



DIGITAL HISTORY

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WHAT IS DIGITAL HISTORY (DH)?

- “Digital history might be understood broadly as an approach to examining and representing the past that works with the new communication technologies of the computer, the internet network, and software systems.” – Douglas Seefeldt and William G. Thomas
- Digital history is, in part, about digitizing the past.
- However, more than that digital history is a means of presenting an argument, conducting an investigation, and facilitating an audience's interaction with the past.
- Digital history is interdisciplinary and collaborative.

MY BACKGROUND

BA from Colorado State University in 2015 in History, German Language, and International Studies, with a minor in Russian Studies

2015

MA from Colorado State University in 2018 in History. Thesis used geographic information systems to explore the 1863 NYC Draft Riots.

2018

PhD Student at Nebraska since 2018. Researcher, programmer, GIS specialist, and cartographer for several major DH projects.

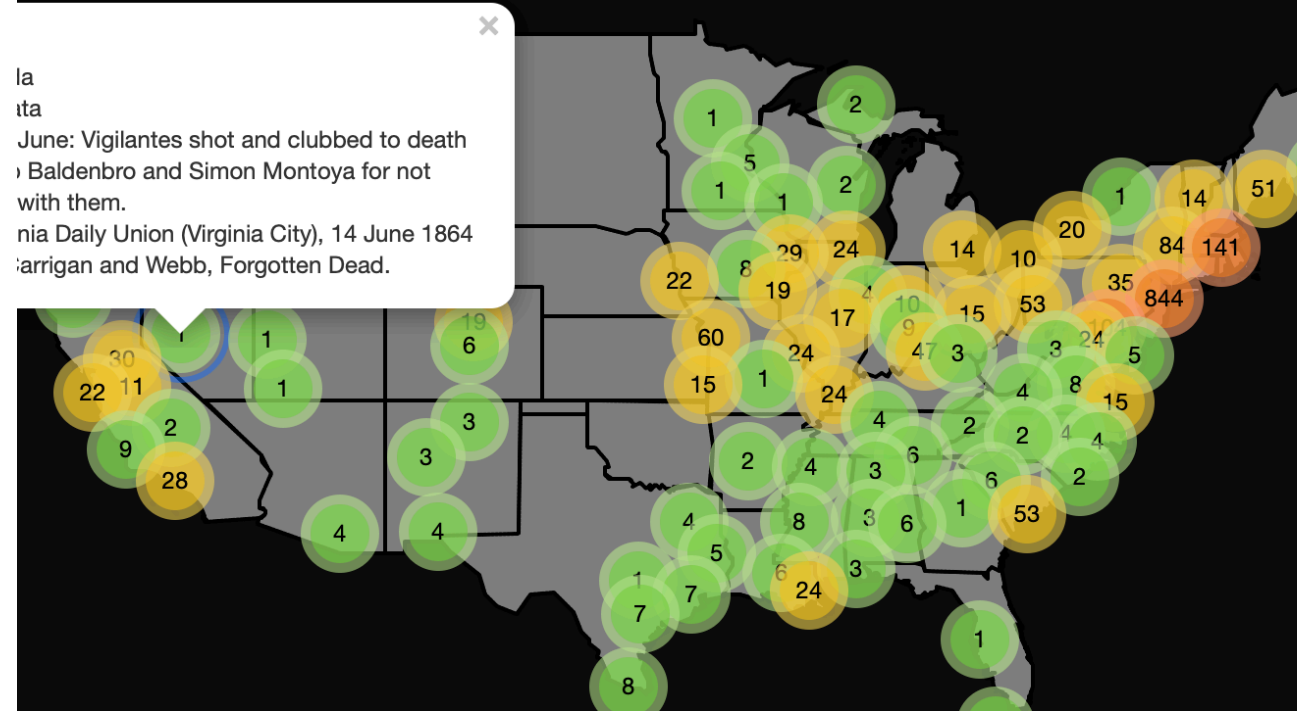
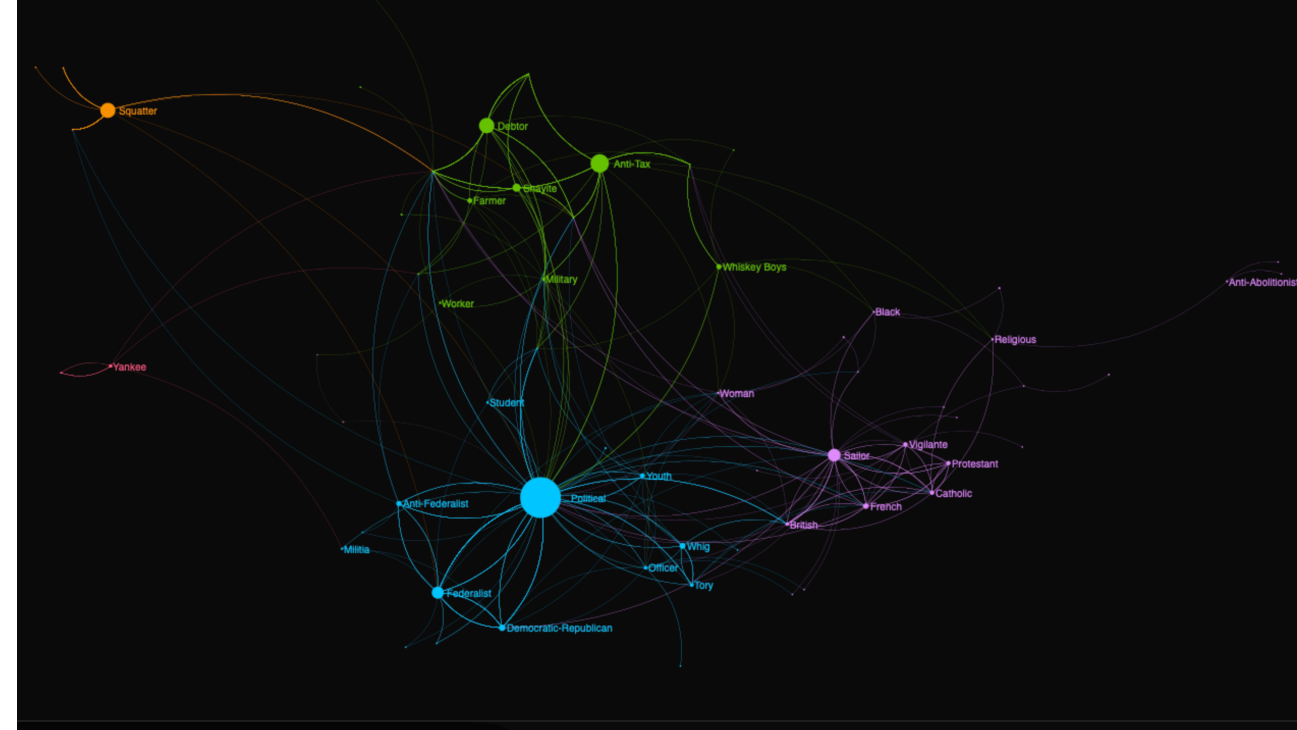
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MY RESEARCH

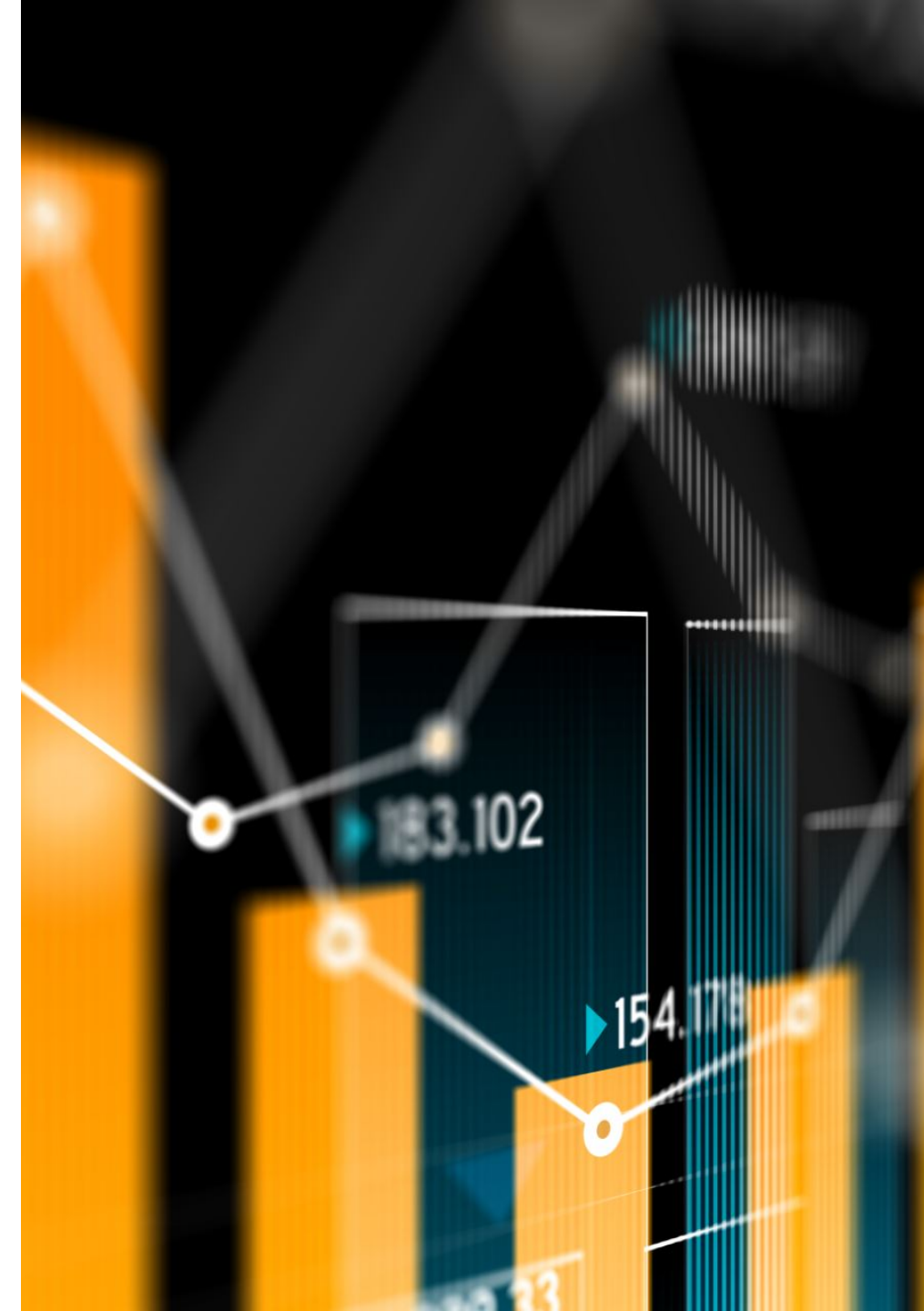
- I study extralegal violence in American history between the end of the Revolution and the end of the Civil War
- Extralegal violence means riots, lynchings, vigilantism, and other acts of violence outside of the normal bounds of law.
- To study extralegal activity, I use tools like GIS, network analysis, artificial intelligence.

DATA AND DIGITAL HISTORY



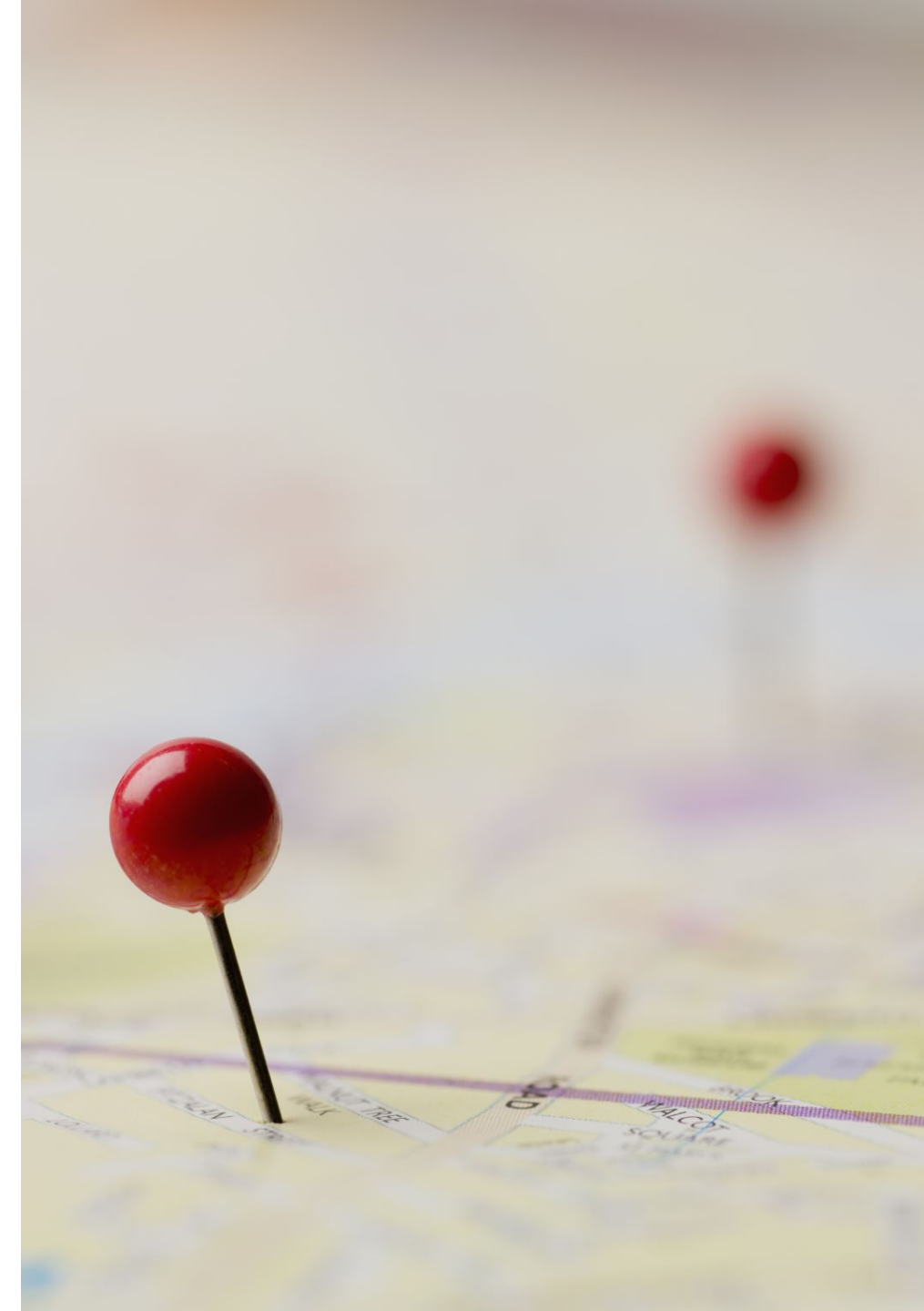
FINDING AND PREPARING DATA

- Data for DH, like the data used in the production of any history, can come from many sources. Data can come from letters, government records, written reports, or from other archival material.
- Next, that data needs to be prepared depending on the type of analysis you wish to perform.



FINDING AND PREPARING DATA

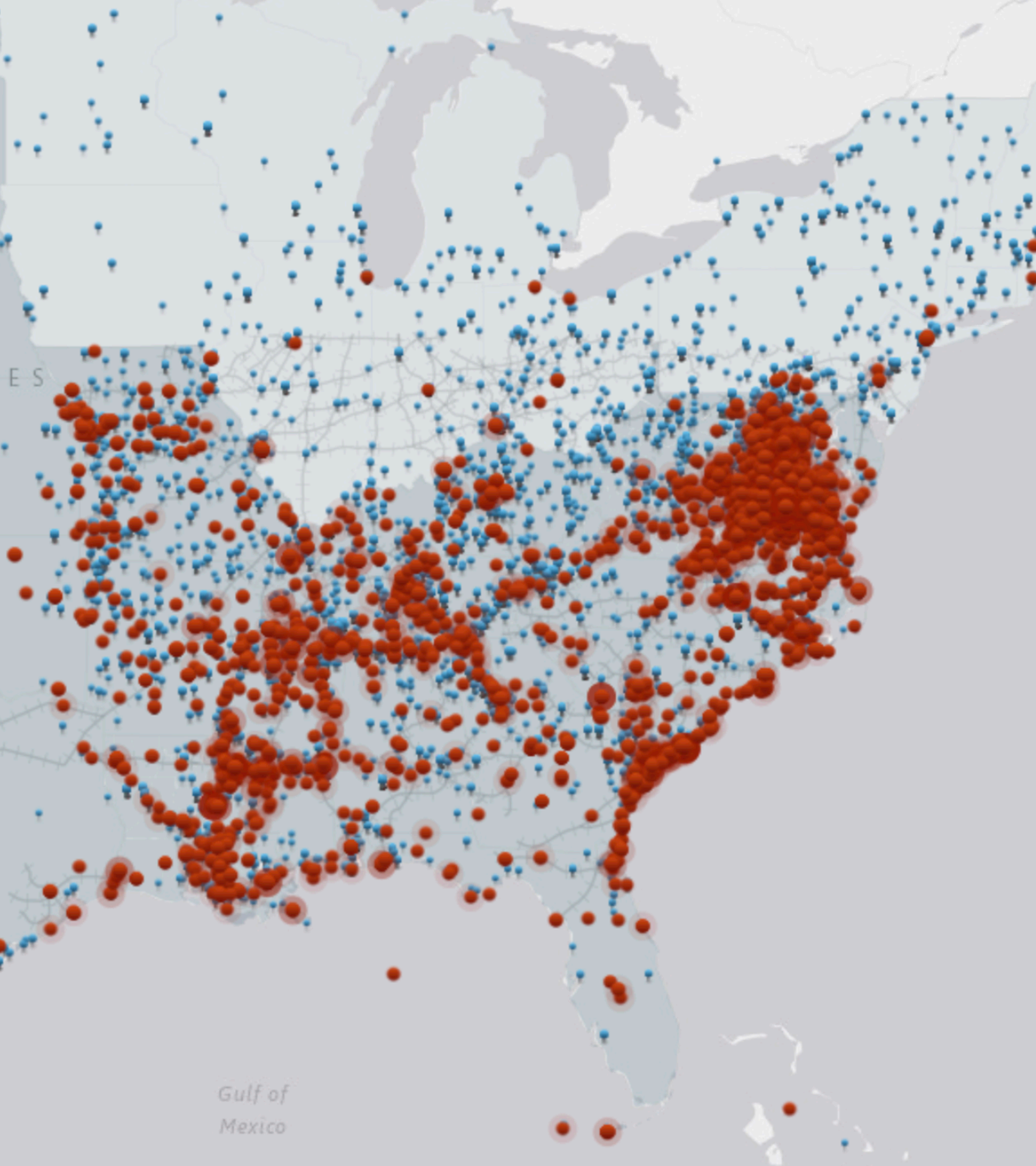
- For instance, if mapping out the locations of guerilla attacks on Union steamboats, the latitude and longitude of every attack would need to be recorded.
- Then, details regarding each incident would need to be logged in order to allow for deeper and more interesting analysis.





THE WIDE WORLD OF DH

- Not an exhaustive list, but what we are going to cover today
- Spatial History
- Network Analysis
- Text Analysis
- 3D Modeling

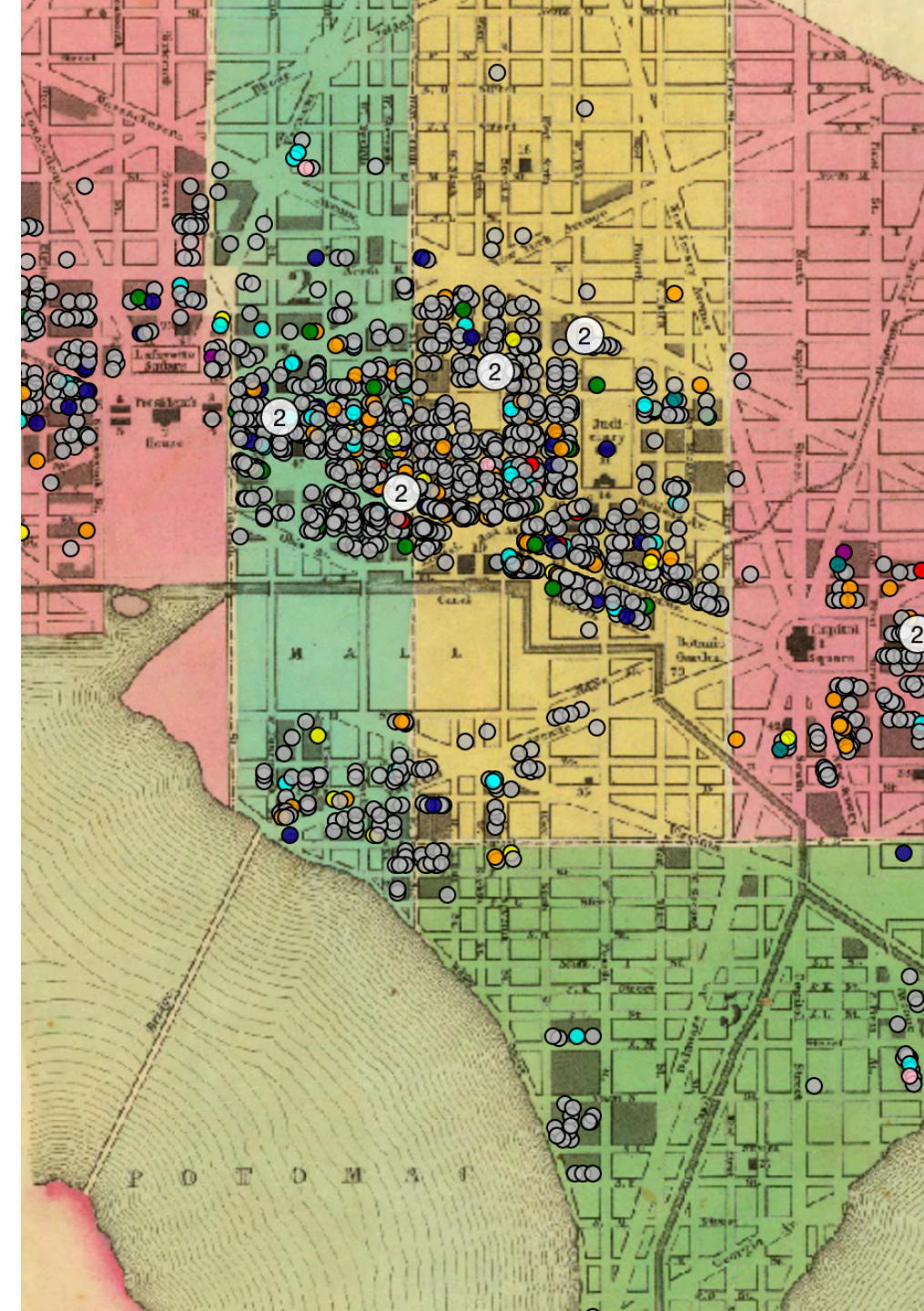


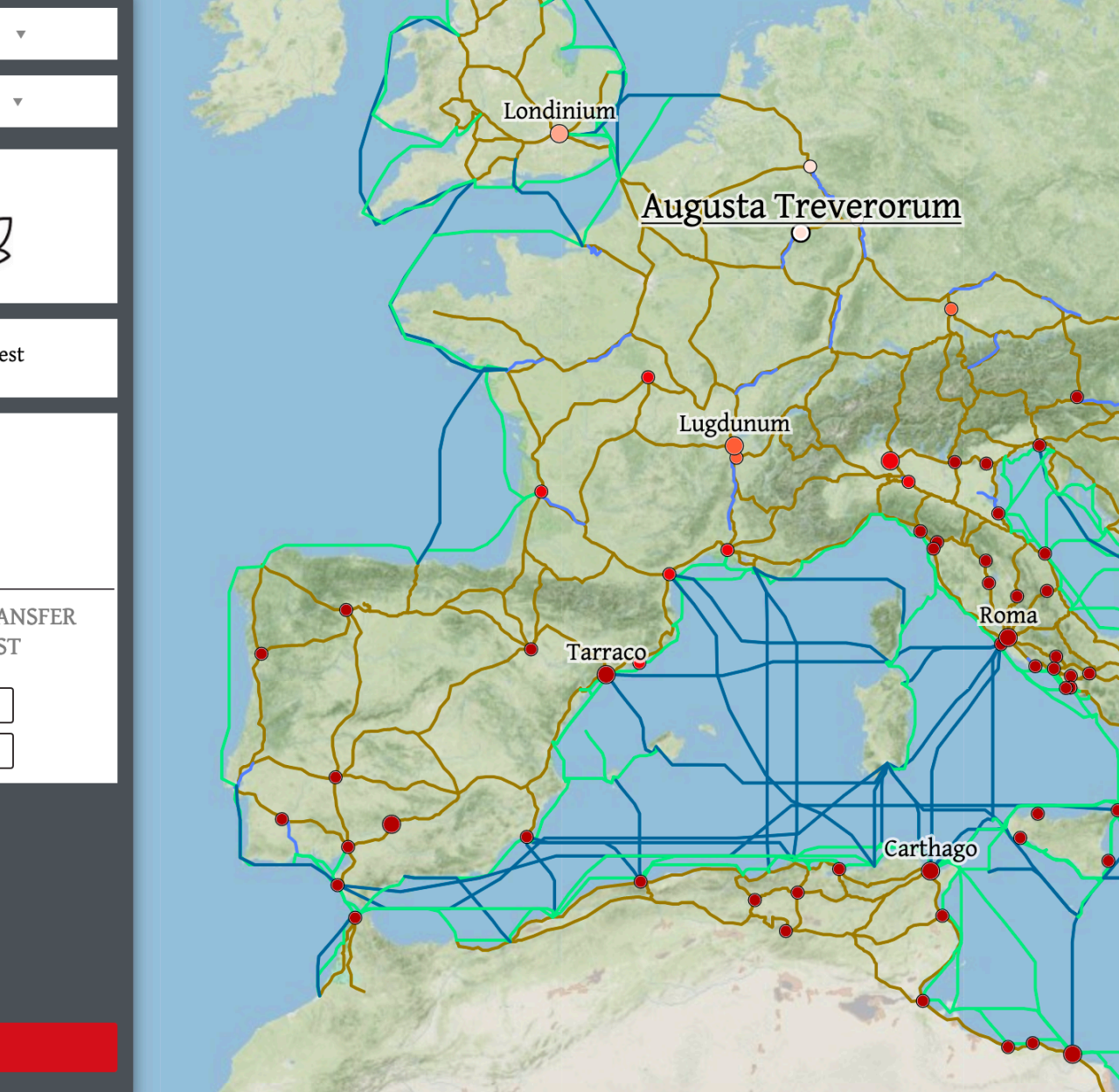
SPATIAL HISTORY: VISUALIZING EMANCIPATION

- <https://dsl.richmond.edu/emancipation/>
- History tracks change over time, but must also analyze change over space.

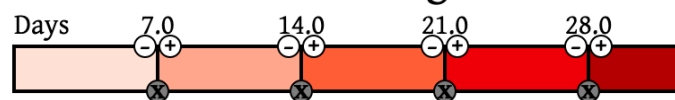
SPATIAL HISTORY: O SAY CAN YOU SEE

- http://earlywashingtondc.org/maps/directory_dc_1834
- Project at UNL's Center for Digital Research in the Humanities
- Recreating a lived environment through digital history





Distance from Augusta Treverorum

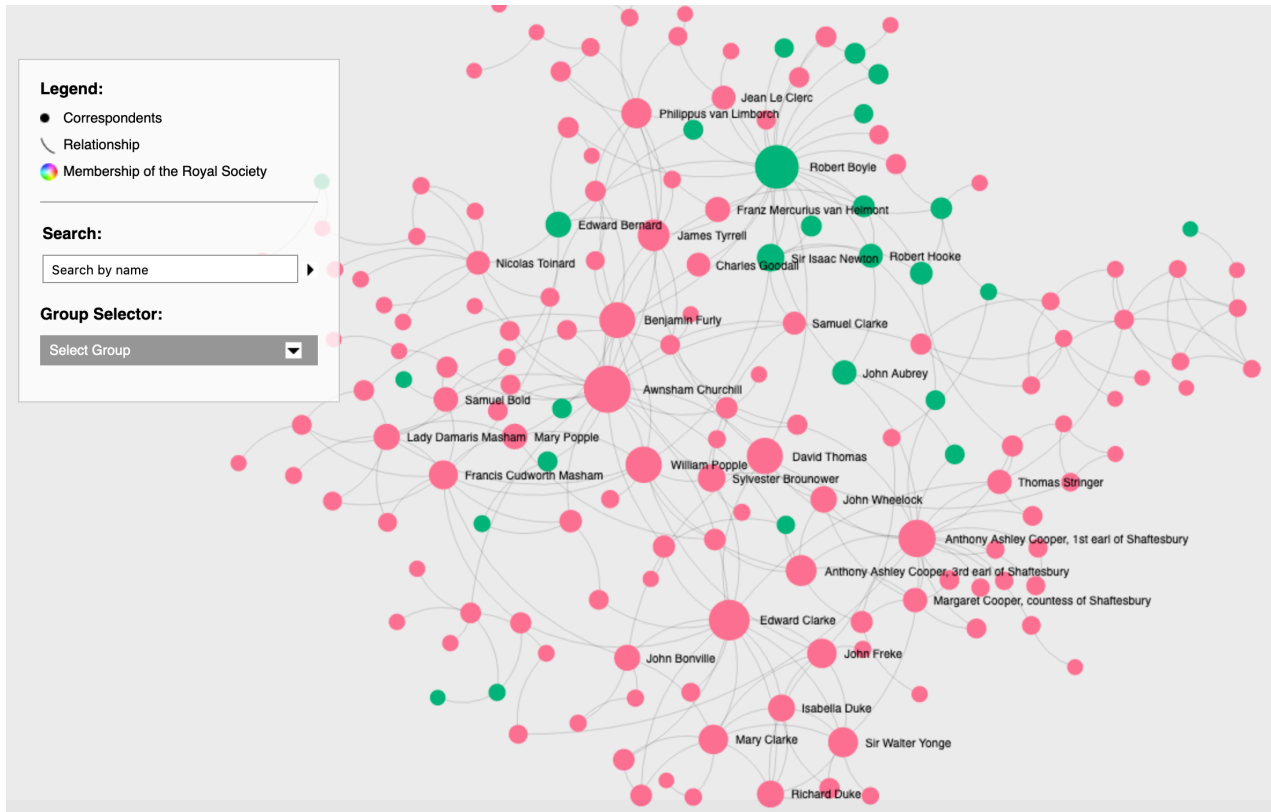


SPATIAL HISTORY: ORBIS

- <https://orbis.stanford.edu/>
- Recreating lost worlds and simulating movement
- Encouraging audience interactivity

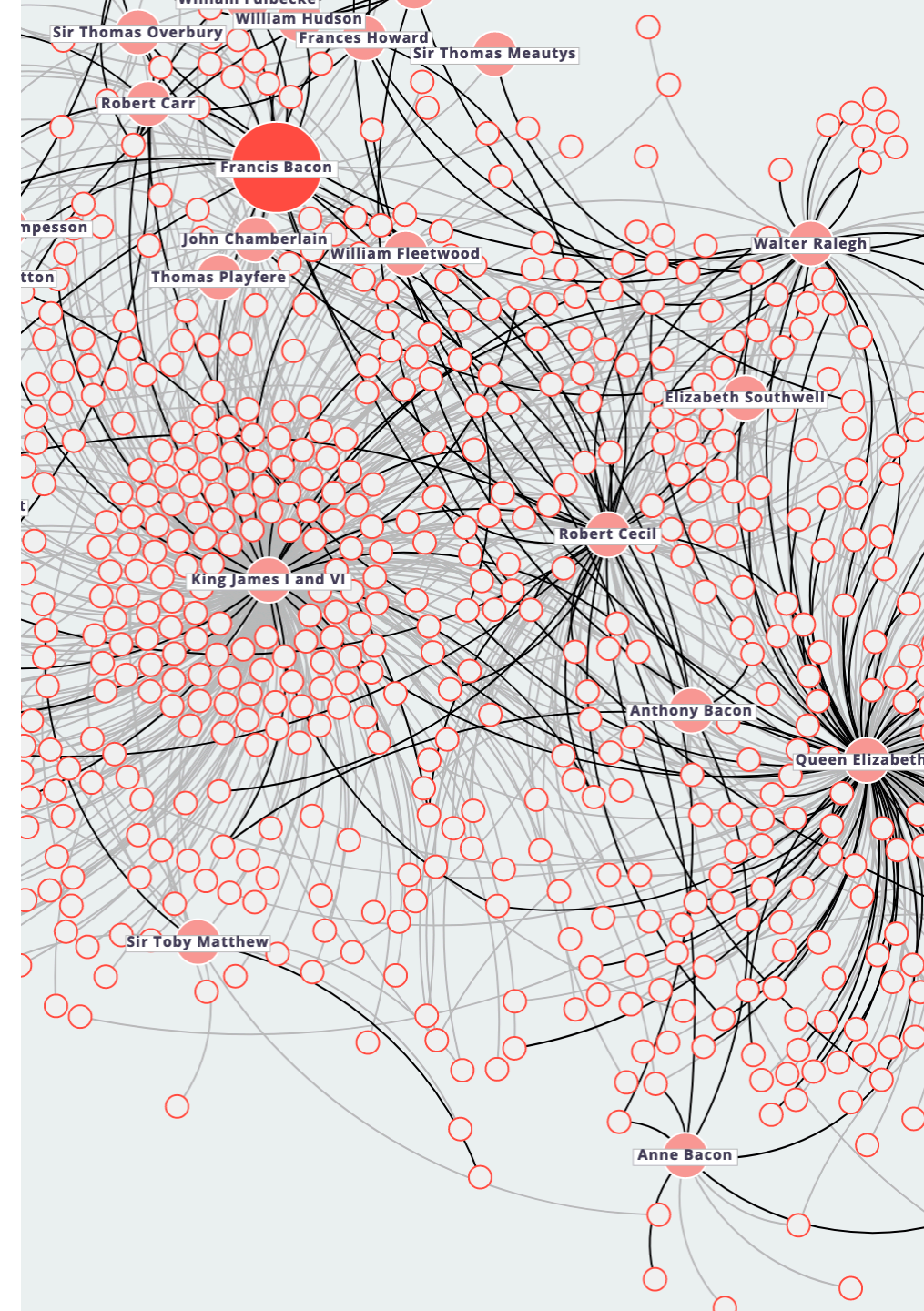
NETWORK ANALYSIS: REPUBLIC OF LETTERS

- <http://republicofletters.stanford.edu/publications/locke/frs/>
- Analyzes interconnectivities and relationships between nodes and edges.



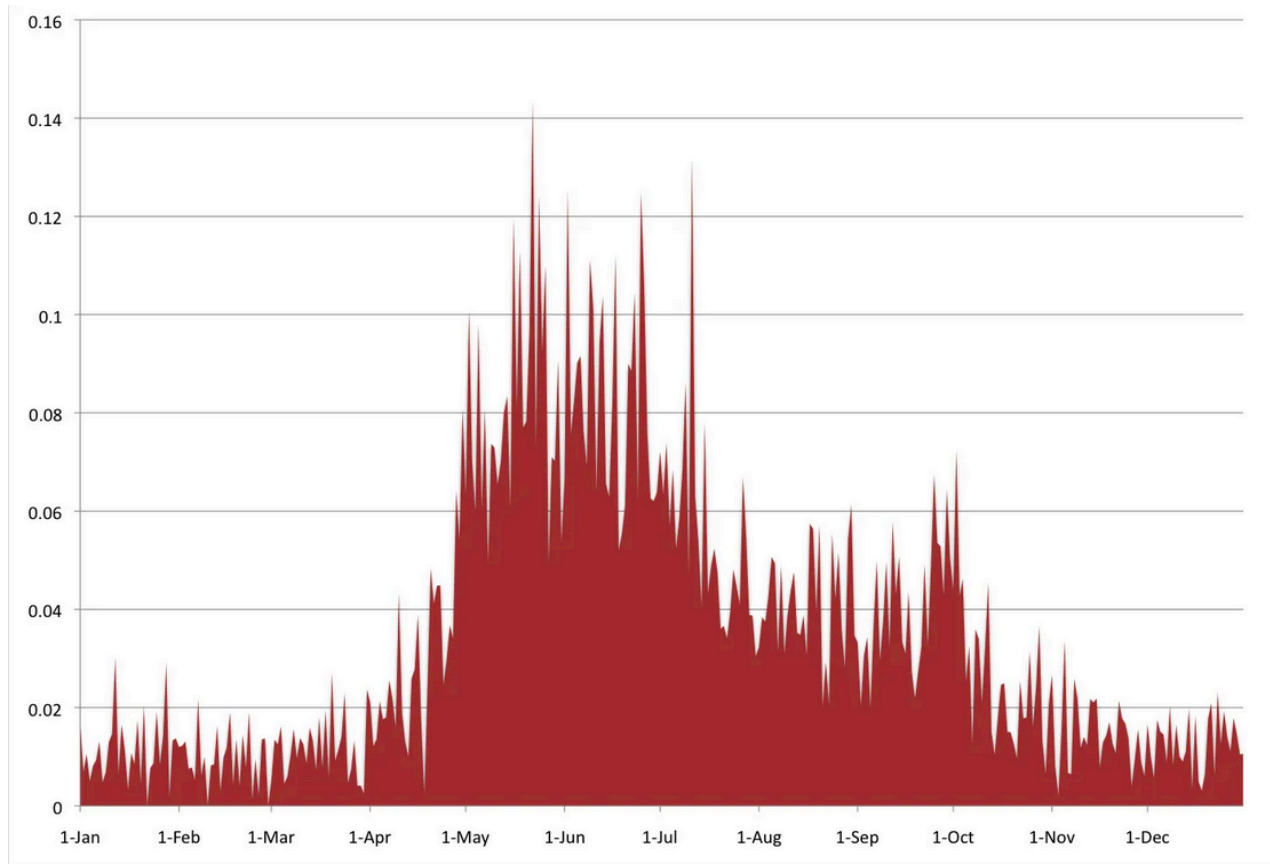
NETWORK ANALYSIS: SIX DEGREES OF FRANCIS BACON

- http://www.sixdegreesoffrancisbacon.com/?ids=10000473&min_confidence=60&type=network
- Visualizing large and complex social networks



TEXT ANALYSIS/TOPIC MODELING: MARTHA BALLARD'S DIARY

- <http://www.cameronblevins.org/posts/topic-modeling-martha-ballards-diary/>



Gardening



Shipyard

Public Wharf

Philip Street

3D MODELING: *EARLY BALTIMORE*

- <https://bearings.earlybaltimore.org/>
- Producing visual recreations of historical people, places, and items.



3D MODELING: VIRTUAL ROME

- <https://research.reading.ac.uk/virtualrome/gallery/>

THE FUTURE OF DIGITAL HISTORY: NEW APPROACHES AND OLD QUESTIONS

- As digital history continues to mature and become more common within mainstream scholarship, historians must continue to innovate and experiment.
- Video games offer one possible avenue for experimenting with new types of story telling.
- Artificial Intelligence and Machine Learning offer compelling possibilities for pattern analysis and dynamic interactivity.



QUESTIONS