Digital Literacy:
How we can help today

Computers in Research
Methods in the
Humanities

- Text Mining
  Including using R, JSTOR, and others
- Perusall
  Group annotation tool
- Citation Management Tools
  BibTex, EndNote, Zotero
- GIS/Mapping
  ArcGIS Online

Digital Scholarship

- Sketchfab: Virtual Archives
  bit.ly/MakerLabSketch
- Crowdsourced Digital projects
  Ethical considerations and issues of consent
- Online exhibits
  Possible collaboration with Archives and Special Collections
  Meta data use and copyright laws
- Replace a paper with a website
- Critical understanding of participatory information environments
  Construction, usage, analysis, and fact checking

Digital Media

- Literary analysis in media forms
  Mark Dellelo and the Getz Lab
  bit.ly/textualanalysisexample
  bit.ly/superstructural
  bit.ly/digitalmediaculture
  bit.ly/podcastbollywood
- Create a short film to understand language of filmmaking
  bit.ly/filmmakinglanguage
- Resources for a class analyzing non-print literature (games, television, new media)

Important Aspects to Consider

Please include Library staff in the planning process as soon as possible. We are happy to help in all stages of assignment creation to help your students get the most out of the Library sessions!

Engage throughout the semester

These projects will work best if there is continual engagement over the course of the semester, whether a semester long project or multiple assignments.

Reflection

Encourage reflection in both students and instructor--how did the technology help or hinder? How did it change the nature of the analysis or class? What did the addition of technology or new techniques add to the class?

Class size

Please let us know the size of your class so we can plan accordingly. Larger classes may need to be broken up into smaller groups due to the degree of hands-on instruction and support needed to produce successful work.
How we can help in the future (Things we'd like to try!)

Computers in Research Methods in the Humanities

- **Machine Learning**
  Machine learning is an application of artificial intelligence (AI) that provides systems the ability to automatically learn and improve from experience without being explicitly programmed. Machine learning focuses on the development of computer programs that can access data and use it to learn for themselves.

- **RIS and Collection Development**
  
  **Create our own article index**
  Create an index or database of a previously uncataloged collection as a part of a larger exploration in a subject, topic, or piece of media.

Digital Scholarship

- **Research Data Management**
  Safely store and manage data (anything from text mining results to sensitive studies)

- **RIS**

Digital Media

- **Virtual world building**
  Unity VR: unity3d.com/learn/tutorials/s/xr
  Unreal VR: unrealengine.com/en-US/vr

- **Brandeis MakerLab**

- **Nonlinear storytelling**
  Twines: twinery.org
  Example from former Graduate Assistant: shelbaum.itch.io/jurisdoctopus (pw: gravlax) Professional example, 17776: sbnation.com/a/17776-football

- **RIS/Getz Media Lab/MakerLab depending on format**

- **Experiential learning companion course**
  Mark Dellelo can work with students as they develop their rhetorical facility with digital media and learn to persuasively shape an argument or story with a chosen digital media toolset. Skill-based instruction would be complemented with project discussion, group critique, and an iterative approach to learning through refinement. (Course exists for Journalism, can be adapted, would need approval)

Important Aspects to Consider

These projects might take time to develop

These are projects we are excited about and want to try! But that means they haven’t been developed yet. Join us in the development process and help us make it even better!

**Reflection and feedback**

These projects might take a bit of tweaking. If you’d like to partner with the library to do one of these new projects we’d love to get feedback along the way and will offer our own feedback as well!