

Call for Chapters: *Data Analytics in Digital Humanities*
<http://www.k-state.edu/ID/CallDataAnalyticsDigitalHumanities.pdf> or
<http://bit.ly/1gV8cOG> (shortlink)

(Proposals due **September 31, 2016, Extended**)
 (...Finalized drafts **mid-November, 2016, Extended**)

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:

Date	Work
May 31, 2016	Submission of chapter proposals (200 - 500 words) via email
June 30, 2016	Submission of full draft chapter (10-30 pp. single-spaced, maximum 2 images / figures / tables)
July 15, 2016	Return of feedback from double-blind peer reviews (2 minimum); decision notification
July 31, 2016	Revised chapters due (with brief summary of changes); related images due
Aug. 15, 2016	Final notification of acceptance
Aug. 20, 2016	Final submittal of chapter, related images, contracts, and other related elements

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>

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