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## arts-humanities.net

- a knowledge base of expert content on digital projects, tools and methods for digital humanities
- taxonomy of digital research methods; bibliography, case studies and briefing papers;
- an online hub for research and teaching
- enables members to locate information, promote their research and discuss ideas
- community content: events calendar; blogs and forums; directory of centres and over 1,100 members; jobs; news



## History

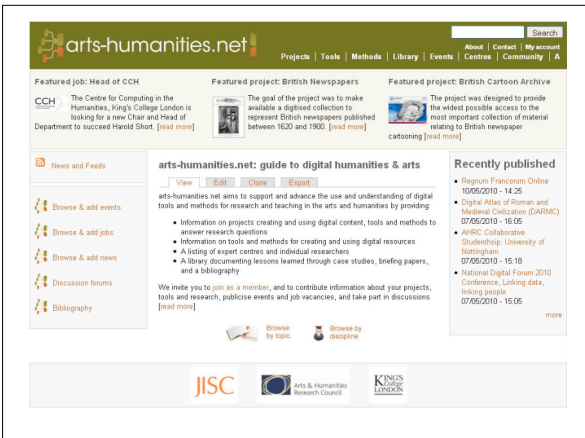


### ICT Guides

- Projects
- Methods
- Tools

### Methods Network

- Events and reports
- Community
- Bibliography



## aims and objectives 2008-10

### JISC funding 2008-2010

- embed expertise from nationally funded initiatives: AHDS, Methods Network; AHRC ICT programme; and AHSSC
- encourage the (re-)use of digital resources; add value to prior investment
- demonstrating exemplars and best practice
- encourage cross-disciplinary partnerships among communities of practice
- provide news and outreach to retain interest: via 'bulletin board' with news, events, funding, jobs, etc.
- raise profile and awareness of digital arts and humanities, both with a wider audience and with funders



## Capturing practice and experience

### Projects

UK publicly funded projects with digital outputs

### Methods

"scholarly primitives" to gain new knowledge: discovering, annotating, comparing, referring, sampling, illustrating, and representing digital content

Computational methods are based on ICT (i.e. database technology); or critically dependent on it (i.e. statistical analysis)

### Tools

Software to gather, analyze and/or process data.

to enable existing (i.e. analogue) research processes to be conducted better and/or faster

to enable researchers to ask, and answer, completely new research questions.





## Taxonomy of Methods

Underpinning arts-humanities.net, a formalized, controlled vocabulary for describing digital scholarship

Originally developed by Anderson/Speck at AHDS as part of PMDB: now covers creation, analysis and dissemination of digital resources for the arts and humanities

Classifies ICT method types by behavioral similarity at two levels:

*Content types* describe the type of digital resource created, for example: narrative text; dataset/structured data and text; still image/graphics; moving image; 3D object; spatial; and sound

*Function types* e.g., *capture*, i.e. the conversion of analogue information into (raw) digital data (via 'digitalization'); *structuring and enhancement*, i.e. the organization and integration of the data captured from one or various sources into a uniform conceptual framework, via, for example, normalization, standardization and enhancement of its data; *analysis*, i.e. the extraction of information/knowledge/meaning from the resource; and *dissemination and presentation*, i.e. the presentation and dissemination/communication of the results of the research project.

Taken forward by CeRch as a widely referenced ontology, in collaboration with Oxford e-Research Centre; the Digital Humanities Observatory (DHO) in Ireland (as basis of their DRAPIER project); and DCU, Greece.



## Communicating impact and value of ICT in the arts and humanities

an evidence base for the digital humanities

methodological framework: key to understanding activity in the field

understanding what has been done, and work still required at strategic level,

understanding how digital tools and methods sit within research practice and research lifecycle

a forum for cross-disciplinary, cross research council activity



<http://www.arts-humanities.net>  
(until July 2010)

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