Teaching digital scholarly editing
North and South in a Global Classroom

Global DH Symposium 2021

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Digital Publishing with Minimal Computing
Ediciones digitales con minimal computing

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Ediciones digitales con minimal computing

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Universidad del Salvador,
Buenos Aires, Argentina
<table>
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<tr>
<th>Course Topics</th>
<th>DIGITAL HUMANITIES</th>
<th>MINIMAL COMPUTING</th>
<th>SCHOLARLY EDITING &amp; DIGITAL PUBLISHING</th>
<th>EDICIÓN ACADÉMICA Y PUBLICACIÓN DIGITAL</th>
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<tbody>
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<td></td>
<td>How do we apply digital approaches to humanities research and study?</td>
<td>How can we start Digital Humanities projects with resources and techniques accessible to all?</td>
<td>What is scholarly editing and why should we care? How do we publish digital projects online?</td>
<td>¿Qué es la edición académica y por qué debería importarnos? ¿Cómo publicamos proyectos digitales en línea?</td>
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<td><strong>HUMANIDADES DIGITALES</strong></td>
<td><strong>MINIMAL COMPUTING</strong></td>
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<td>¿Cómo aplicamos enfoques digitales a la investigación y al estudio de las Humanidades?</td>
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<td><strong>MINIMAL COMPUTING</strong></td>
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<td>¿Cómo podemos poner en marcha proyectos de Humanidades Digitales con recursos y técnicas accesibles para todxs?</td>
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Learning Outcomes

- be familiar with the latest debates in the digital publishing of humanities research;
- know the fundamentals of editing primary sources (textual scholarship) for historical and literary research;
- know how to collaborate effectively as part of an international and multilingual team;
- have fundamental skills in managing a digital project;
- know how to create, publish, and maintain a website with minimal technical and web hosting requirements.
Facilitating Multilingualism

- Weekly joined classes in English
  - Bilingual slides, materials, tutorials
  - Readings in both English and Spanish
  - Bilingual communication

- Separate shorter labs
Project-based Learning

- Group project
  - Teams with members from both institutions
  - Creating digital edition of a bilingual colonial era text

- Mirrors a typical DH research process

- Virtual Exchange or Collaborative Online International Learning (COIL)

- Communication outside of class via Slack channels
Project-based Learning

- Bilingual group *charter* or a set of rules and principles to work together in groups.
  - Based on Praxis Program at UVA Scholars’ Lab
- We invited them to reflect on
  - Group organization
  - Methods of collaboration
  - Communication / Multilingualism
Understanding: Though we will use English as a primary communication language, we will not exclude Spanish when it is useful to the group’s progress. Each group member will make an acknowledgement of the language barrier between us and will be patient with others understanding that sometimes things may be lost in translation. We will ask questions for clarification if we do not understand completely at first. We will also recognize that some group members have not coded before and allow assistance and advice when others may be having trouble.

Comprensión: Aunque usaremos el inglés como lengua de comunicación primaria, no excluiremos el español cuando sea útil para el progreso del grupo. Cada integrante del grupo reconocerá la barrera del lenguaje y tendrá paciencia con el resto, entiendo que a veces las cosas se pueden perder en la traducción. Haremos preguntas para aclarar si no entendemos completamente al principio. También reconoceremos que algunos integrantes del grupo no han escrito código antes y habilitaremos ayuda y consejo cuando puedan tener problemas.
Learn to work collaboratively, remotely, and in different languages with new tools to be able to create a project that reflects the intentions of each one but is also a collective creation.

“The voyagers!”

David Merino Recalde
Maria Alejandra Sotelo
Natasha Wiscovitch

“Team candle”

Cristian Alejandro Suárez Giraldo
Morgan Marshall-McKinney
Rocío Luciana Méndez
Alexander Parsky

Communicating truthfully about any trouble you may be having while using this new technology.

Comunicaremos con sinceridad cualquier problema que podamos tener al usar esta nueva tecnología.
HI @everyone! Just a reminder that the
Dec 9th, 2020 - 55 minutes (12:00pm EST / 14:00 ART)

(It's the usual class Zoom link)

Rocio Méndez 13:16 AM
Great job everyone! It was a nice experience doing the course with all of you, sharing comments and seeing the different editions that we have created using the same tools. I hope you have a happy new year! Keep in touch!

Nidia Hernández 3:22 PM
Congratulations to all for the work during the semester and for the beautiful editions presented yesterday! Don't hesitate to write if you have questions on your new editing projects. Happy 2021!
Project goal: digital edition of...
Technology

Transcription & Editorial Work
Text Encoding Initiative XML

Static Website (no back-end)
Jekyll static site generator

Code Sharing and Web Hosting
GitLab
Digital Scholarly Editions

- Publish online textual cultural objects
- Text Encoding Initiative (TEI) + tools that are complex and infrastructure-heavy
  - Expensive to create and maintain, not minimal, difficult to “own”
- How can DSEs be more global?
Minimal Computing

GO::DH Minimal Computing Working Group
https://go-dh.github.io/mincomp/

- “Computing done under some set of significant constraints of hardware, software, education, network capacity, power, or other factors”
- “reconnecting with our knowledge production in order to think critically about the question ‘what do we need?’”
  (Alex Gil 2015, https://go-dh.github.io/mincomp/about/).
TOMORROW:
El mismo texto, diferentes ediciones digitales. Resultados y experiencias de estudiantes de “Digital Publishing with Minimal Computing/Ediciones digitales con minimal computing” Global Classrooms (UMD/USAL) – Gabriel Calarco, Iñaki Cano García, Pamela Gionco, Rocío Méndez, David Merino Recalde, Federico Sardi, Maria Alejandra Sotelo, Gabriela Striker, Cristian Suárez-Giraldo