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**"We haven't located us yet" :  
the intersection of spatial  
digital humanities and  
libraries**

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Lydia Zvyagintseva

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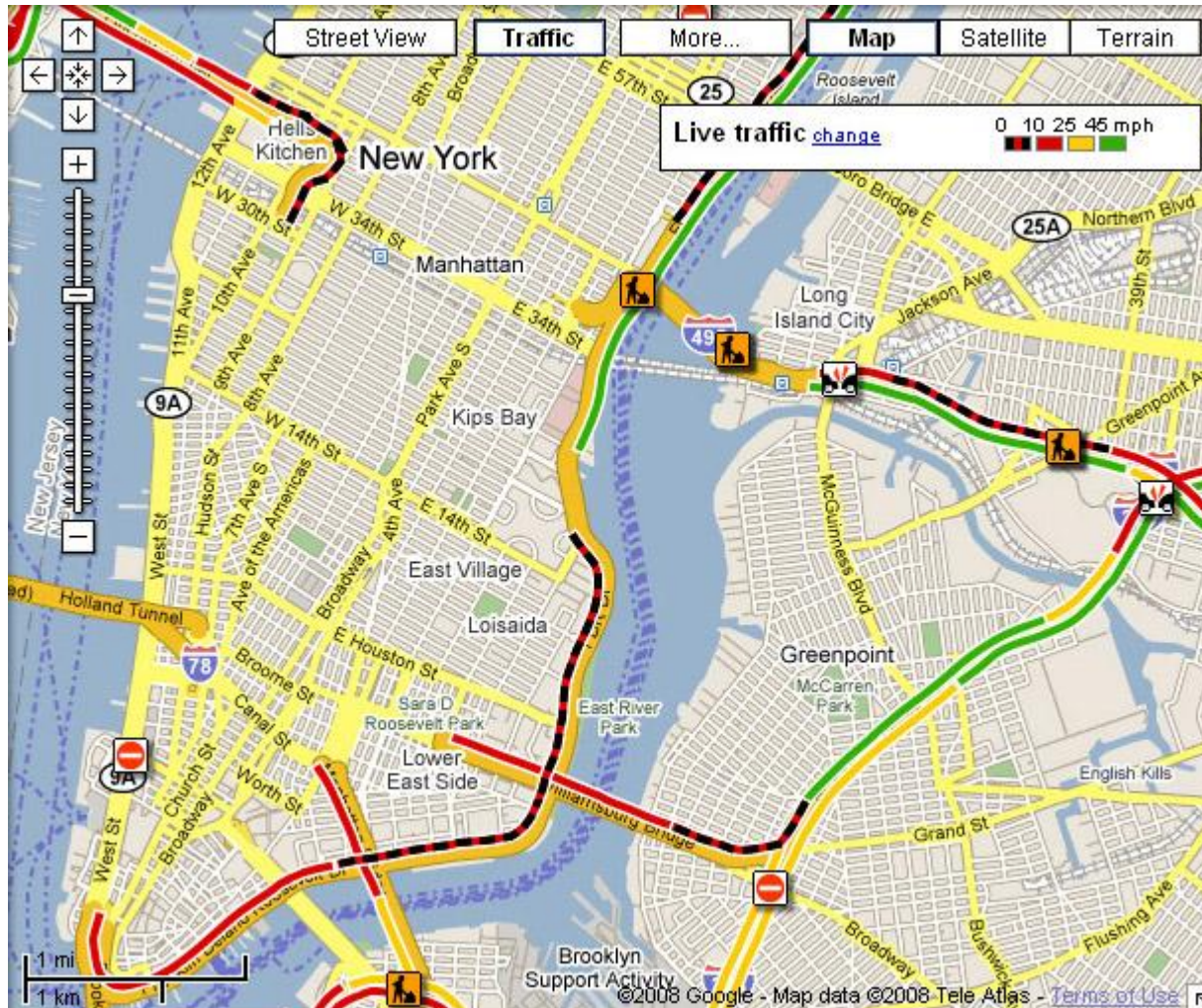
# The spatial turn

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*"Humanities have long been at risk of treating space, the backdrop to all human behaviour and events, as being neutral – a spatial vacuum – an isotropic backdrop to human affairs” (Harris, Bergeron & Rouse, 2011, p. 227).*

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# Is it all because of GoogleMaps?



# GPS and geo-locative data

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"a democratizing force" (Johnson, 2011, 267)

OR

"turns life into quantifiable metrics that are now visible and amenable for computation and processing... a resource to be used by others, usually for profit."

(Berry, 2011, 2)

infinitely measurable,  
precise, mathematical.



# Geohumanities

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*What does our interaction with physical space reveal about our conception of space as a political, social, or historical construct?*

*How do real and imagined places affect our social relationships?*

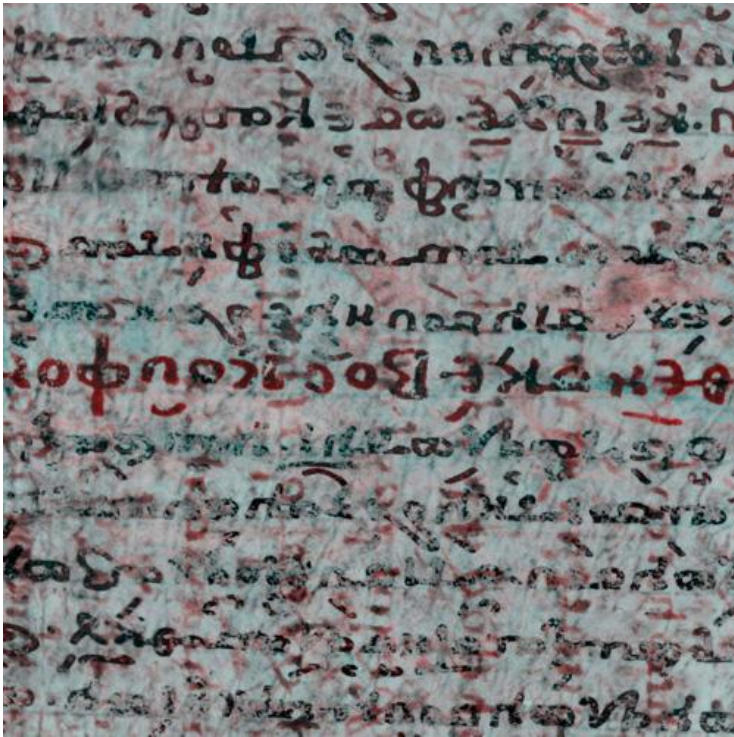
*How do we imagine of ourselves through space?*

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# Implications for the humanities

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1. Metaphor is a key conceptual framework for understanding the geo-humanities.



*data mining*  
*meaning excavation*  
*data layering and plotting*  
*digging the digital?*

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# Implications continued

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2. The spatial turn has favoured a more reflexive, rather than a positivist **epistemological approach** to humanities questions.

➡ New Historicism, post-structuralism, intertextuality, geocriticism as useful theoretical frameworks

## 3. **Construction of subjectivity:**

*“social relations do not operate independently of space or simply at a location, rather space is an active constitutive element in the production of social relations, communal formations, political organization, and personal regulation”* (Kitchin and Dodge, 2011, 65).

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# Libraries as spaces

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# Stanford Humanities Center

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SHC Lab, Spatial History Lab, Literary Lab



# Stanford Humanities Center

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## Mission:

- A research center for multidisciplinary work in the humanities
  - An intellectual community of faculty, students, and the general public
  - A think tank for faculty and students to reflect, conduct research, and write
  - A space for students to hone their professional skills
  - A focal point for bringing leading international scholars to campus to share their insights and perspectives
  - A catalyst for new ideas and research methods in humanities scholarship.
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# UVA's Scholars' Lab

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# MITH @ UMD

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The Maryland Institute for Technology in the Humanities celebrated the dedication of its new campus location on September 5, 2012.

MITH is located in 0301 Hornbake Library next to non-print media.

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# UNC Chapel Hill Digital Innovations Lab

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**2011 -- \$1.39 million Mellon grant to expand digital humanities in a transformative way at the University of North Carolina at Chapel Hill, building on a \$5 million effort for the Carolina Digital Initiative.**

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# UNC Digital Innovations Lab

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The Lab's agenda is organized around three areas of concentration:

combining the project-focused organizational model of the laboratory with the social model of the network to stimulate digital humanities work as public goods

facilitating humanistic research and community engagement with large-scale data sources

developing, testing, and documenting best-practice models for faculty and graduate student work in public humanities that integrates community engagement, digital technologies, and inter-disciplinary inquiry.

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# UCLA CDH Lab @ Rolfe

Feb 15, 2013 · By Rebecca Kendall

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## New humanities lab brings classroom technology into the light

Bright. Visible. Flexible. These words describe the new Center for Digital Humanities (CDH) Learning Lab @ Rolfe, a new technology-enabled presentation and collaboration space for teaching and learning at UCLA.



**Annelie Rugg welcomed UCLA students, staff and faculty to the new Center for Digital Humanities Learning Lab @ Rolfe during its official grand opening.**

The lab, located in Rolfe 2118, has been utilized as a teaching and learning space since September, but it received more traffic than usual during grand-opening celebrations.

Students, staff and faculty were treated to lectures by UCLA instructor Yoh Kawano, who spoke about HyperCities Japan, and Elizabeth Pollard, an associate professor of history from San Diego State University who delivered a talk, via the collaborate web-conferencing platform, about Twitter and collective learning in large classes. Attendees also participated in "Speed Dating With Technology for Faculty," an opportunity to get brief introductions to a variety of technological teaching tools; a Digital Humanities Program Day, where guests

learned about UCLA's minor and a graduate certificate in the emerging field; and demonstrations of programs like Google Sketchup, Hypercities and VoiceThread, among other things.



# Brown's Center for Digital Scholarship

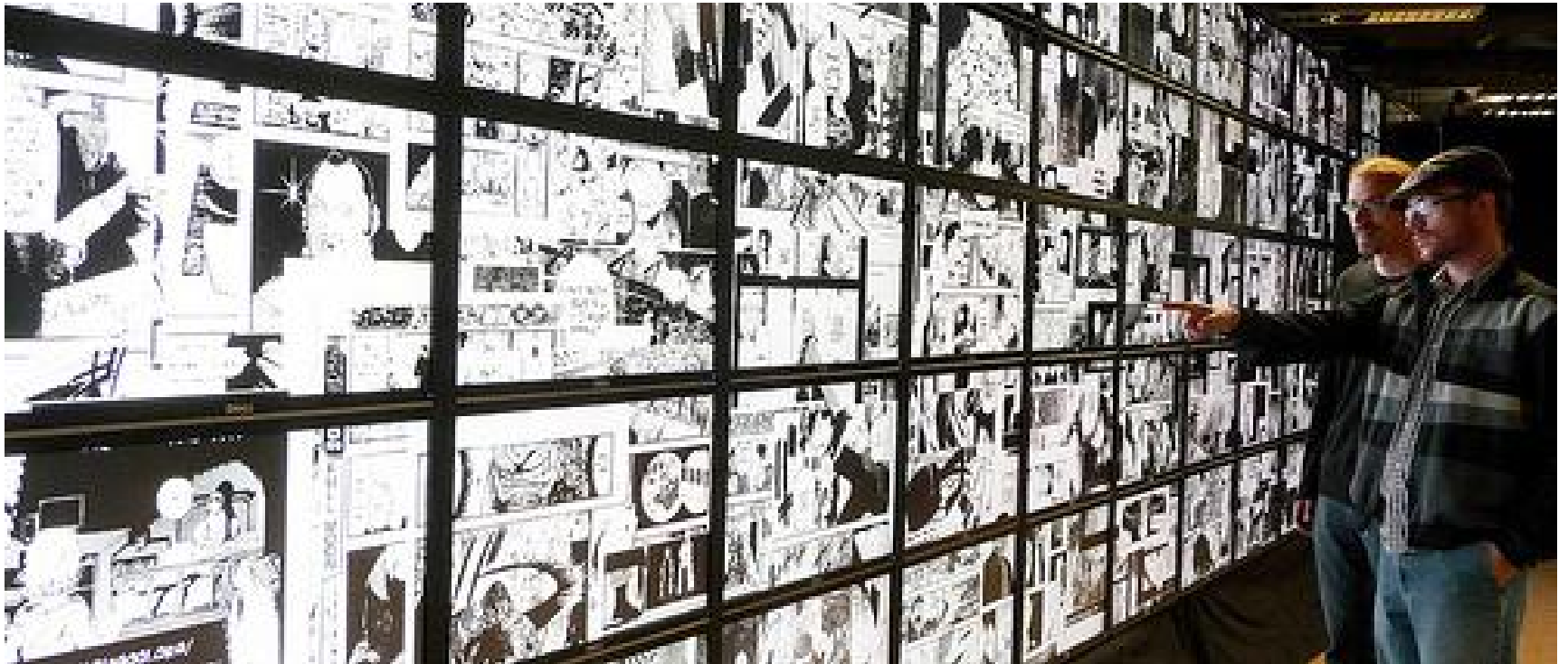
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# CUNY's Software Studies

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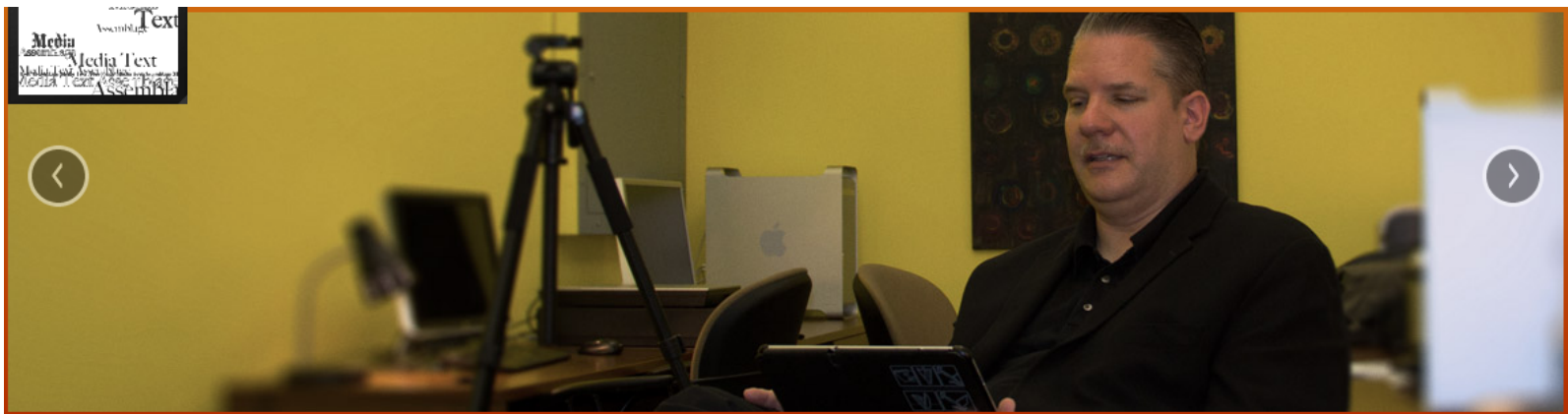
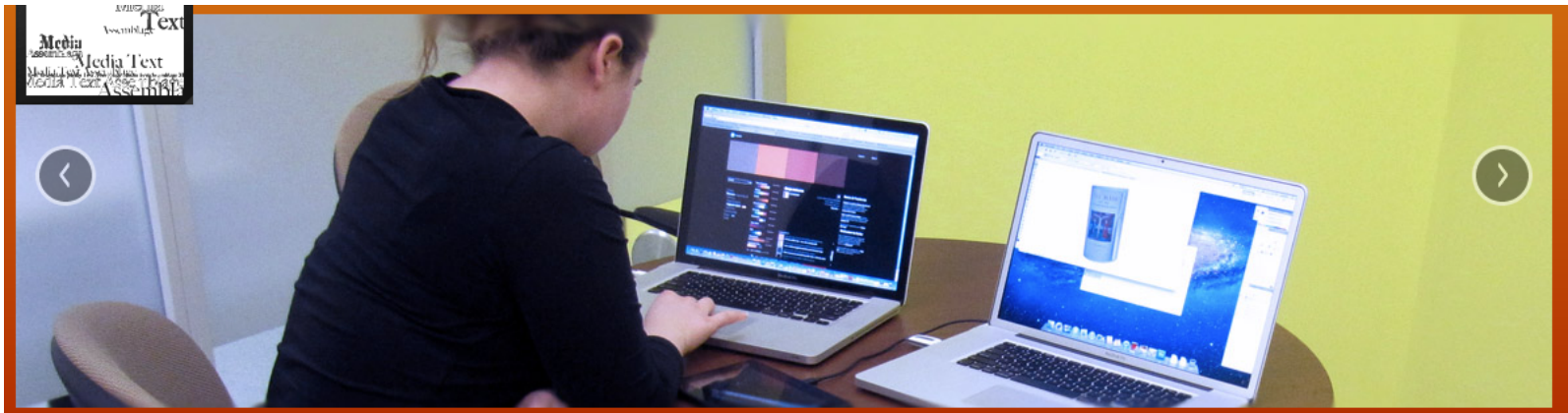
Lev Manovich's mining a million images project



# VIU MeTA Digital Humanities Lab

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The MeTA Digital Humanities Lab at VIU is a Canada Foundation for Innovation Leader Opportunity Fund infrastructure project, with match-funding from the British Columbia Knowledge Development Fund and VIU's Faculty of Arts and Humanities. The lab is managed by Dr. Richard J. Lane and Dr. Daniel Burgoyne, Department of English.



# Carleton's Hyperlab

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## main lab



Each workstation in the **main lab** is configured with specialty hardware and software for text processing, analysis and visualization, including data mining, QDA and scripting tools, e-book applications, robust XML editors and multimedia development tools. The lab also houses a high-performance liquid-cooled gaming tower, affectionately known as "Big Daddy". Video and audio output from this lab can be streamed into the **game lab** for large-scale visualization.

# Learning Spaces Toolkit

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A resource for designing and sustaining technology-rich informal learning spaces.

## Browse Neighborhoods



Learning  
Commons



Entrance  
Neighborhood



Research  
Commons



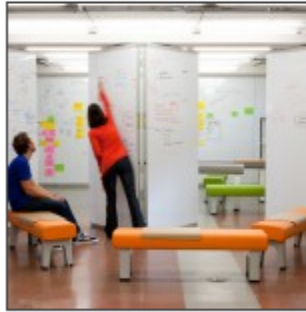
Project  
Neighborhood



Spaces near  
Classrooms



Booths



Brainstorming Space



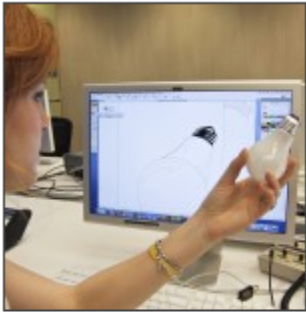
Connective Space



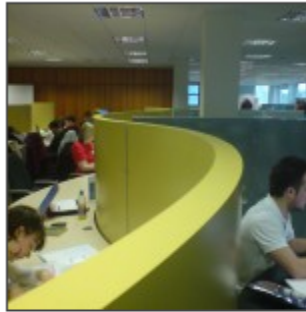
Gaming Studio



Group Study



Media Production



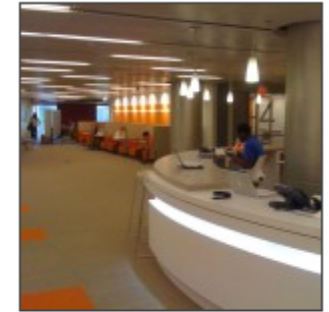
Open Work Area



Presentation Practice



Prototyping Space



Service Point



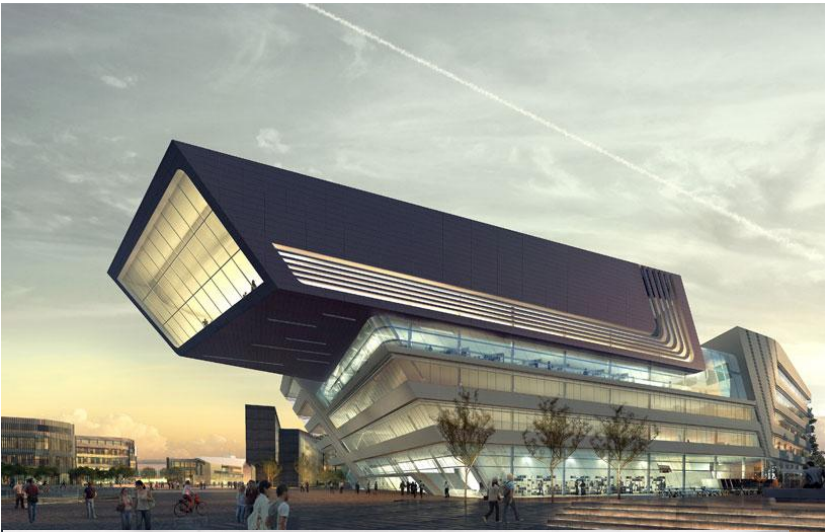
Visualization Space

# DH spaces

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- 1. Conceptual framework** -- how does the space configuration imply about the working relationships? among whom?
  - 2. Methodology and disciplinarity** - what kind of research methodology does the space encourage or discourage?
  - 3. Subjectivity** -- how do researchers imagine themselves through the lab space?
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# Why not?





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Thanks!

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