

Humanities Data In R Exploring Networks Geospatial Data Images And Text Quantitative Methods In The Humanities And Social Sciences

Routledge Introductions to Applied Linguistics consists of introductory level textbooks covering the core topics in Applied Linguistics, designed for those entering postgraduate studies and language professionals returning to academic study. The books take an innovative "practice to theory" approach, with a 'back to front' structure which takes the reader from real life problems and issues in the field, then enters into a discussion of intervention and how to engage with these concerns. The final section concludes by tying the practical issues to theoretical foundations. Additional features include tasks with commentaries, a glossary of key terms, and an annotated further reading section. Corpus linguistics is a key area of applied linguistics and one of the most rapidly developing. Winnie Cheng's practical approach guides readers in acquiring the relevant knowledge and theories to enable the analysis, explanation and interpretation of language using corpus methods. Throughout the book practical classroom examples, concordance based analyses and tasks such as designing and conducting mini-projects are used to connect and explain the conceptual and practical aspects of corpus linguistics. Exploring Corpus Linguistics is an essential textbook for post-graduate/graduate students new to the field and for advanced undergraduates studying English Language and Applied Linguistics.

Museums are public resources that can offer rich extensions to classroom educational experiences from tours through botanical gardens to searching for family records in the archives of a local historical society. With clarity and a touch of humor, Quinn presents ideas and examples of ways that teachers can use museums to support student exploration while also teaching for social justice. Topics include disability and welcoming all bodies, celebrating queer people's lives and histories, settler colonialism and decolonization, fair workplaces, Indigenous knowledge, and much more. This practical resource invites classroom teachers to rethink how and why they are bringing students to museums and suggests projects for creating rich museum-based learning opportunities across an array of subject areas. Book Features: Links museums, classroom teaching, and social movements for justice. Focuses on the cultural contributions of people of color, women, and other marginalized groups. Organized around probing questions connecting history and contemporary events, museum formats and content, and activities. Includes pull-out themes and resources for further reading.

Do you want to learn R? This book is built on the premise that anyone with a bit of free time and a healthy curiosity can learn to use R in their studies or at work. The authors focus on using R to do useful things like writing reports, creating data and graphs, accessing datasets collected by others, preparing data, and conducting simple data analysis. In this book you'll learn how to: install R and RStudio®, and set up an RStudio® project and folders; write an essay with graphs based on simple real-world data using R Markdown; create variables from everyday numeric information and visualize data through five types of charts—bar plot, histogram, pie chart, scatter plot, and time series line plot—to identify patterns in the data; write and run R programs, and prepare your data following the tidyverse approach; import external datasets into R, install R data packages, and carry out initial data validity checks; conduct exploratory data analysis through three exercises involving data on voting outcomes, natural resource consumption, and gross domestic product (GDP) via data visualization, correlation coefficient, and simple regression; and write a research paper on the impact of GDP per capita on life expectancy using R Markdown. Student-friendly language and examples (such as binge-watched shows on Netflix, and the top 5 songs on Spotify), cumulative learning, and

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practice exercises make this a must-have guide for a variety of courses where data are used and reports need to be written. Code and datasets used to carry out the examples in the book are available on an accompanying website.

This timely Handbook contains a wide-ranging overview of the diverse research methods used within international law. Providing an insightful examination of how international legal knowledge is analysed and adopted, this Handbook offers the reader a deeper understanding on the role and place of research methods in international legal theory, reasoning and practice.

Published annually since 1985, the Handbook series provides a compendium of thorough and integrative literature reviews on a diverse array of topics of interest to the higher education scholarly and policy communities. Each chapter provides a comprehensive review of research findings on a selected topic, critiques the research literature in terms of its conceptual and methodological rigor and sets forth an agenda for future research intended to advance knowledge on the chosen topic. The Handbook focuses on a comprehensive set of central areas of study in higher education that encompasses the salient dimensions of scholarly and policy inquiries undertaken in the international higher education community. Each annual volume contains chapters on such diverse topics as research on college students and faculty, organization and administration, curriculum and instruction, policy, diversity issues, economics and finance, history and philosophy, community colleges, advances in research methodology and more. The series is fortunate to have attracted annual contributions from distinguished scholars throughout the world.

The Routledge Handbook of English Language and Digital Humanities serves as a reference point for key developments related to the ways in which the digital turn has shaped the study of the English language and of how the resulting methodological approaches have permeated other disciplines. It draws on modern linguistics and discourse analysis for its analytical methods and applies these approaches to the exploration and theorisation of issues within the humanities. Divided into three sections, this handbook covers: sources and corpora; analytical approaches; English language at the interface with other areas of research in the digital humanities. In covering these areas, more traditional approaches and methodologies in the humanities are recast and research challenges are re-framed through the lens of the digital. The essays in this volume highlight the opportunities for new questions to be asked and long-standing questions to be reconsidered when drawing on the digital in humanities research. This is a ground-breaking collection of essays offering incisive and essential reading for anyone with an interest in the English language and digital humanities.

This pioneering book teaches readers to use R within four core analytical areas applicable to the Humanities: networks, text, geospatial data, and images. This book is also designed to be a bridge: between quantitative and qualitative methods, individual and collaborative work, and the humanities and social scientists. Exploring Humanities Data Types with R does not presuppose background programming experience. Early chapters take readers from R set-up to exploratory data analysis (continuous and categorical data, multivariate analysis, and advanced graphics with emphasis on aesthetics and facility). Everything is hands-on: networks are explained using U.S. Supreme Court opinions, and low-level NLP methods are applied to short stories by Sir Arthur Conan Doyle. The book's data, code, appendix with 100 basic programming exercises and solutions, and dedicated website are valuable resources for readers. The methodology will have wide application in classrooms and self-study for the humanities, but also for use in linguistics, anthropology, and political science. Outside the classroom, this intersection of humanities and computing is particularly relevant for research and new modes of dissemination across archives, museums and libraries. The preoccupation with "depth" and its relevance to cinema and media studies For decades the concept of depth has been central to critical thinking in numerous humanities-based disciplines, legitimizing certain modes of inquiry over others. Deep Mediations examines why and

how this is, as scholars today navigate the legacy of depth models of thought and vision, particularly in light of the “surface turn” and as these models impinge on the realms of cinema and media studies. The collection’s eighteen essays seek to understand the decisive but evolving fixation on depth by considering the term’s use across a range of conversations as well as its status in relation to critical methodologies and the current mediascape. Engaging contemporary debates about new computing technologies, the environment, history, identity, affect, audio/visual culture, and the limits and politics of human perception, *Deep Mediations* is a timely interrogation of depth’s ongoing importance within the humanities. Contributors: Laurel Ahnert; Taylor Arnold, U of Richmond; Erika Balsom, King’s College London; Brooke Belisle, Stony Brook University; Jinhee Choi, King’s College London; Jennifer Fay, Vanderbilt U; Lisa Han, UC Santa Barbara; Jean Ma, Stanford U; Shaka McGlotten, Purchase College-SUNY; Susanna Paasonen, U of Turku, Finland; Jussi Parikka, U of Southampton; Alessandra Raengo, Georgia State U; Pooja Rangan, Amherst College; Katherine Rochester, VIA Art Fund in Boston; Karl Schoonover, University of Warwick (UK); Jordan Schonig, Michigan State U; John Paul Stadler, North Carolina State U; Nicole Starosielski, New York U; Lauren Tilton, U of Richmond.

Digital history is an emerging field that draws on digital technology and computational methods. A global enterprise that invites scholars worldwide to join forces, it presents exciting and novel ways we might explore, understand and represent the past. Hannu Salmi provides the most compelling introduction to digital history to date. Beginning with an examination of the origins of the digital study of history, he goes on to discuss the question of how history exists in a digitized form. He introduces basic concepts and ideas in digital history, including databases and archives, interdisciplinarity and public engagement. Outlining the problems and methods in the study of big data, both textual and visual, particular attention is paid to the born-digital era: the contemporary age that exists primarily in digital form. *What is Digital History?* is essential reading for students of history and other humanities fields, as well as anyone interested in how digitization and digital cultures are transforming the study of history.

A Computational Approach to Statistical Learning gives a novel introduction to predictive modeling by focusing on the algorithmic and numeric motivations behind popular statistical methods. The text contains annotated code to over 80 original reference functions. These functions provide minimal working implementations of common statistical learning algorithms. Every chapter concludes with a fully worked out application that illustrates predictive modeling tasks using a real-world dataset. The text begins with a detailed analysis of linear models and ordinary least squares. Subsequent chapters explore extensions such as ridge regression, generalized linear models, and additive models. The second half focuses on the use of general-purpose algorithms for convex optimization and their application to tasks in statistical learning. Models covered include the elastic net, dense neural networks, convolutional neural networks (CNNs), and spectral clustering. A unifying theme throughout the text is the use of optimization theory in the description of predictive models, with a particular focus on the singular value decomposition (SVD). Through this theme, the computational

approach motivates and clarifies the relationships between various predictive models. Taylor Arnold is an assistant professor of statistics at the University of Richmond. His work at the intersection of computer vision, natural language processing, and digital humanities has been supported by multiple grants from the National Endowment for the Humanities (NEH) and the American Council of Learned Societies (ACLS). His first book, *Humanities Data in R*, was published in 2015. Michael Kane is an assistant professor of biostatistics at Yale University. He is the recipient of grants from the National Institutes of Health (NIH), DARPA, and the Bill and Melinda Gates Foundation. His R package *bigmemory* won the Chamber's prize for statistical software in 2010. Bryan Lewis is an applied mathematician and author of many popular R packages, including *irlba*, *doRedis*, and *threejs*.

This book describes a set of methods, architectures, and tools to extend the data pipeline at the disposal of developers when they need to publish and consume data from Knowledge Graphs (graph-structured knowledge bases that describe the entities and relations within a domain in a semantically meaningful way) using SPARQL, Web APIs, and JSON. To do so, it focuses on the paradigmatic cases of two middleware software packages, *grlc* and *SPARQL Transformer*, which automatically build and run SPARQL-based REST APIs and allow the specification of JSON schema results, respectively. The authors highlight the underlying principles behind these technologies—query management, declarative languages, new levels of indirection, abstraction layers, and separation of concerns—, explain their practical usage, and describe their penetration in research projects and industry. The book, therefore, serves a double purpose: to provide a sound and technical description of tools and methods at the disposal of publishers and developers to quickly deploy and consume Web Data APIs on top of Knowledge Graphs; and to propose an extensible and heterogeneous Knowledge Graph access infrastructure that accommodates a growing ecosystem of querying paradigms.

This handbook reviews efforts to increase the use of empirical methods in studies of the aesthetic and social effects of literary reading. The reviewed research is expansive, including extension of familiar theoretical models to novel domains (e.g., educational settings); enlarging empirical efforts within under-represented research areas (e.g., child development); and broadening the range of applicable quantitative and qualitative methods (e.g., computational stylistics; phenomenological methods). Especially challenging is articulation of the subtle aesthetic and social effects of literary artefacts (e.g., poetry, film). Increasingly, the complexity of these effects is addressed in multi-variate studies, including confirmatory factor analysis and structural equation modeling. While each chapter touches upon the historical background of a specific research topic, two chapters address the area's historical background and guiding philosophical assumptions. Taken together, the material in this volume provides a systematic introduction to the area for early career professionals, while challenging active researchers to develop theoretical frameworks and empirical procedures that

match the complexity of their research objectives.

In the past decade there has been an intense growth in the number of library publishing services supporting faculty and students. Unified by a commitment to both access and service, library publishing programs have grown from an early focus on backlist digitization to encompass publication of student works, textbooks, research data, as well as books and journals. This growing engagement with publishing is a natural extension of the academic library's commitment to support the creation of and access to scholarship.

Although media studies and digital humanities are established fields, their overlaps have not been examined in depth. This comprehensive collection fills that gap, giving readers a critical guide to understanding the array of methodologies and projects operating at the intersections of media, culture, and practice. Topics include: access, praxis, social justice, design, interaction, interfaces, mediation, materiality, remediation, data, memory, making, programming, and hacking. *Access and Control in Digital Humanities* explores a range of important questions about who controls data, who is permitted to reproduce or manipulate data, and what sorts of challenges digital humanists face in making their work accessible and useful. Contributors to this volume present case studies and theoretical approaches from their experience with applications for digital technology in classrooms, museums, archives, in the field and with the general public. Offering potential answers to the issues of access and control from a variety of perspectives, the volume acknowledges that access is subject to competing interests of a variety of stakeholders. Museums, universities, archives, and some communities all place claims on how data can or cannot be shared through digital initiatives and, given the collaborative nature of most digital humanities projects, those in the field need to be cognizant of the various and often competing interests and rights that shape the nature of access and how it is controlled. *Access and Control in Digital Humanities* will be of interest to researchers, academics and graduate students working in a variety of fields, including digital humanities, library and information science, history, museum and heritage studies, conservation, English literature, geography and legal studies.

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; Élika Ortega, Northeastern U; Marisa Parham, Amherst College; Jussi Parikka, U of Southampton; Kyle Parry, U of California, Santa Cruz; Brad Pasanek, 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.

Over one hundred presentations from the 36th annual Charleston Library Conference (held November 1-5, 2016) are included in this annual proceedings volume. Major themes of the meeting included data visualization, streaming video, analysis and assessment, demand-driven acquisition, and open access publishing. While the Charleston meeting remains a core one for acquisitions librarians in dialog with publishers and vendors, the breadth of coverage of this volume reflects the fact that this conference is now one of the major venues for leaders in the publishing and library communities to shape strategy and prepare for the future. Almost 2,000 delegates attended the 2016 meeting, ranging from the staff of small public library systems to the CEOs of major corporations. This fully indexed, copyedited volume provides a rich source for the latest evidence-based research and lessons from practice in a range of information science fields. Contributors comprise leaders in the library, publishing, and vendor communities.

?This pioneering book teaches readers to use R within four core analytical areas applicable to the Humanities: networks, text, geospatial data, and images. This book is also designed to be a bridge: between quantitative and qualitative methods, individual and collaborative work, and the humanities and social sciences. Humanities Data with R does not presuppose background programming experience. Early chapters take readers from R set-up to exploratory data analysis (continuous and categorical data, multivariate analysis, and advanced graphics with emphasis on aesthetics and facility). Following this, networks, geospatial data, image data, natural language processing and text analysis each have a dedicated chapter. Each chapter is grounded in examples to move readers beyond the intimidation of adding new tools to their research. Everything is hands-on: networks are explained using U.S. Supreme Court opinions, and low-level NLP methods are applied to

short stories by Sir Arthur Conan Doyle. After working through these examples with the provided data, code and book website, readers are prepared to apply new methods to their own work. The open source R programming language, with its myriad packages and popularity within the sciences and social sciences, is particularly well-suited to working with humanities data. R packages are also highlighted in an appendix. This book uses an expanded conception of the forms data may take and the information it represents. The methodology will have wide application in classrooms and self-study for the humanities, but also for use in linguistics, anthropology, and political science. Outside the classroom, this intersection of humanities and computing is particularly relevant for research and new modes of dissemination across archives, museums and libraries. ?

This book covers computationally innovative methods and technologies including data collection and elicitation, data processing, data analysis, data visualizations, and data presentation. It explores how digital humanists have harnessed the hypersociality and social technologies, benefited from the open-source sharing not only of data but of code, and made technological capabilities a critical part of humanities work. Chapters are written by researchers from around the world, bringing perspectives from diverse fields and subject areas. The respective authors describe their work, their research, and their learning. Topics include semantic web for cultural heritage valorization, machine learning for parody detection by classification, psychological text analysis, crowdsourcing imagery coding in natural disasters, and creating inheritable digital codebooks. Designed for researchers and academics, this book is suitable for those interested in methodologies and analytics that can be applied in literature, history, philosophy, linguistics, and related disciplines. Professionals such as librarians, archivists, and historians will also find the content informative and instructive.

Digital Humanities is becoming an increasingly popular focus of academic endeavour. There are now hundreds of Digital Humanities centres worldwide and the subject is taught at both postgraduate and undergraduate level. Yet the term 'Digital Humanities' is much debated. This reader brings together, for the first time, in one core volume the essential readings that have emerged in Digital Humanities. We provide a historical overview of how the term 'Humanities Computing' developed into the term 'Digital Humanities', and highlight core readings which explore the meaning, scope, and implementation of the field. To contextualize and frame each included reading, the editors and authors provide a commentary on the original piece. There is also an annotated bibliography of other material not included in the text to provide an essential list of reading in the discipline. This text will be required reading for scholars and students who want to discover the history of Digital Humanities through its core writings, and for those who wish to understand the many possibilities that exist when trying to define Digital Humanities.

This open access handbook presents a multidisciplinary and multifaceted perspective on how the 'digital' is simultaneously changing Russia and the research methods scholars use to study Russia. It provides a critical update on how Russian society, politics, economy, and culture are reconfigured in the context of ubiquitous connectivity and accounts for the political and societal responses to digitalization. In addition, it answers practical and methodological questions in handling Russian data and a wide array of digital methods. The volume makes a timely intervention in our understanding of the changing field of Russian Studies and is an essential guide for scholars, advanced undergraduate and graduate students studying Russia today.

The case studies in this book illuminate how arts and humanities tropes can aid in contextualizing Digital Arts and Humanities, Neogeographic and Social Media activity and data through the creation interpretive schemas to study interactions between visualizations, language, human behaviour, time and place.

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This Companion offers a thorough, concise overview of the emerging field of humanities computing. Contains 37 original articles written by leaders in the field. Addresses the central concerns shared by those interested in the subject. Major sections focus on the experience of particular disciplines in applying computational methods to research problems; the basic principles of humanities computing; specific applications and methods; and production, dissemination and archiving. Accompanied by a website featuring supplementary materials, standard readings in the field and essays to be included in future editions of the Companion.

This book constitutes the thoroughly refereed post-conference proceedings of the Satellite Events of the 14th European Conference on the Semantic Web, ESWC 2017, held in Portoroz, Slovenia, in May/June 2017. The volume contains 8 poster and 24 demonstration papers, selected from 105 submissions. Additionally, this book includes a selection of 13 best workshop papers. The papers cover various aspects of the semantic web. The chapter 'Scholia, Scientometrics and Wikidata' is available open access under a CC BY 4.0 license via link.springer.com.

Digital Humanities, Libraries, and Partnerships brings forward ideas and reflections that stay fresh beyond the changing technological landscape. The book encapsulates a cultural shift for libraries and librarians and presents a collection of authors who reflect on the collaborations they have formed around digital humanities work. Authors examine a range of issues, including labor equity, digital infrastructure, digital pedagogy, and community partnerships. Readers will find kinship in the complexities of the partnerships described in this book, and become more equipped to conceptualize their own paths and partnerships. Provides insight into the collaborative relationships among academic librarians and faculty in the humanities Documents the current environment, while prompting new questions, research paths and teaching methods Examines the challenges and opportunities for the digital humanities in higher education Presents examples of collaborations from a variety of international perspectives and educational institutions

This textbook examines empirical linguistics from a theoretical linguist's perspective. It provides both a theoretical discussion of what quantitative corpus linguistics entails and detailed, hands-on, step-by-step instructions to implement the techniques in the field. The statistical methodology and R-based coding from this book teach readers the basic and then more advanced skills to work with large data sets in their linguistics research and studies. Massive data sets are now more than ever the basis for work that ranges from usage-based linguistics to the far reaches of applied linguistics. This book presents much of the methodology in a corpus-based approach. However, the corpus-based methods in this book are also essential components of recent developments in sociolinguistics, historical linguistics, computational linguistics, and psycholinguistics. Material from the book will also be appealing to researchers in digital humanities and the many non-linguistic fields that use textual data analysis and text-based sensorimetrics. Chapters cover topics including corpus processing, frequencing data, and clustering methods. Case studies illustrate each chapter with accompanying data sets, R code, and exercises for use by readers. This book may be used in advanced undergraduate

courses, graduate courses, and self-study.

Doing research is an ever-changing challenge for social scientists. This challenge is harder than ever today as current societies are changing quickly and in many, sometimes conflicting, directions. Social phenomena, personal interactions, and formal and informal relationships are becoming more borderless and disconnected from the anchors of the offline “reality.” These dynamics are heavily marking our time and are suggesting evolutionary challenges in the ways we know, interpret, and analyze the world. Internet and computer-mediated communication (CMC) is being incorporated into every aspect of daily life, and social life has been deeply penetrated by the internet. This is due to recent technological developments that increase the scope and range of online social spaces and the forms and time of participation such as Web 2.0, which widened the opportunities for user-generated content, the emergence of an “internet of things,” and of ubiquitous mobile devices that make it possible to always be connected. This implies an adjustment to epistemological and methodological stances for conducting social research and an adaption of traditional social research methods to the specificities of online interactions in the digital society. The Handbook of Research on Advanced Research Methodologies for a Digital Society covers the different strands of methods most affected by the change in a digital society and develops a broader theoretical reflection on the future of social research in its challenge to always be fitting, suitable, adaptable, and pertinent to the society to be studied. The chapters are geared towards unlocking the future frontiers and potential for social research in the digital society. They include theoretical, epistemological, and ontological reflections about the digital research methods as well as innovative methods and tools to collect, analyze, and interpret data. This book is ideal for social scientists, practitioners, librarians, researchers, academicians, and students interested in social research methodology and its developments in the digital scenario.

Featuring contributions from a diverse set of experts, this thought-provoking book offers a visionary introduction to the computational turn in law and the resulting emergence of the computational legal studies field. It explores how computational data creation, collection, and analysis techniques are transforming the way in which we comprehend and study the law, and the implications that this has for the future of legal studies.

Digital Humanities is rapidly evolving as a significant approach to/method of teaching, learning and research across the humanities. This is a first-stop book for people interested in getting to grips with digital humanities whether as a student or a professor. The book offers a practical guide to the area as well as offering reflection on the main objectives and processes, including: Accessible introductions of the basics of Digital Humanities through to more complex ideas A wide range of topics from feminist Digital Humanities, digital journal publishing, gaming, text encoding, project management and pedagogy Contextualised case studies Resources for starting Digital Humanities such as links, training materials and

exercises Doing Digital Humanities looks at the practicalities of how digital research and creation can enhance both learning and research and offers an approachable way into this complex, yet essential topic.

The Journal of International Students (JIS), an academic, interdisciplinary, and peer-reviewed publication (Print ISSN 2162-3104 & Online ISSN 2166-3750), publishes scholarly peer reviewed articles on international students in tertiary education, secondary education, and other educational settings that make significant contributions to research, policy, and practice in the internationalization of higher education.

Believe it or not, the 1990s are history. As historians turn to study this period and beyond, they will encounter a historical record that is radically different from what has ever existed before. Old websites, social media, blogs, photographs, and videos are all part of the massive quantities of digital information that technologists, librarians, archivists, and organizations such as the Internet Archive have been collecting for the past three decades. In *History in the Age of Abundance?* Ian Milligan argues that web-based historical sources and their archives present extraordinary opportunities as well as daunting technical and ethical challenges for historians. Through case studies, he outlines the approaches, methods, tools, and search functions that can help a historian turn web documents into historical sources. He also considers the implications of the size and scale of digital sources, which amount to more information than historians have ever had at their fingertips, and many of which are by and about people who have traditionally been absent from the historical record. Scrutinizing the concept of the web and the mechanics of its archives, Milligan explains how these new media challenge, reshape, and enrich both the historical profession and the historical record. A wake-up call for historians of the twenty-first century, *History in the Age of Abundance?* is an essential introduction to the way web archives work, what possibilities they open up, what risks they entail, and what the shift to digital information means for historians, their professional training and organization, and society as a whole.

Thoroughly revised and updated, this third edition integrates perspectives from the social sciences and the humanities, focusing on methodology as a strategic level of analysis that joins practical applications with theoretical issues. The Handbook comprises three main elements: historical accounts of the development of key concepts and research traditions; systematic reviews of media organizations, discourses, and users, as well as of the wider social and cultural contexts of communication; and practical guidelines with sample studies, taking readers through the different stages of a research process and reflecting on the social uses and consequences of research. Updates to this edition include: An overview of the interrelations between networked, mass, and interpersonal communication. A new chapter on digital methods. Three chapters illustrating different varieties of media and communication research, including industry–academic collaboration and participatory action research. Presentation and discussion of public issues such as

surveillance and the reconfiguration of local and global media institutions. This book is an invaluable reference work for students and researchers in the fields of media, communication, and cultural studies.

This edited volume focuses on big data implications for computational social science and humanities from management to usage. The first part of the book covers geographic data, text corpus data, and social media data, and exemplifies their concrete applications in a wide range of fields including anthropology, economics, finance, geography, history, linguistics, political science, psychology, public health, and mass communications. The second part of the book provides a panoramic view of the development of big data in the fields of computational social sciences and humanities. The following questions are addressed: why is there a need for novel data governance for this new type of data?, why is big data important for social scientists?, and how will it revolutionize the way social scientists conduct research? With the advent of the information age and technologies such as Web 2.0, ubiquitous computing, wearable devices, and the Internet of Things, digital society has fundamentally changed what we now know as "data", the very use of this data, and what we now call "knowledge". Big data has become the standard in social sciences, and has made these sciences more computational. Big Data in Computational Social Science and Humanities will appeal to graduate students and researchers working in the many subfields of the social sciences and humanities.

The first volume to introduce the techniques and methods of reading digital material for research Digital Humanities has become one of the new domains of academe at the interface of technological development, epistemological change, and methodological concerns. This volume explores how digital material might be read or utilized in research, whether that material is digitally born as fanfiction, for example, mostly is, or transposed from other sources. The volume asks questions such as what happens when text is transformed from printed into digital matter, and how that impacts on the methods we bring to bear on exploring that technologized matter, for example in the case of digital editions. Issues such as how to analyse visual material in digital archives or Twitter feeds, how to engage in data mining, what it means to undertake crowd-sourcing, big data, and what digital network analyses can tell us about online interactions are dealt with. This will give Humanities researchers ideas for doing digitally based research and also suggest ways of engaging with new digital research methods. Key features First volume centred on the navigation and interpretation of digital material as research methods in the Humanities Up-to-date analyses of issues and methods including big data, crowdsourcing, digital network analysis, working with digital additions Based on actual research projects such as para-textual work with fanfiction, reading twitter, different kinds of distant and close readings

Now in its second edition, Text Analysis with R provides a practical introduction to computational text analysis using the open source programming language R. R is an extremely popular programming language, used throughout the sciences; due to its accessibility, R is now used increasingly in other research areas. In this volume, readers immediately begin working with text, and each chapter examines a new technique or process, allowing readers to obtain a broad exposure to core R procedures and a fundamental understanding of the possibilities of computational text analysis at both the micro and the macro scale. Each chapter builds on its predecessor as readers move from small scale "microanalysis" of single texts to large scale "macroanalysis" of text corpora, and each concludes with a set of practice exercises that reinforce and expand upon the chapter lessons. The book's focus is on making the technical palatable and making the technical useful and immediately gratifying. Text Analysis with R is written with students and scholars of literature in mind but will be applicable to other humanists and social scientists wishing to extend their methodological toolkit to include quantitative and computational approaches to the study of text. Computation provides access to information in text that readers simply cannot gather using traditional qualitative methods of close reading

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and human synthesis. This new edition features two new chapters: one that introduces dplyr and tidyr in the context of parsing and analyzing dramatic texts to extract speaker and receiver data, and one on sentiment analysis using the syuzhet package. It is also filled with updated material in every chapter to integrate new developments in the field, current practices in R style, and the use of more efficient algorithms.

Humanities Data in R Exploring Networks, Geospatial Data, Images, and Text Springer

The Digital Humanities have arrived at a moment when digital Big Data is becoming more readily available, opening exciting new avenues of inquiry but also new challenges. This pioneering book describes and demonstrates the ways these data can be explored to construct cultural heritage knowledge, for research and in teaching and learning. It helps humanities scholars to grasp Big Data in order to do their work, whether that means understanding the underlying algorithms at work in search engines, or designing and using their own tools to process large amounts of information. Demonstrating what digital tools have to offer and also what 'digital' does to how we understand the past, the authors introduce the many different tools and developing approaches in Big Data for historical and humanistic scholarship, show how to use them, what to be wary of, and discuss the kinds of questions and new perspectives this new macroscopic perspective opens up. Authored 'live' online with ongoing feedback from the wider digital history community, Exploring Big Historical Data breaks new ground and sets the direction for the conversation into the future. It represents the current state-of-the-art thinking in the field and exemplifies the way that digital work can enhance public engagement in the humanities. Exploring Big Historical Data should be the go-to resource for undergraduate and graduate students confronted by a vast corpus of data, and researchers encountering these methods for the first time. It will also offer a helping hand to the interested individual seeking to make sense of genealogical data or digitized newspapers, and even the local historical society who are trying to see the value in digitizing their holdings. The companion website to Exploring Big Historical Data can be found at <http://www.themacroscope.org/>. On this site you will find code, a discussion forum, essays, and datafiles that accompany this book.

This volume provides the first comprehensive introduction to the intersections between Christianity and the digital humanities. DH is a well-established, fast-growing, multidisciplinary field producing computational applications and analytical models to enable new kinds of research. Scholars of Christianity were among the first pioneers to explore these possibilities, using digital approaches to transform the study of Christian texts, history and ideas, and innovative work is taking place today all over the world. This volume aims to celebrate and continue that legacy by bringing together 15 of the most exciting contemporary projects, grouped into four categories. "Canon, corpus and manuscript" examines physical texts and collections. "Words and meanings" explores digital approaches to language and linguistics. "Digital history" uses digital techniques to explore the Christian past, and "Theology and pedagogy" engages with digital approaches to teaching, formation and Christian ideas. This volume introduces key debates, shares exciting initiatives, and aims to encourage new innovations in analysis and communication. Christianity and the Digital Humanities is ideally suited as a starting point for students and researchers interested in this vast and complex field.

Data and its technologies now play a large and growing role in humanities research and teaching. This book addresses the needs of humanities scholars who seek deeper expertise in the area of data modeling and representation. The authors, all experts in digital humanities, offer a clear explanation of key technical principles, a grounded discussion of case studies, and an exploration of important theoretical concerns. The book opens with an orientation, giving the reader a history of data modeling in the humanities and a grounding in the technical concepts necessary to understand and engage with the second part of the book. The second part of the book is a wide-ranging exploration of topics central for a deeper understanding of data modeling in digital humanities. Chapters cover data modeling standards and

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the role they play in shaping digital humanities practice, traditional forms of modeling in the humanities and how they have been transformed by digital approaches, ontologies which seek to anchor meaning in digital humanities resources, and how data models inhabit the other analytical tools used in digital humanities research. It concludes with a glossary chapter that explains specific terms and concepts for data modeling in the digital humanities context. This book is a unique and invaluable resource for teaching and practising data modeling in a digital humanities context.

A practical guide to data-intensive humanities research using the Python programming language The use of quantitative methods in the humanities and related social sciences has increased considerably in recent years, allowing researchers to discover patterns in a vast range of source materials. Despite this growth, there are few resources addressed to students and scholars who wish to take advantage of these powerful tools. Humanities Data Analysis offers the first intermediate-level guide to quantitative data analysis for humanities students and scholars using the Python programming language. This practical textbook, which assumes a basic knowledge of Python, teaches readers the necessary skills for conducting humanities research in the rapidly developing digital environment. The book begins with an overview of the place of data science in the humanities, and proceeds to cover data carpentry: the essential techniques for gathering, cleaning, representing, and transforming textual and tabular data. Then, drawing from real-world, publicly available data sets that cover a variety of scholarly domains, the book delves into detailed case studies. Focusing on textual data analysis, the authors explore such diverse topics as network analysis, genre theory, onomastics, literacy, author attribution, mapping, stylometry, topic modeling, and time series analysis. Exercises and resources for further reading are provided at the end of each chapter. An ideal resource for humanities students and scholars aiming to take their Python skills to the next level, Humanities Data Analysis illustrates the benefits that quantitative methods can bring to complex research questions. Appropriate for advanced undergraduates, graduate students, and scholars with a basic knowledge of Python Applicable to many humanities disciplines, including history, literature, and sociology Offers real-world case studies using publicly available data sets Provides exercises at the end of each chapter for students to test acquired skills Emphasizes visual storytelling via data visualizations

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