

# Thinking Backwards, Walking Ahead: Guiding Humanities Researchers through Digital Project Life

In order to develop our workshop series, DS 101, we asked ourselves and our instructors a guiding question. How do you conceive of a digital project in a way that addresses issues of sustainability, accessibility, preservation, privacy, consent, labor practices, credit, and scholarly rigor from the beginning? This diagram and its explanations are a visual representation of our workshop model. To see the materials developed for the workshop series, please visit our [OSF project page](#).

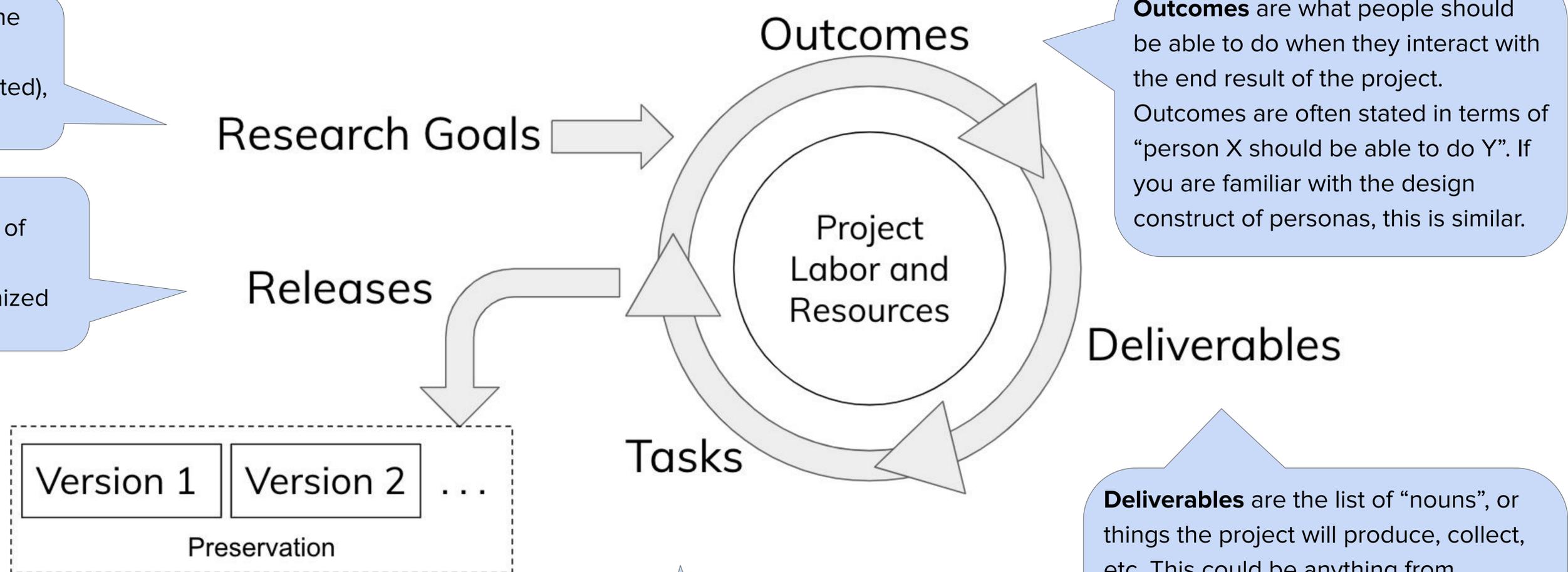
The diagram starts with the **research goals** (the scholarship being attempted), which drives all else.

The project output is presented to the groups of people identified in the outcomes through organized and managed **releases**

Releases increment the **version** of the available project to its “audiences”. These versions are planned and organized around scholastic goals. For example, version 3 adds a map, version 4 adds 100 new items to the database.

**Preservation** is planned for and coordinated in advance, so each version of the project output can be preserved in accordance with the research goals, and in compliance with the University mission.

The **tasks** are the actions required of the research team’s **project labor and resources** to create the deliverables.



**Outcomes** are what people should be able to do when they interact with the end result of the project. Outcomes are often stated in terms of “person X should be able to do Y”. If you are familiar with the design construct of personas, this is similar.

**Deliverables**

**Deliverables** are the list of “nouns”, or things the project will produce, collect, etc. This could be anything from databases, to images, or a website. Outcomes and deliverables should also include things needed by the research team, itself. For example, technical documentation.

Caitlin Pollock and Joe Bauer, DH2020v, July 2020. CC-BY-SA 4.0