This book addresses the gap between print and digital scholarly approaches by combining both praxis and theory in a case study of a new international collaborative digital project, the Modernist Archives Publishing Project (MAPP). MAPP is an international collaborative digital project, funded by the Social Sciences and Humanities Research Council of Canada, that uses digital tools to showcase archival traces of twentieth-century publishing. The twenty-first century has witnessed, and is living through, some of the most dynamic changes ever experienced in the publishing industry, arguably altering our very understanding of what it means to read a book. This book brings to both general readers and scholarly researchers a new way of accessing, and thereby assessing, the historical meanings of change within the twenty-first century publication industry by building a resource which organises, interacts with, and uses historical information about book culture to narrate the continuities and discontinuities in reading and publishing over the last century.

The Routledge International Handbook of New Digital Practices in Galleries, Libraries, Archives, Museums and Heritage Sites presents a fascinating picture of the ways in which today's cultural institutions are undergoing a transformation through innovative applications of digital technology. With a strong focus on digital design practice, the volume captures the vital discourse between curators, exhibition designers, historians, heritage practitioners, technologists and interaction designers from around the world. Contributors interrogate how their projects are extending the traditional reach and engagement of institutions through digital designs that reconfigure the interplay between collections, public knowledge and civic society. Bringing together the experiences of some of today's most innovative cultural institutions and thinkers, the Handbook provides refreshingly new ideas and directions for the exciting digital challenges and opportunities that lie ahead. As such, it should be essential reading for academics, students, designers and professionals interested in the production of culture in the post-digital age.

This book brings the study of nineteenth-century illustrations into the digital age. The key issues discussed include the difficulties of making illustrations visible online, the mechanisms for searching the content of illustrations, and the politics of crowdsourced image tagging. Analyzing a range of online resources, the book offers a conceptual and critical model for engaging with and understanding nineteenth-century illustration through its interplay with the digital. In its exploration of the intersections between historic illustrations and the digital, the book is of interest to those working in illustration studies, digital humanities, word and image, nineteenth-century studies, and visual culture. This edited collection brings together global experts to explore the role of information professionals in the transition from an analogue to a digital environment. The contributors, including David Nicholas, Valerie Johnson, Tim Gollins and Scott David, focus on the opportunities and challenges afforded by this new environment that is transforming the information landscape in ways that were scarcely imaginable a decade ago and is challenging the very existence of the traditional library and archive as more and more resources become available on line and as computers and supporting networks become more and more powerful. By drawing on examples of the impact of other new and emerging technologies on the information sciences in the past, the book emphasises that information systems have always been shaped by available technologies that have transformed the creation, capture, preservation and discovery of content. Key topics covered include: - Search in the digital environment - RDF and the semantic web - Crowd sourcing and engagement between institutions and individuals - Development of information management system - Security: managing online risk - Long term curation and preservation - Rights and the Commons - Finding archived records in the digital age - Is Digital Different? - Illustrates the ways in which the digital environment has the potential to transform scholarship and break down barriers between the academy and the wider community, and draws out both the inherent challenges and the opportunities for information professionals globally. Readership: This book will be of particular to students, particularly those on information studies programs, and, academics, researchers and archivists globally. This volume introduces the reader to the wide range of methods that digital humanities employ, and offers a practical guide to the study, interpretation, and presentation of cultural material and practices. In this instance, the editors consider digital humanities to include both the use of computing to understand new cultural material in new ways, and the application of theories and methods from the humanities to interpret new technologies. Each chapter provides a step-by-step guide to cutting-edge methodologies so that students can make informed decisions about the methods they use, consider ethical practices, follow practical procedures, and present their work effectively. Readers will develop practical and reflexive understandings of the software and digital devices that they study and use for research, and the book will help new researchers collaborate and contribute to their scholarly communities, and to public discourse. As contemporary humanities work becomes increasingly interdisciplinary, and increasingly permeated by and with digital technologies, this volume helps new researchers navigate an evolving academic environment. Humanities and social sciences students will find this textbook an invaluable resource for assessing and creating digital projects.

This book constitutes the thoroughly refereed proceedings of the 15th Italian Research Conference on Digital Libraries, IRCDL 2019, held in Pisa, Italy, in January/February 2019. The 22 full papers and 5 short papers presented were carefully selected from 42 submissions. The papers are organized in topical sections on information retrieval, digital libraries and archives, information integration, open science, and data mining. The internet as a platform for facilitating human organization without the need for organizations has, through social media, created new challenges for cultural heritage institutions. Challenges include but are not limited to: how to manage copyright, ownership, orphan works, open data access to heritage representations and artefacts, crowdsourcing, cultural heritage amateurs, information as a commodity or information as public domain, sustainable preservation, attitudes towards openness and much more. Participatory Heritage uses a selection of international case studies to explore these issues and demonstrates that in order for personal and community-based documentation and artefacts to be preserved and included in social and collective histories, individuals and community groups need the technical and knowledge infrastructures of support that formal cultural institutions can provide. In other words, both groups need each other. Divided into three core sections, this book explores: - Participation in the preservation of cultural heritage; - Exploring heritage institutions and organizations, community archives and group - Challenges; - including discussion of giving voices to communities, social inequality, digital archives, data and online sharing; - Solutions; - discussing open access and APIs; digital postcards, the case for collaboration, digital storytelling and co-designing heritage practice. Readership: This book will be useful reading for individuals working in cultural institutions such as libraries, museums, archives and historical societies. It will also be of interest to students taking library, archive and cultural heritage courses. This book explains how designing, playing and modifying computer games, and understanding the theory behind them, can strengthen the area of digital humanities. This book aims to help digital humanities scholars understand both the issues and also advantages of game design, as well as encouraging them to extend the field of computer game studies, particularly in their teaching and research in the field of virtual heritage. By looking at re-occurring issues in the design, playtesting and interface of serious games and game-based learning for cultural heritage and interactive history, this book highlights the importance of visualisation and self-learning in game studies and how this can intersect with digital humanities. It also asks whether such theoretical concepts can be applied to practical learning situations. It will be of particular interest to those who wish to investigate how games and virtual environments can be used in teaching and research to critique issues and topics in the humanities, particularly in virtual heritage and interactive history.

Crowdsourcing, or asking the general public to help contribute to shared goals, is increasingly popular in memory institutions as a tool for digitising or computing vast amounts of data. This book brings together for the first time the collected wisdom of international leaders in the
theory and practice of crowdsourcing in cultural heritage. It features eight accessible case studies of groundbreaking projects from leading cultural heritage and academic institutions, and four thought-provoking essays that reflect on the wider implications of this engagement for participants and on the institutions themselves. Crowdsourcing in cultural heritage is more than a framework for creating content; as a form of mutually beneficial engagement with the collections and research of museums, libraries, archives and academia, it benefits both audiences and institutions. However, successful crowdsourcing projects reflect a commitment to developing effective interface and technical designs. This book will help practitioners who wish to create their own crowdsourcing projects understand how other institutions devised the right combination of source material and the tasks for their ‘crowd’. The authors provide theoretically informed, actionable insights on crowdsourcing in cultural heritage, outlining the context in which their projects were created, the challenges and opportunities that informed decisions during implementation, and reflecting on the results. This book will be essential reading for information and cultural management professionals, students and researchers in universities, corporate, public or academic libraries, museums and archives.

This book provides an overview of various challenges and contemporary research activities in cultural heritage information focusing particularly on the cultural heritage content types, their characteristic and digitization challenges; cultural heritage content organization and access issues; users and usability as well as various policy and sustainability issues associated with digital cultural heritage information systems and services. Cultural Heritage Information, the first book in the peer-reviewed i-Research series, contains eleven chapters that have been contributed by seventeen leading academics from six countries. The book begins with an introductory chapter that provides a brief overview of the topic of digital cultural heritage information with the subsequent chapters addressing specific issues and research activities in this topic. The ordering of the chapters moves from scene setting on policies and infrastructures, through considerations of interaction, access and objects, through to concrete system implementations. The book concludes by looking forward to issues around sustainability, in the widest sense, that are necessary to think about in order to maximize the availability and longevity of our digital cultural heritage. The key topics covered are: - Managing digital cultural heritage information - Digital humanities and digital cultural heritage (alt-history and future directions) - Management of cultural heritage information: policies and practices - Cultural heritage information: artefacts and digitization technologies - Metadata in cultural contexts – from manga to digital archives in linked open data environment - Managing cultural heritage: information systems architecture - Cultural heritage information users and usability - A framework for classifying and comparing interactions in cultural heritage information systems - Semantic access and exploration in cultural heritage digital libraries - Supporting exploration and use of digital cultural heritage materials: the PATHS perspective - Cultural heritage information services: sustainability issues. Readership: This will be essential reading for researchers in Information Science specifically in the areas of digital libraries, digital humanities and digital culture. It will also be useful for practitioners and students in these areas who want to know the different research issues and challenges and learn how they have been handled in course of various research projects in these areas.

This book constitutes the proceedings of the 21st International Conference on Theory and Practice of Digital Libraries, TPDL 2017, held in Thessaloniki, Greece, in September 2017. The 39 full papers, 11 short papers, and 10 poster papers presented in this volume were carefully reviewed and selected from 198 submissions. In addition the book contains 7 doctoral consortium papers. The contributions are organized in topical sections named: linked data; corpora; data in digital libraries; quality in digital libraries; digital humanities; entities; scholarly communication; sentiment analysis; information behavior; information retrieval.

This book provides new critical and methodological approaches to digital humanities, intended to guide technical development as well as critical analysis. Informed by the history of technology and culture and new perspectives on modernity, Smithies grounds his claims in the engineered nature of computing devices and their complex entanglement with our communities, our scholarly traditions, and our sense of self. The distorting mentalité of the digital modern informs our attitudes to computers and computationally intensive research, leading scholars to reject articulations of meaning that admit the interdependence of humans and the complex socio-technological systems we are embedded in. By framing digital humanities with the digital modern, researchers can rebuild our relationship to technical development, and seek perspectives that unite practical and critical activity. This requires close attention to the cyber-infrastructures that inform our research, the software-intensive methods that are producing new knowledge, and the ethical issues implicit in the production of digital humanities tools and methods. The book will be of interest to anyone interested in the intersection of technology with humanities research, and the future of digital humanities.

Drawing on the expertise of leading researchers from around the globe, this pioneering collection of essays explores how geospatial technologies are revolutionizing the discipline of literary studies. The book offers the first intensive examination of digital literary cartography, a field whose recent and rapid development has yet to be coherently analysed. This collection not only provides an authoritative account of the current state of the field, but also informs a new generation of digital humanities scholars about the critical and creative potentials of digital literary mapping. The book showcases the work of exemplary literary mapping projects and provides the reader with an overview of the tools, techniques and methods those projects employ. There has been an exponential explosion in the production and consumption of video online and yet there is a scarcity of knowledge and cases about video and the digital archive. This book seeks to address that through the lens of the project Circus Oz Living Archive. This project provides the case study foundation for the articulation of the issues, challenges and possibilities that the design and development of digital archives afford. Drawn from eight different disciplines and professions, the authors explore what it means to embrace the possibilities of digital technologies to transform contemporary cultural institutions and their archives into new methods of performance, representation and history.

This book constitutes the refereed post-conference proceedings of the Final Conference of the Marie Skłodowska-Curie Initial Training Network for Digital Cultural Heritage, held in Olimje, Slovenia, in May 2017. The 29 revised full papers included in this volume were carefully reviewed and selected from 198 submissions. They focus on interdisciplinary and multi-disciplinary research concerning cutting edge cultural heritage informatics, -physics, -chemistry and -engineering and the use of technology for the representation, documentation, archiving, protection, preservation and communication of cultural heritage knowledge.

Equally valuable for LIS students just learning about the digital landscape, information professionals taking their first steps to create digital content, and organizations who already have well-established digital credentials, Purcell’s book outlines methods applicable and scalable to many different types and sizes of libraries and archives.

The field of cultural heritage is no longer solely dependent on the expertise of art and architectural historians, archaeologists, conservators, curators, and site and museum administrators. It has dramatically expanded across disciplinary boundaries and socio-cultural contexts, with even the basic definition of what constitutes cultural heritage being widened far beyond the traditional categories of architecture, artifacts, archives, and art. Heritage now includes vernacular architecture, intangible cultural practices, knowledge, and language, performances and rituals, as well as cultural landscapes. Heritage has also become increasingly entangled with the broader social, political, and economic contexts in which heritage is created, managed, transmitted, protected, or even destroyed. Heritage protection now encompasses a growing set of methodological approaches whose objectives are not necessarily focused upon the maintenance of material fabric, which has traditionally been cultural heritage’s primary concern. The Oxford Handbook of
Public Heritage Theory and Practice charts some of the major sites of convergence between the humanities and the social sciences, where new disciplinary perspectives are being brought to bear on heritage. These convergences have the potential to provide the interdisciplinary expertise needed not only to critique but also to achieve the intertwined intellectual, political, and socioeconomic goals of cultural heritage in the twenty-first century. This volume highlights the potential contributions of development studies, political science, anthropology, management studies, human geography, ecology, psychology, sociology, cognitive studies, and education to heritage studies.

Cultural heritage communities of interest have increasingly expanded from cultural heritage professionals to volunteers, special interest groups and independent citizen-led initiative groups. Digital technology has also increasingly impacted cultural heritage by affording novel experiences of it – it features in a number of activities for all the aforementioned groups, as well as acting as support for visitors to cultural heritage centres. With different degrees of formality and training, these communities are increasingly defining and taking ownership of what is of value to them, thus reconfiguring the care, communication, interpretation and validation of heritage. Digital technology has played a crucial role in this transformative process. In a fully international context, cultural heritage practitioners, community champions and academics from different fields of study have contributed to this book. Each chapter brings to the fore the multiple relationships between heritage, communities and technologies as a focus of study and reflection in an inclusive way. Contributions touch upon present and future opportunities for technology, as well as participatory design processes with different stakeholders. This book brings together ideas from different disciplines, cultures, methods and goals, to inspire scholars and practitioners involved in community heritage projects.

This volume presents epigraphic research using digital and computational tools, comparing the outcomes of both well-established and newer projects to consider the most innovative investigative trends. Papers consider open-access databases, SfM Photogrammetry and Digital Image Modelling applied to textual restoration, Linked Open Data, and more.

The latest installment of a digital humanities bellwether Contending with recent developments like the shocking 2016 U.S. Presidential election, the radical transformation of the social web, and passionate debates about the future of data in higher education, Debates in the Digital Humanities 2019 brings together a broad array of important, thought-provoking perspectives on the field’s many sides. With a wide range of subjects including gender-based assumptions made by algorithms, the place of the digital humanities within art history, data-based methods for exhuming forgotten histories, video games, three-dimensional printing, and decolonial work, this book assembles a who’s who of the field in more than thirty impactful essays. Contributors: Rafael Alvarado, U of Virginia; Taylor Arnold, U of Richmond; James Baker, U of Sussex; Kathi Inman Berens, Portland State U; David M. Berry, U of Sussex; Claire Bishop, The Graduate Center, CUNY; James Coltrain, U of Nebraska–Lincoln; Crunk Feminist Collective; Johanna Drucker, U of California–Los Angeles; Jennifer Edmond, Trinity College; Marta Effinger-Crichlow, New York City College of Technology–CUNY; M. Beatrice Fazi, U of Sussex; Kevin L. Ferguson, Queens College–CUNY; Curtis Fletcher, U of Southern California; Neil Fraistat, U of Maryland; Radhika Gajjala, Bowling Green State U; Michael Gavin, U of South Carolina; Andrew Goldstone, Rutgers U; Andrew Gomez, U of Puget Sound; Elyse Graham, Stony Brook U; Brian Greenspan, Carleton U; John Hunter, Bucknell U; Steven J. Jackson, Cornell U; Collin Jennings, Miami U; Lauren Kersey, Saint Louis U; Kari Kraus, U of Maryland; Seth Long, U of Nebraska, Kearney; Laura Mandell, Texas A&M U; Rachel Mann, U of South Carolina; Jason Mittell, Middlebury College; Lincoln A. Mullen, George Mason U; Trevor Muñoz, U of Maryland; Safiya Umoja Noble, U of Southern California; Jack Norton, Normandale Community College; Bethany Nowviskie, U of Virginia; Erika Ortega, Northeastern U; Marisa Parham, Amherst College; Jussi Parikka, U of Southampton; Kyle Parry, U of California, Santa Cruz; Brad Paseanek, U of Virginia; Stephen Ramsay, U of Nebraska–Lincoln; Matt Ratto, U of Toronto; Katie Rawson, U of Pennsylvania; Ben Roberts, U of Sussex; David S. Roh, U of Utah; Mark Sample, Davidson College; Moacir P. de Sá Pereira, New York U; Tim Sherratt, U of Canberra; Bobby L. Smiley, Vanderbilt U; Lauren Tilton, U of Richmond; Ted Underwood, U of Illinois; Urbana-Champaign; Megan Ward, Oregon State U; Claire Warwick, Durham U; Alban Webb, U of Sussex; Adrian S. Wisnicki, U of Nebraska–Lincoln.

The central purpose of this collection of essays is to make a creative addition to the debates surrounding the cultural heritage domain. In the 21st century the world faces epochal changes which affect every part of society, including the arenas in which cultural heritage is made, held, collected, curated, exhibited, or simply exists. The book is about these changes; about the decentring of culture and cultural heritage away from institutional structures towards the individual; about the questions which the advent of digital technologies is demanding that we ask and answer in relation to how we understand, collect and make available Europe’s cultural heritage. Cultural heritage has enormous potential in terms of its contribution to improving the quality of life for people, understanding the past, assisting territorial cohesion, driving economic growth, opening up employment opportunities and supporting wider developments such as improvements in education and in artistic careers. Given that spectrum of possible benefits to society, the range of studies that follow here are intended to be a resource and stimulus to help inform not just professionals in the sector but all those with an interest in cultural heritage.

Engaging Transculturality is an extensive and comprehensive survey of the rapidly developing field of transcultural studies. In this volume, the reflections of a large and interdisciplinary array of scholars have been brought together to provide an extensive source of regional and trans-regional competencies, and a systematic and critical discussion of the field’s central methodological concepts and terms. Based on a wide range of case studies, the book is divided into twenty-seven chapters across which cultural, social, and political issues relating to transculturality from Antiquity to today and within both Asian and European regions are explored. Key terms related to the field of transculturality are also discussed within each chapter, and the rich variety of approaches provided by the contributing authors offer the reader an
expansive look into the field of transculturality. Offering a wealth of expertise, and equipped with a selection of illustrations, this book will be of interest to scholars and students from a variety of fields within the Humanities and Social Sciences.

Published thesis discussing the impact of engaging with the public through the medium of crowdsourcing by three UK museums, focusing on the changing roles of curator and historian.

This high-anticipated volume has been extensively revised to reflect changes in technology, digital humanities methods and practices, and institutional culture surrounding the valuation and publication of digital scholarship. A fully revised edition of a celebrated reference work, offering the most comprehensive and up-to-date collection of research currently available in this rapidly evolving discipline includes new articles addressing topical and provocative issues and ideas such as retro computing, desktop fabrication, gender dynamics, and globalization.

Brings together a global team of authors who are pioneers of innovative research in the digital humanities. Accessibly structured into five sections exploring infrastructures, creation, analysis, dissemination, and the future of digital humanities. Surveys the past, present, and future of the field, offering essential research for anyone interested in better understanding the theory, methods, and application of the digital humanities.

Edited by organisers of “Digital Classicist” seminars in London and Berlin, this volume explores the impact of computational approaches to the study of antiquity on audiences other than the scholars who conventionally publish it. In addition to colleagues in classics and digital humanities, the eleven chapters herein concern and are addressed to students, heritage professionals and “citizen scientists”. Each chapter is a scholarly contribution, presenting research questions in the classics, digital humanities or, in many cases, both. They are all also examples of work within one of the most important areas of academia today: scholarly research and outputs that engage with collaborators and audiences not only including our colleagues, but also students, academics in different fields including the hard sciences, professionals and the broader public. Collaboration and scholarly interaction, particularly with better-funded and more technically advanced disciplines, is essential to digital humanities and perhaps even more so to digital classics. The international perspectives on these issues are especially valuable in an increasingly connected, institutionally and administratively diverse world. This book addresses the broad range of issues scholars and practitioners face in engaging with students, professionals and the public, in accessible and valuable chapters from authors of many backgrounds and areas of expertise, including language and linguistics, history, archaeology and architecture. This collection will be of interest to teachers, scientists, cultural heritage professionals, linguists and enthusiasts of history and antiquity.

This innovative handbook examines the changing relationship between communities, citizens and the notion of the archive. Archives have traditionally been understood as repositories of knowledge and experience, remote from the ordinary people who fund and populate them, however digital resources have led to a growing plurality of archives and the practices associated with collecting and curating. This book uses a broad range of case studies which place communities at the heart of this exciting development, to illustrate how their experiences are central to our understanding of this new terrain which challenges traditional histories and the control of knowledge and power.

The art and science of audiovisual preservation and access has evolved at breakneck speed in the digital age. The Joint Technical Symposium (JTS) is organized by the Coordinating Council of Audiovisual Archives Associations and brings experts from around the world to learn of technologies and developments in the technical issues affecting the long-term survival and accessibility of audiovisual collections. This collection of essays is derived from presentations made at the 2016 JTS held in Singapore and presents an overview of the latest audiovisual preservation methods and techniques, archival best practices in media storage, as well as analog-to-digital conversion challenges and their solutions.

Public History: A Textbook of Practice is a guide to the many challenges historians face while teaching, learning, and practicing public history. Historians can play a dynamic and essential role in contributing to public understanding of the past, and those who work in historic preservation, in museums and archives, in government agencies, as consultants, as oral historians, or who manage crowdsourcing projects need very specific skills. This book links theory and practice and provides students and practitioners with the tools to do public history in a wide range of settings. The text engages throughout with key issues such as public participation, digital tools and media, and the internationalization of public history. Part One focuses on public history sources, and offers an overview of the creation, collection, management, and preservation of public history materials (archives, material culture, oral materials, or digital sources). Chapters cover sites and institutions such as archival repositories and museums, historic buildings and structures, and different practices such as collection management, preservation (archives, objects, sounds, moving images, buildings, sites, and landscape), oral history, and genealogy. Part Two deals with the different ways in which public historians can produce historical narratives through different media (including exhibitions, film, writing, and digital tools). The last part explores the challenges and ethical issues that public historians will encounter when working with different communities and institutions. Either in public history methods courses or as a resource for practicing public historians, this book lays the groundwork for making meaningful connections between historical sources and popular audiences.

The design and use of metadata is always culturally, socially, and ideologically inflected. The authors, whether these are institutions (museums, archives, libraries, corporate image suppliers) or individuals (image producers, social media agents, researchers), as well as their agendas and interests, affect the character of metadata. There is a politics of metadata. This issue of Digital Culture & Society addresses the ideological and political aspects of metadata practices within image collections from an interdisciplinary perspective. The overall aim is to consider the implications, tensions, and challenges involved in the creation of metadata in terms of content, structure, searchableity, and diversity.

Crowdsourcing our Cultural Heritage Routledge

What are the leading tools and archives in digital cultural heritage? How can they be integrated into research infrastructures to better serve their intended audiences? In this book, authors from a wide range of countries, representing some of the best research projects in digital humanities related to cultural heritage, discuss their latest findings, both in terms of new tools and archives, and how they are used (or not used) by both specialists and by the general public.

Artefacts, Archives, and Documentation in the Relational Museum provides the first interdisciplinary study of the digital documentation of artefacts and archives in contemporary museums, while also exploring the implications of polyphonic, relational
thinking on collections documentation. Drawing on case studies from Australia, the United Kingdom, and the United States, the book provides a critical examination of the history of collections management and documentation since the introduction of computers to museums in the 1960s, demonstrating how technology has contributed to the disconnection of distributed collections knowledge. Jones also highlights how separate documentation systems have developed, managed by distinct, increasingly professionalised staff, impacting our ability to understand and use what we find in museums and their ever-expanding online collections. Exploring this legacy allows us to rethink current practice, focusing less on individual objects and more on the rich stories and interconnected resources that lie at the heart of the contemporary, plural, participatory ‘relational museum.’ Artefacts, Archives, and Documentation in the Relational Museum is essential reading for those who wish to better understand the institutional silos found in museums, and the changes required to make museum knowledge more accessible. The book is a particularly important addition to the fields of museum studies, archival science, information management, and the history of cultural heritage technologies.

Addressing current trends in feminist historical and literary scholarship in relation to digital media, this book looks at how the field has developed since the first feminist archival research projects were initiated over twenty years ago. The contributions to the book explore three key concerns: projects which document the history of women’s political activism; the digitising of primary document archives by women; and the impact of digitisation on historical research about women. In addition, the book sheds light on the way in which historians and literary scholars fuse digital sources with traditional forms such as books and journal articles to imagine different and ground-breaking histories of women’s experience. With the field of feminist history and its relationship to the digital world in a dynamic position, the contributions to this volume can be read as signposts for future research in the field, posing questions for scholars and readers to explore in more detail. This book was originally published as a special issue of Women’s History Review.

Collections: A Journal for Museum and Archives Professionals* is a multi-disciplinary peer-reviewed journal dedicated to the discussion of all aspects of handling, preserving, researching, and organizing collections. Curators, archivists, collections managers, preparators, registrars, educators, students, and others contribute.

The rise of digitisation and social media over the past decade has fostered the rise of participatory and DIY digital culture. Likewise, the archival community leveraged these new technologies, aiming to engage users and expand access to collections. This book examines the creation and development of participatory archives, its impact on archival theory, and present case studies of its real world application. Participatory Archives is divided into four sections with each focused on a particular aspect of participatory archives: social tagging and commenting; transcription; crowdfunding; and outreach & activist communities. Each section includes chapters summarizing the existing literature, a discussion of theoretical challenges and benefits, and a series of case studies. The case studies are written by a range of international practitioners and provide a wide range of examples in practice, whilst the remaining chapters are supplied by leading scholars from Australia, Canada, Denmark, the Netherlands, Norway, the United Kingdom, and the United States. This book will be useful for students on archival studies programs, scholarly researchers in archival studies who could use the book to frame their own research projects, and practitioners who might be most interested in the case studies to see how participatory archives function in practice. The book may also be of interest to other library and information science students, and similar audiences within the broader cultural heritage institution fields of museums, libraries, and galleries.

This book provides an up-to-date, coherent and comprehensive treatment of digital scholarly editing, organized according to the typical timeline and workflow of the preparation of an edition: from the choice of the object to edit, the editorial work, post-production and publication, the use of the published edition, to long-term issues and the ultimate significance of the published work. The author also examines from a theoretical and methodological point of view the issues and problems that emerge during these stages with the application of computational techniques and methods. Building on previous publications on the topic, the book discusses the most significant developments in digital textual scholarship, claiming that the alterations in traditional editorial practices necessitated by the use of computers impose radical changes in the way we think and manage texts, documents, editions and the public. It is of interest not only to scholarly editors, but to all involved in publishing and readership in a digital environment in the humanities.


Conservation research in libraries is a rapidly growing field. This book places analysis within its context in conservation and provides examples of how this expensive resource can be used. Through a series of case studies, it describes major analytical procedures, including visualization, molecular, elemental and separation techniques as well as chemical tests. It is thus a suitable reference work for library conservators and curators.

Traversing disciplines, A History of Participation in Museums and Archives provides a framework for understanding how participatory modes in natural, cultural, and scientific heritage institutions intersect with practices in citizen science and citizen humanities. Drawing on perspectives in cultural history, science and technology studies, and media and communication theory, the book explores how museums and archives make science and cultural heritage relevant to people’s everyday lives, while soliciting their assistance and participation in research and citizen projects. More specifically, the book critically examines how different forms of engagement are constructed, how concepts of democratization are framed and enacted, and how epistemic practices in science and the humanities are transformed through socio-technological infrastructures. Tracking these central themes across disciplines and research from Europe, Canada, Australia and the United States, the book simultaneously considers their relevance for museum and heritage studies. A History of Participation in Museums and Archives should be essential reading for a broad academic audience, including scholars and students in museum and heritage studies, digital humanities, and the public communication of
science and technology. It should also be of great interest to museum professionals working to foster public engagement through collaboration with networks and local community groups.

This volume constitutes the refereed proceedings of the 4th International Conference on Digital Transformation and Global Society, DTGS 2019, held in St. Petersburg, Russia, in June 2019. The 56 revised full papers and 9 short papers presented in the volume were carefully reviewed and selected from 194 submissions. The papers are organized in topical sections on e-polity: governance; e-polity: politics online; e-city: smart cities and urban planning; e-economy: online consumers and solutions; e-society: computational social science; e-society: humanities and education; international workshop on internet psychology; international workshop on computational linguistics.

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