Call for Chapters: *Data Analytics in Digital Humanities*

http://www.k-state.edu/ID/CallDataAnalyticsDigitalHumanities.pdf or
http://bit.ly/1gV8cOG (shortlink)
(Proposals due December 31, 2015)

Book Title: *Data Analytics in Digital Humanities*

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Publisher: Springer Science + Business Media

Theme: Of late, the “digital humanities” have come to the fore with researchers, academics, and students using digital means to advance their humanities work. These efforts include endeavors to:

- annotate, present, and share raw data and digitized artifacts and processed information through Web-facing digital archives and databases;
- model human experiences digitally through virtual spaces and games;
- collect and analyze data from heterogeneous sources;
- code data;
- query the data and information (manually and computationally);
- extract models;
- pose questions;
- challenge cultural and historical understandings;
- reconfigure current constructs / challenge power and privilege, and
- broaden ways to knowing and being.

This text will focus on a range of technology tools and methods used for research and data analytics in the digital humanities, with particular focuses on local domain-specific applied theories, techniques, and approaches, as well as more global methods.

**A Tentative Table of Contents (TOC)**

Exploratory research in the digital humanities

- Principles
- Theories
- Theoretical and practical approaches
- “Best practices”
- Standards
- Structuring questions and approaches
Research technologies and the digital humanities

Mobile devices
Applications
Multimedia equipment (for data capture and sharing)
Sensors
Social platforms
Augmented spaces
WWW and Internet
Search engines, browser add-ons
Data sources
XML tagging tools
Network graphing tools
Mapping tools
Machine-based authoring tools
Open-source tools (such as those on the Dirt Directory) / proprietary tools
Game design tools

(Raw) data types (and data representations)

Metadata
Trace data / log data
Content data
Multimedia
Text corpuses (and marginalia)
Coding annotations and markups
Gray literature
JSON
XML
Other types

(Processed) data types

Profiles
Collections
Data structures
Image sets
Video sets
Games
Simulations

Data preparation standards and practices

Digitization of analog sources (transcoding)
Born-digital contents

Tagging (of text and multimedia)
XML tagging for machine-based research and visualizations

Data curation
Data provenance
Data indexing
Data archival and preservation (and data inheritance and re-use)

Research technologies and related methods of knowledge creation in the digital humanities

Data management tools

Data interfaces
Data dashboards

Digital content analysis (coding, encoding, decoding, recoding)

Text analysis

Stylometry
Author identification / attribution
Text mining
Machine (distant) reading / text summarization

Image analysis

Visual semiotics
Visual rhetoric
Image mining

Multimedia analysis (of videos, of simulations, of games, and others)

Video mining
Game studies

Network analysis (social networks, content networks)

Geospatiality and geographical mapping (digital cartography)
3D reconstruction
GIS applications
Sensor research

Autocoding (unsupervised, semi-supervised, and supervised machine learning)

Data-related modeling

Machine learning

Mass - macro (and / or micro) crowd-sourced; communal (communities of practice, research teams)

Direct research practices in the digital humanities

Transmedia studies
Culturomics
Computational linguistics, and others

Online surveys, panels, focus groups, e-Delphi studies

Crowdsourcing

Social activism and digital humanities research

Data capture and datafication

Data scraping the WWW and Internet
Social media platforms (and resulting data types, JSON, XML, and others...and their uses)

Microblogging sites
Online crowd-sourced encyclopedias
Online social networking (OSNs)
Survey sites
Image-sharing sites
Audio-sharing (old-school podcast) sites
Video-sharing sites
Tagging sites
http (Web) networks, and others

Socio-technical systems

Exploratory big data and the digital humanities

Data sets acquisition and management
Data streams
Technologies and related methods
Applications

Digital collections, galleries, libraries, and repositories

Web 3.0 publishing and sharing sites
Presentation software for online collections

Data representations and displays

Data visualizations
Graphs
Maps
Motion-based visualizations
Interactive data representations, and others

Data ethics in the digital humanities

Humanistic values in data analytics in the digital humanities

Data verification / validation / forensics in the digital humanities

Real-world cases

Knowledge creation and outputs in the digital humanities

Methods for challenging and countering exploratory research assertions in the digital humanities

* The above is only a suggested potential TOC. Other topics are welcome.

**Book audience:** Researchers, academics, practitioners, and students in higher education

**Chapters:** Research papers, meta-analyses, case studies, technology-based tutorials, and concept papers

**About imagery:** Please note that Springer has strict limits on the amount of imagery that may be included, with a maximum of 1-2 per paper.
Deadlines:

<table>
<thead>
<tr>
<th>Date</th>
<th>Work</th>
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<tbody>
<tr>
<td>Dec. 31, 2015</td>
<td>Submission of chapter proposals (200 - 500 words) via email</td>
</tr>
<tr>
<td>Jan. 31, 2016</td>
<td>Submission of full draft chapter (10-30 pp. single-spaced, maximum 2 images / figures / tables)</td>
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<tr>
<td>Feb. 29, 2016</td>
<td>Return of feedback from double-blind peer reviews (2 minimum); decision notification</td>
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<tr>
<td>April 30, 2016</td>
<td>Revised chapters due (with brief summary of changes); related images due</td>
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<tr>
<td>May 15, 2016</td>
<td>Final notification of acceptance</td>
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<tr>
<td>June 15, 2016</td>
<td>Final submittal of chapter, related images, contracts, and other related elements</td>
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**Note**: Publication is slated for some time after August 2016.

**Manuscript preparation details:**

https://www.springer.com/gp/authors-editors/book-authors-editors/manuscript-preparation/5636

**Publisher**: Springer Science + Business Media

**Note**: Please feel free to share this Call for Chapters broadly. The informational link is http://www.k-state.edu/ID/CallDataAnalyticsDigitalHumanities.pdf or http://bit.ly/1gV8cOG (shortlink). 

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