IWR-Colloquium Summer Term 2017

May 10, 2017 / 16:15h
Mathematikon, Conference Room / 5th Floor
Im Neuenheimer Feld 205, 69120 Heidelberg

Speaker:
Prof. Heather Richards-Rissetto • University of Nebraska-Lincoln, USA

Title:
"Digital Humanities - Shaping New Avenues of Scholarly Research"

Abstract:
The Center for Digital Research in the Humanities (CDRH) at the University of Nebraska-Lincoln (UNL) - founded in 2005 - was one of the earliest Digital Humanities (DH) centers in the world, and is supported by the University as a Center of Excellence as well as by private funds and grants. The Center is a founding member of centerNet, an international network of digital humanities centers, and is an institutional member of the TEI Consortium, the National Humanities Alliance, and the National Humanities Alliance. While the Center's roots are in Library Science and English, the mission of CDRH is to promote collaborative and transdisciplinary digital humanities research. The Center houses over fifty scholarly projects ranging in scale, topic, and purpose. In the first part of the talk, I will present an overview of these diverse projects, some of their challenges, and their wide-spread impact in the humanities and beyond.

In the second half, I will focus specifically on Digital Cultural Heritage (DCH). Recent DH cluster hires in Anthropology, Classics & Religious Studies, History, and Art & Art History at UNL are facilitating innovative research in DCH. In particular, CDRH scholars are applying and developing Geographic Information Systems (GIS), 3D Modeling, and Virtual Reality (VR) methods and tools to foster new avenues of scholarly research. Underlying much of this research is the need to unite quantitative and qualitative data - requiring new computational methods and 3DGIS tools. I will present some of my experiences, outcomes, and ongoing challenges for three DCH projects - MayaArch3D (2009-2015), MayaCityBuilder (2016-present), and Keeping Data Alive (2017-present) - situating them within the larger framework of Digital Humanities.

Biography:

Heather Richards-Rissetto is an archaeologist specializing in the ancient Maya of Central America. She is Assistant Professor in Anthropology, a Faculty Fellow in the Center for Digital Research in the Humanities (CDHR), and holds a Courtesy Appointment in the School of Natural Resources (SNR) at the University of Nebraska-Lincoln. She received her Ph.D. in Anthropology from the University of New Mexico and her undergraduate degree in Anthropology and Geography from the University of Southern Maine. She uses Geographic Information Systems (GIS) and 3D visualization to investigate how the accessibility and visibility of architecture communicated information and structured social experience and sent political and ideological messages in past societies. She is the Director of the MayaCityBuilder Project that uses procedural modeling for 3D Visualization, Analysis, and Discourse on Ancient Maya cityscapes. The MayaCityBuilder Project builds on the data and results of the MayaArch3D Project (2009-2015) - of which she was the GIS Director. She is also the CoPI on the Project "Keeping data alive: Supporting reuse and repurposing of 3D data in the humanities" - supported by a National Endowment for the Humanities (NEH) Tier I Research and Development Grant, Division of Preservation and Access. Her interests include using gesture-based and immersive technologies such as Microsoft Kinect, Leap Motion, and Oculus Rift to explore new avenues of digital scholarship.

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Website IWR-Colloquium:
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