CONTENTS

List of figures *viii*
List of contributors *x*

Introduction 1
Constance Crompton, Richard J. Lane, and Ray Siemens

PART I
Sustaining and growing **5**

1 Legacy technologies and digital futures 7
Laura Estill

2 Getting started: strategies for DH professional development 25
Paige Morgan

3 Negotiating sustainability: building digital humanities projects that last 38
Lisa Goddard and Dean Seeman

4 DH and humanities workflows: two case studies 58
Scott Paul McGinnis

5 Text processing techniques and traditions (or: why the history of computing matters to DH) 70
John W. Maxwell

6 Origins, images, and stereotypes: digital humanities and its organisational context 84
Claire Warwick

PART II
Making **95**

7 What is Linux and what's it doing in the digital humanities? 97
Jon Martin

8 Beyond "whiz-bang": 3D printing and critical making in the humanities 110
Aaron Tucker

9 3D visualization for the humanities 125
Alexei Razoumov and Lindsey Seatter

10 Where data meets design: visualization in the digital humanities 141
Amiée Knight

11 Doing digital humanities with digital storytelling 156
John F. Barber

12 "Bodying" digital humanities: considering our bodies in practice 171
Jessica Rajko

13 Ontologies for digital humanists 184
Jana Millar Usiskin, Christine Walde, and Caroline Winter

14 Big data analytics for multiscale reading 199
Belaid Moa and Stephen Ross

PART III
Learning **237**

15 Starting with students: open course design 239
Chris Friend, Robin DeRosa and Jesse Stommel

16 The undergraduate summer intensive: principles of pedagogy and design 251
Emily Christina Murphy, Brian Greenspan, and Shannon Smith

17 Building DH training events 264
James Cummings

18 New fundaments for a multi-modal space-time: teaching 3D—what it is and why it matters 278
John Bonnett

19 Opportunities for social knowledge creation in the digital humanities 290
Alyssa Arbuckle

20 #DHSIYearModels: models for DH at liberal arts colleges and four-year institutions 301
Janet Simons and Angel David Nieves

Index *321*