanities*. Ed. Matthew K. Gold. 328-331. Minneapolis, MN: University of Minnesota Press, 2012.

Witten, Ian H., David Bainbridge, and David M. Nichols, eds. *How to Build a Digital Library*. San Francisco, CA: Morgan Kaufmann Publishers, 2013.

Wood, Denis. *The Power of Maps*. New York, NY: Guilford Press, 1992.

Wood, Denis. Rethinking the Power of Maps. New York, NY: Guilford Press, 2010.

Woodley, Mary S. *Digital Project Planning & Management Basics: Instructor Manual.* 2008.

Woodward, David, et al., eds. *The History of Cartography*. Vol. 1 and Vol. 2, books 1,2,3. Chicago, IL: University of Chicago Press. 1987-1998.

Worthy, Glen. "Literary Texts and the Library in the Digital Age, or, How Library DH is Made." *Stanford Digital Humanities*. March 4, 2014. https://digitalhumanities.stanford.edu/literary-texts-and-library-digital-age-or-how-library-dh-made.

Wosh, Peter J., Cathy Moran Hajo, and Esther Katz. "Teaching Digital Skills in an Archives and Public History Curriculum." In *Digital Humanities Pedagogy: Practices, Principles and Politics*. Ed. Brett D. Hirsch. Cambridge, MA: Open Book Publishers, 2012.

Wouters, Paul, and Rodrigo Costas. *Users, Narcissism and Control – Tracking the Impact of Scholarly Publications in the 21st Century*. SURF Foundation, February

2012. http://www.surf.nl/nl/publicaties/Documents/Users%20narcissism%20and%20control.pdf.

Wright, Alex. *Glut: Mastering Information Through the Ages*. Ithaca, NY: Cornell University Press, 2008.

Wu, Tim. "Book review: 'To Save Everything, Click Here' by Evgeny Morozov." *The Washington Post*. 2013. <a href="https://www.washingtonpost.com/opinions/book-review-to-save-everything-click-here-by-evgeny-morozov/2013/04/12/0e82400a-9ac9-11e2-9a79-eb5280c81c63_story.html?noredirect=on&utm_term=.1e2b4b6791f7.

Wust, Markus. "Augmented Reality." *Doing Digital Humanities: Practice, Training, Research*. Eds. Constance Crompton, Richard J. Lane, Ray Siemens. 303-27. New York: Routledge, 2016.

Wynne, Martin. "Archiving, Distribution and Preservation," in *Developing Linguistic Corpora: A Guide to Good Practice*. Eds. M. Wynne. Oxford, UK: Oxbow Books: 71–78.

Yakel, E. "Digital Curation." OSLC Systems & Services 23, 4 (2007) 335-340.

Yakel, E., P. Conway, M. Hedstrom, & D. Wallace. "Digital Curation for Digital Natives." *Journal of Education for Library & Information Science* 52, 1 (2011): 23-31.

Yan, L., Y. Zhang, L.T. Yang, and H. Ning. *The Internet of Things: From RFID to the Next-Generation Pervasive Networked Systems*. Boca Raton, FL: Auerbach Publications, 2008.

Young, J.R. "Virtual Reality on a Desktop Hailed as a New Tool in Distance Education." *Chronicle of Higher Education* 47, 6, (2000): 43-44.

Zeldman, Jeffrey. "Understanding Web Design." A List Apart. November 20, 2007. http://alistapart.com/article/understandingwebdesign.

Zhang, Jingxiong, and Michael F. Goodchild. *Uncertainty in Geographical Information*. London and New York: Taylor & Francis, 2002.

Zimmer, Ben. "Rowling and "Galbraith": an Authorial Analysis." Language Log. Linguistic Data Consortium. (16 July 2013). http://languagelog.ldc.upenn.edu/nll/?p=5315.

Ziemer, Tom. "Collaborative Project Pushes Discovery in Humanities, Computer Sciences." University of Wisconsin-Madison College of Arts & Science: News. University of Wisconsin-Madison, 2013.

Zorich, Diane M. "The 'Art' of Digital Art History." Presented at The Digital World of Art History, Princeton University, June 26, 2013. http://ica.princeton.edu/digitalbooks/digitalworldofarthistory2013/7.D.Zorich.pdf.

Zorich, Diane M." Digital Humanities Centers: Loci for Digital Scholarship." Washington, DC: Council on Library and Information Resources, November 2008. http://www.clir.org/activities/digitalscholar2/zorich.pdf.

Zorich, Diane M. A Survey of Digital Humanities Centers in the United States. CLIR Publication no. 143. Washington, DC: Council on Library and Information Resources, 2008.

Zorich, Diane M. A Survey of Digital Cultural Heritage Initiatives and Their Sustainability Concerns. Washington, DC: Council on Library and Information Resources, June 2003. http://www.clir.org/pubs/reports/pub118/contents.html.

Zorich, Diane M. "Transitioning to a Digital World: Art History, Its Research Centers, and Digital Scholarship; A Report to the Samuel H. Kress Foundation and the Roy Rosenzweig Center for History and New Media." May 2012. http://www.kressfoundation.org/research/Default.aspx?id=35379.

Zoran, A., and L. Buechley. "Hybrid Reassemble: An Exploration of Craft, Digital Fabrication and Artifact Uniqueness." *Leonardo* 46, 4-10.

Zotero. https://www.zotero.org/.

Zubrow, Ezra. "Digital Archaeology: A Historical Context." In *Digital Archaeology. Bridging Method and* Theory. Eds. Patrick Daly and Thomas L. Evans. 8-27. London, UK: Routledge, 2005.

Zundert, Joris J. van. "Screwmeneutics and Hermenumericals: The Computationality of Hermeneutics." In *A New Companion to Digital Humanities*. Eds. by Susan Schreibman, Ray Siemens, and John Unsworth. 331-347. West Sussex, UK: Wiley-Blackwell, 2016.

2/1/2019