

### Studio Assignment 1: Digital Project Review (Part 1)

Throughout the course of this semester, you're going to be completing a variety of small digital assignments as well as designing and contributing to a collaborative digital humanities project that's intended to engage an audience beyond the confines of our classroom. But what does a digital humanities project even look like? How can archaeological research and data be conveyed digitally? How do you know where to start?

One way to attack these questions is to closely examine model projects. Model projects give you the opportunity to interrogate the methodology employed and the arguments made by the authors; assess how datasets are curated and presented; think about format, aesthetics, and user-interface; consider the experience of the intended users or audience; etc. Model projects provide an important baseline by which you can decide what you like and what you don't like, and why, so that you can start to think of the elements that are best suited to help you make your own arguments in a digital medium.

For the Digital Project Review (Part 1), you'll be exploring FOUR (4) digital projects chosen from the lists on pages 2 and 3 so that you can talk critically about them with your peers in class during Week 2. For Part 2 of this assignment, you'll choose one of the Archaeology, Ancient History, & Material Culture projects that you examined and write a formal review that will be posted on our course web site. Details concerning the written review will be distributed during class in Week 2.

In the meantime, what are some principles that should guide your initial examination of these projects? What questions will you try to answer? With the following questions (that you all defined in our first session!) as your guide, come to class with thorough notes about each project you've chosen to explore.

#### *Preparation*

- Did data need to be digitized in order for the project to be accomplished, or does the project utilize data that was born-digital?
- Is it clear who the authors are? What can you learn about them? Does the project showcase collaboration between these authors?
- Who is the intended audience? Does the project encourage contributions from these users?

#### *Research*

- What can you learn about the sources used by the authors? Their date? Their reliability?
- Do the authors clearly establish and articulate their research objectives and the scope of their project? Do they accomplish these objectives?
- Is there an argument presented by the project? If so, what is that argument?
- Do the authors properly contextualize their project? Do they discuss their relevance to earlier work? Do they discuss avenues for future research?

#### *Execution*

- What digital tools were used in this project? How are these tools explained to the readers?
- Does the chosen medium effectively showcase the material?
- How can users offer feedback about the project or the user-interface?

#### *Design*

- How user-friendly is the user-interface?
- What types of user-interactions are possible? Can users comment on the material presented? Can users download or manipulate the data presented?

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Non-Ancient Topics:

*Everyone reviews ONE (1) project.*

[Women Who Rock](#): A multimedia archive that brings together scholars, musicians, artists, and activists to explore the role of women and popular music in the creation of cultural scenes and social justice movements.

[The March](#): A digital exhibition that explores James Blue's *The March*, a documentary about the March on Washington for Jobs and Freedom in August of 1963, in its social and historical context.

[Imagining a Nation's Capital](#): A geographic interface that interrogates a photographic archive as a medium for a message about the construction, demolition, beliefs, and ideals that accompanied Rome's inception as the capital of Italy in the 19th c.

[DECIMA](#): A project that combines census data from 16<sup>th</sup> and 17<sup>th</sup> c. Florence, Italy with archival maps to create a tool that allows historians to explore the city's evolving urban dynamics.

[Preserve the Baltimore Uprising](#): A digital archive that seeks to preserve and provide access to content captured and created in response to the death of Freddie Gray on April 19th, 2015.

[Hurricane Digital Memory Bank](#): An archive launched in 2005 to collect, preserve, and present the stories and digital record of Hurricanes Katrina and Rita.

[Colored Conventions](#): A project that seeks to examine the lives and social networks of the participants in the *Colored Conventions*, state and national public meetings of free, once captive Blacks in the United States in the 19th c.

[The Lost Museum](#): Digital exhibitions that attempt to recreate some of the attractions featured at Barnum's American Museum, destroyed by fire in 1865.

[Digitorials](#): Resources meant to help visitors prepare for visits to the Städel Museum in Frankfurt, Germany.

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Archaeology, Ancient History, & Material Culture:  
*Everyone reviews TWO (2) projects.*

[The Legacy of Ancient Palmyra](#): A virtual exhibit curated by scholars at the Getty Research Institute.

[The Pompeii Bibliography and Mapping Project](#): A project that maps the landscape of publications about Pompeii onto the space of the ancient city itself.

[Online Coins of the Roman Empire](#): An online database of over 43,000 ancient coin types.

[I.Sicily](#): A project that seeks to digitize and make available all Greek, Latin, Phoenician/Punic, Oscan, Hebrew and Sikel inscriptions from ancient Sicily.

[The Digital Penn Museum](#): A portal to a wide range of digital resources offered by the University of Pennsylvania Museum of Archaeology and Anthropology.

[Paul's Missionary Journeys](#): A project that maps the journeys of the Apostle Paul and his colleagues.

[From Stone to Screen](#): A project to digitize and provide high-quality scans and images of ancient artifacts at the University of British Columbia.

[Perseus Digital Library](#): This project consists of resources related to the history, literature, and culture of the Greco-Roman world; most important for our purposes is the collection of ancient texts and translations.

[WIRE: Women in the Roman East Project](#): A database that collects resources that can enhance our understanding of women's lives in the Roman East.

[ORBIS: The Stanford Geospatial Network Model of the Roman World](#): An interactive mapping project that encourages users to test movement in the ancient world by road, river, and sea in order to reconstruct the duration and financial cost of traveling in antiquity.

[Ancient Greece Declassified](#): A podcast designed to make "Classics" accessible to everyone.

[Portable Antiquities Scheme](#): A crowd-sourced record of archaeological artifacts discovered in England and Wales.

*Everyone reviews [Eidolon](#): An online journal for scholarly writing about Classics that isn't formal scholarship.*