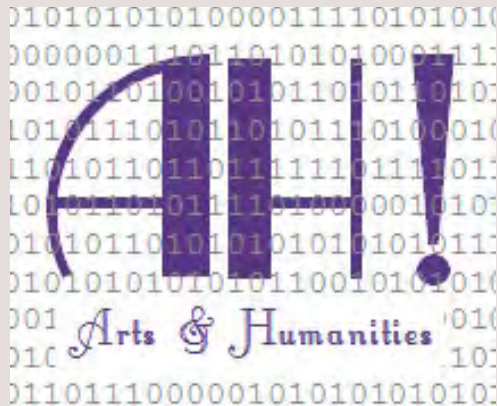


Summer 2019

# SIG AH Digital Newsletter

Association for Information Science & Technology: Arts & Humanities Special Interest Group



## 2018-2019 Officers

Chair: Christian James (Catholic University of America)

Past Chair: Jeremy McLaughlin (San Jose State University)

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Community Liaison: Julie Carmen (Central Washington University)

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## Chair's Announcements

### Student Research Award Winner

SIG AH is proud to announce the winner of our 2019 Student Research Award. The recipient of this year's award is Sherry Yi for her essay, "Playful Learning in the 21st Century: Motivational Variables, Interest Assessment, and Games." Sherri is a doctoral student at the University of Illinois Urbana-Champaign. Congratulations to Sherri!

### Virtual Symposium

This year's Virtual Symposium, "Video Games and Information Science," was another smashing success. We heard from four amazing speakers who discussed their research and experiences with video games, learning, and librarianship. There was strong turnout and engagement on the Twitter hashtag, #VISitAH. Thanks to everyone who attended!

### Fall Elections

Fall 2019 is just around the corner, which means that it's almost time for SIG elections. All board positions are open, including SIG Chair! If you are interested in being on the ballot, please email us at [asist.sigah@gmail.com](mailto:asist.sigah@gmail.com).

## SIG AH Upcoming Programs & Events

by Julie Carmen

SIG AH is presenting a webinar: "How Digital Humanities Reawakened an Ancient Embroidery Technique," on August 29, 2019, 12:00 PM - 1:00 PM EDT. Julie Carmen explains her artistic, life-long project, *The Medieval Screen*, which uses laid work embroidery technique applied to digital images. The images are found on the Internet, printed on Iron-on-Transfer paper, and ironed onto fabric. The presentation includes how to create one's own pattern from digital humanities, resources to find digital artwork, and the history and methods of laid work. This focus is meant to bring rare artistic drawings out of the page, or computer screen, and put them into an art medium that can be displayed on a wall or movable screen. In addition to showing how one creates a pattern from printing images on Transfer-Iron-On paper, and ironing onto fabric, she will also explain the history of the stitches used, methods to display patches, and how to find images to create medieval patterns. The overview will also include copyright, fair use, and permissions for using digital images, offers some suggestions of where to find images, and best practices for citing digital images for artistic work.



Image credit: Julie Carmen

## SIG AH Membership Practice & Research

### Developing a New Digital Humanities Course at the University of North Texas

*by Ana Roeschley*

During the last couple of years, I have been in the process of creating the first digital humanities (DH) course offered by the University of North Texas Department of Information Science. This course examines the growing field of digital humanities which lies at the intersection of technology, literature, history, philosophy, art, and cultural heritage. In this process, I found that understanding DH concepts and technologies can empower students and improve their analytic and communicative skills. The class focuses on investigating key concepts and technologies in DH which allow for cultural analytics, data visualization, and digital archiving among others. Through embedded course assignments, students were able to gain the skills to create and manage projects (such as online exhibits, timelines, and other multi-modal texts) using emerging DH tools and software.

As a PhD candidate, this has been my first experience in creating a course from scratch and would not have been possible without the mentorship from my advisor, Jeonghyun Kim. Because the class is brand new, it was first treated as an experimental seminar. This allowed me to receive continuous feedback from students, try and test new (fun) methods of teaching different units, and adjust where needed as the course went on. Because the course is project based, it allowed the students (and myself) to have fun with not only concepts but with digital humanities software and methods. After an experimental semester, the course is now a part of the permanent course catalog. However, because the experiences in the experimental course have made me realize the importance of being open to change and adjustments as the semester goes on, I have realized the class should be continuously evolving to embrace evolving technologies and students' needs.

*The Consciousness' Drive: Information Need and the Search for Meaning* (Springer)

*by Charles Cole*

Getting your MLIS students with a humanities/social science background interested in key information science concepts has always been a problem. Take a look at Charles Cole's (2018) "The Consciousness' Drive: Information Need and the Search for Meaning (Springer)" (Springer). It's now available in 155 libraries worldwide. The book offers a meta-view of information need and information search, anchoring these concepts in philosophy (Plato), art (Vermeer), and archeology--the Paleolithic cave art (Chauvet & Lascaux), and the Neolithic ruins at Göbekli Tepe (11,600 years ago) and Newgrange (5,200 years ago). The book asks, What is exceptional about human consciousness and how we intersect with the world around us that motivates people to seek information? How do they turn information into knowledge? The book devotes two chapters to the step-by-step process of a typical middle school student researching a history project interacting with information to construct a thesis. The result is an organic, humanities perspective on information need, search and knowledge construction.