

Digital Humanities Resources



Project Examples
Digital Repositories
Collectives
Programs & Initiatives
Social Networking
Course Support
Citation Management
Research Aids

DIGITAL HUMANITIES
initiative

Contents

PROJECTS & DIGITAL REPOSITORIES

| | |
|-----------------------|---|
| Literature & Literacy | 1 |
| Arts & Multimedia | 2 |
| History | 2 |
| Academic Writing | 4 |
| Linguistics | 4 |
| Maps/GIS-based | 5 |

Collaboratives and Collectives

| | |
|--------------------------------|----|
| Digital Humanities | 6 |
| Cross-Disciplinary | 7 |
| Project Showcases | 8 |
| History | 9 |
| Linguistics | 9 |
| Programs & Initiatives | 10 |
| Image Collectives | 11 |
| Journal Collectives & Articles | 12 |

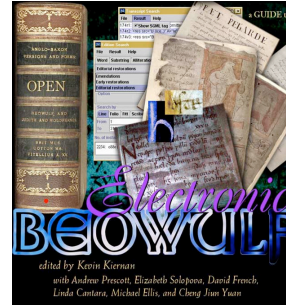
Tools

| | |
|----------------------------|----|
| Social Networks | 14 |
| Open-Source Software | 14 |
| Research Tools | 16 |
| Citation Management | 17 |
| Analytical Research | 18 |
| Course Support/Development | 19 |
| Multimedia | 20 |

Electronic Beowulf

<http://www.uky.edu/~kiernan/eBeowulf/guide.htm>

The Electronic Beowulf is an image-based edition of Beowulf, the great Old English poem surviving in the British Library in a composite codex known as Cotton Vitellius A. xv.



Electronic Literature Organization

<http://www.eliterature.org/>

The Electronic Literature Organization was founded in 1999 to foster and promote the reading, writing, teaching, and understanding of literature as it develops and persists in a changing digital environment.

Electronic Literature Collection, Vol. 1

<http://collection.eliterature.org/1/>

Project examples from the Electronic Literature Organization

GoogleBooks

<http://books.google.com/>

Google Books helps you search within and discover books, not download or read books without paying for them. For books under copyright, you'll see only a small portion of the book at a time-plus links to places where you can buy or borrow it. If you find a book that's out of copyright (in the Public Domain), you will be able to view the full text of the book.

Women Writer's Project

<http://www.wwp.brown.edu/>

The Brown University Women Writers Project is a long-term research project devoted to early modern women's writing and electronic text encoding. Our goal is to bring texts by pre-Victorian women writers out of the archive and make them accessible to a wide audience of teachers, students, scholars, and the general reader. We support research on women's writing, text encoding, and the role of electronic texts in teaching and scholarship.



Arts & Multimedia

ARTstor

<http://www.artstor.org/>



Images for education and scholarship.

Library of Congress American Memory, Variety Stage Motion Pictures

<http://memory.loc.gov/ammem/vshhtml/vsfilm.html>

The 61 motion pictures in the Variety Stage collection include animal acts, burlesque, dance, comic sketches, dramatic excerpts, dramatic sketches, physical culture acts, and tableaux. The films represented date from copyrights of 1897 to 1920; the majority are drawn from the Library's extensive Paper Print Collection.

Library of Congress Prints & Photographs Online Catalog

<http://lcweb2.loc.gov/pp/>

The Prints & Photographs Online Catalog (PPOC) provides access through group or item records to about 75% of the Division's holdings, as well as to some images found in other units of the Library of Congress. Many of the catalog records are accompanied by digital images--about 1.2 million digital images in all. Not all images displayed in this catalog are in the public domain.

The Rossetti Archive

<http://www.rossettiarchive.org/>

The Rossetti Archive facilitates the scholarly study of Dante Gabriel Rossetti, the painter, designer, writer, and translator who was, according to both John Ruskin and Walter Pater, the most important and original artistic force in the second half of the nineteenth century in Great Britain.

History

African Activist Archive Project

<http://africanactivist.msu.edu/>

This project is preserving records and memories of activism in the United States to support the struggles of African peoples against colonialism, apartheid, and social injustice from the 1950s through the 1990s.

Global Middle Ages

<http://www.laits.utexas.edu/gma/portal/>

Three initiatives: the Global Middle Ages Project (GMAP, pronounced “g-map”), the Mappamundi cybernetic initiative (“mappamundi” = “map of the world”), and the Scholarly Community for the Globalization of the Middle Ages (SCGMA, pronounced “sigma”). Each initiative brings together a cluster of scholars, universities, institutes, and centers who are working toward the goal of transforming how we see and understand the world across macrohistorical time: a thousand years of history, literature, technology, cultural encounters and crossings, ideas, movement, and change.

International Dunhuang Project

<http://idp.bl.uk/>

IDP is a ground-breaking international collaboration to make information and images of all manuscripts, paintings, textiles and artefacts from Dunhuang and archaeological sites of the Eastern Silk Road freely available on the Internet and to encourage their use through educational and research programmes.



Salem Witch Trials Documentary Archive and Transcription Project

<http://etext.lib.virginia.edu/salem/witchcraft/>

The Salem Witch Trials Documentary Archive and Transcription Project is an electronic archive of primary source materials related to the 1692 Salem Witch Trials and new transcriptions of court materials.

The Salisbury Project

<http://salisbury.art.virginia.edu/>

The Project is an archive of color photographs designed for teachers, students and scholars to supplement visually books and articles published on the cathedral and town of Salisbury.



USC Shoah Foundation Institute

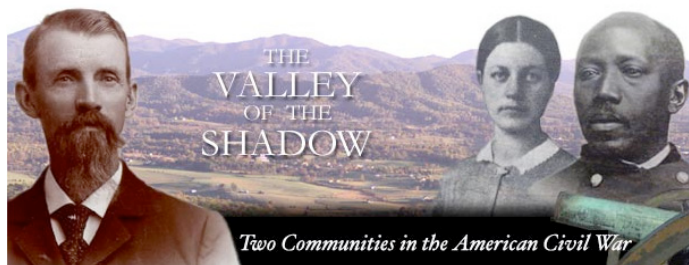
<http://college.usc.edu/vhi/>

The USC Shoah Foundation Institute is part of the College of Letters, Arts, and Sciences at the University of Southern California with an extensive archive of over 52,000 videotaped testimonies from Holocaust survivors and witnesses.

The Valley of the Shadow

<http://valley.lib.virginia.edu/>

The Valley of the Shadow houses a digital archive of thousands of letters, diaries, newspapers, speeches, census, and church records from Augusta County,



Virginia and Franklin County, Pennsylvania, attempting to detail the lives of ordinary people during the Civil War.

Academic Writing

Jstor

<http://www.jstor.org/>

JSTOR is a not-for-profit service that helps scholars, researchers, and students discover, use, and build upon a wide range of content in a trusted digital archive of over one thousand academic journals and other scholarly content. We use information technology and tools to increase productivity and facilitate new forms of scholarship.



Internet Public Library 2

<http://www.ipl.org/>

Internet Public Library 2 (ipl2) is the result of the Internet Public /Library and the Librarians' Internet Index. Librarians' Internet Index (LII) is a publicly-funded website and weekly newsletter. You can subscribe to our weekly newsletter by RSS or web view. You can also search and browse our website for the best of the Web. We have over 20,000 entries, also maintained by our librarians and organized into 14 main topics and nearly 300 related topics.

Linguistics

Cuneiform Digital Library Initiative

<http://www.cdli.ucla.edu/>

The CDLI is the effort of an international group of Assyriologists, museum curators, and historians of science to make the form and content of cuneiform tablets available through the internet. The tablets date from the beginning of writing, ca. 3350 BC to the end of the pre-Christian era.

Digital Hammurabi Project

<http://www.jhu.edu/digitalhammurabi/>

Since 1999, Johns Hopkins University has pioneered research on digitizing cuneiform tablets. Through the use of a digital 3D scanner, the JHU team is making available high-resolution, archival-quality representations of cuneiform tablets.

Maps/GIS-based

Aluka

<http://www.aluka.org/>

An international, collaborative initiative building an online digital library of scholarly resources from and about Africa.



Archaeological Settlements of Turkey TAY

<http://tayproject.org/enghome.html>

A chronological inventory of findings for the cultural heritage of Turkey

Fashionline

<http://www.fashionline.org/>

A database of archaeological excavations since 2000.

MAGIS: Mediterranean Archaeology GIS

<http://cgma.depauw.edu/MAGIS/>

MAGIS, maintained by DePauw University, is a database of regional surveys in the greater Mediterranean region.



MappaMundi

<http://www.laits.utexas.edu/gma/mappamundi/>

Geraldine Heng (historian) University of Texas Global Middle Ages Portal.
MappaMundi is a multi-dimensional initiative for the study of the middle ages.
Ultimately, users will be able to take an avatar on a tour of the world on a medieval world map.

Open Context

<http://opencontext.org/>

Open Context is a free, open access resource for the electronic publication of primary field research from archaeology and related disciplines. Search “lightbox” for examples of primary data being shared.

Alliance of Digital Humanities Organizations

<http://www.digitalhumanities.org/>

The Alliance of Digital Humanities Organizations (ADHO) is an umbrella organization set up initially to coordinate more closely the activities of the Association for Computing in the Humanities (founded in 1978) and the Association for Literary and Linguistic Computing (founded in 1973).



Association for Computers and the Humanities

<http://www.ach.org/>

A professional society for people working in computer-aided research in literature and language studies, history, philosophy, and other humanities disciplines, and especially research involving the manipulation and analysis of textual materials.

centerNet

<http://www.digitalhumanities.org/centernet/>

centerNet is an international network of digital humanities centers formed for cooperative and collaborative action that will benefit digital humanities and allied fields in general, and centers as humanities cyberinfrastructure in particular.

Dariah

<http://www.dariah.eu/>



DARIAH's mission is to facilitate long-term access to, and use of all European arts and humanities data for the purposes of research. DARIAH is the digital research infrastructure that will connect scholarly data archives and repositories with cultural heritage for the arts and humanities across Europe, making scattered resources accessible through one click.

Humanities Research Network

<http://www.humanitiesnetwork.org/>

The Humanities Research Network provides workspaces for collaborative research teams working at a distance. The workspaces include project calendars, tools for co-authoring documents, a project journal, and centrally archived email discussions.

New Media Consortium

<http://www.nmc.org/>

The New Media Consortium (NMC) is an international not-for-profit consortium of learning-focused organizations dedicated to the exploration and use of new media and new technologies. The consortium's Horizon Reports are regarded worldwide

as the most timely and authoritative sources of information on new and emerging technologies available to education anywhere.

Office of Digital Humanities

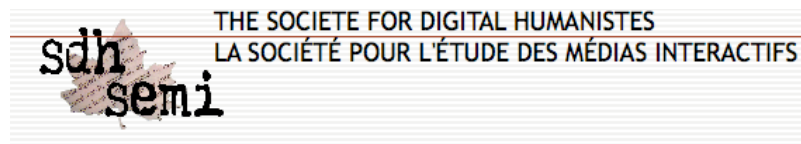
<http://www.neh.gov/odh/>

The Office of Digital Humanities (ODH) is an office within the National Endowment for the Humanities (NEH). Our primary mission is to help coordinate the NEH's efforts in the area of digital scholarship, and assists through grant funding. As in the sciences, digital technology has changed the way scholars perform their work. It allows new questions to be raised and has radically changed the ways in which materials can be searched, mined, displayed, taught, and analyzed. Technology has also had an enormous impact on how scholarly materials are preserved and accessed, which brings with it many challenging issues related to sustainability, copyright, and authenticity. The ODH works not only with NEH staff and members of the scholarly community, but also facilitates conversations with other funding bodies both in the United States and abroad so that we can work towards meeting these challenges.

Society for Digital Humanities

<http://www.sdh-semi.org/>

The Society for Digital Humanities / Société pour l'étude des médias interactifs is a Canada-wide



association of representatives from Canadian colleges and universities that began in 1986, founded as the Consortium for Computers in the Humanities / Consortium pour ordinateurs en sciences humaines. Our objective is to draw together humanists who are engaged in digital and computer-assisted research, teaching, and creation. The society fosters work in the digital humanities in Canada's two official languages, and champions interaction between Canada's anglophone and francophone communities, in all areas reflected by its diverse membership: providing opportunities for publication, presentation, and collaboration; supporting a number of educational venues and international initiatives; acting as an advisory and lobbying force to local, national, and international research and research-funding bodies; working with allied organisations; and beyond.

Cross-Disciplinary

Center for Digital Research in the Humanities at the University of Nebraska-Lincoln

<http://cdrh.unl.edu/>

The Center advances interdisciplinary research in the humanities by creating unique digital content, developing tools to assist scholars in text analysis and visualization, and encouraging the use (and refinement) of international standards for humanities computing.

Collaboratory for Research in Computing for Humanities

<http://www.rch.uky.edu/>



The RCH is a research unit based out of the University of Kentucky aiming to bring together faculty and students from engineering, computer science, and the humanities, arts, and social sciences for collaboration on research projects in the Digital Humanities.

Humanities, Arts, Science and Technology Advanced Collaboratory

<http://www.hastac.org/>

HASTAC (“haystack”) is a network of individuals and institutions inspired by the possibilities that new technologies offer us for shaping how we learn, teach, communicate, create, and organize our local and global communities. We are motivated by the conviction that the digital era provides rich opportunities for informal and formal learning and for collaborative, networked research that extends across traditional disciplines, across the boundaries of academe and community, across the “two cultures” of humanism and technology, across the divide of thinking versus making, and across social strata and national borders.

Maryland Institute for Technology in the Humanities

<http://mith.umd.edu/>

Made possible by a major Challenge Grant from the National Endowment for the Humanities, MITH functions as an applied think tank for the digital humanities, both in furthering the excellence of its Fellows’ research and in cultivating its own innovative research agendas--currently clustering around digital tools, text mining and visualization, and the creation and preservation of electronic literature, digital games, virtual worlds.



Project Showcases

Bamboo

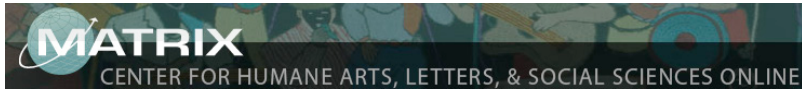
<http://projectbamboo.org/>

Project Bamboo is a multi-institutional, interdisciplinary, and inter-organizational effort that brings together researchers in arts and humanities, computer scientists, information scientists, librarians, and campus information technologists to tackle the question: How can we advance arts and humanities research through the development of shared technology services?



MATRIX: The Center for Humane Arts, Letters, & Social Sciences Online

<http://www2.matrix.msu.edu/projects/>



Projects in MATRIX's Approach to Developing & Designing Internet Projects.

Spotlight

<http://spotlight.macfound.org/>

Spotlight magazine showcases the projects and people funded by the MacArthur Foundation's Digital Media and Learning Initiative and covers the intersections of technology and learning. We go beyond the research to show how digital media is being used in classrooms and programs around the world.

History

Center for History and New Media at George Mason University

<http://chnm.gmu.edu/>



CHNM uses digital media and technology to preserve and present history online, transform scholarship across the humanities, and advance historical education and understanding.

Digital History

<http://digitalhistory.unl.edu/>

Digital history is an emerging and rapidly changing academic field. The purpose of this site is to educate scholars and the public about the state of the discipline by providing access to: presentations by and interviews with noted scholars; information about many aspects of digital history including reviews of major online projects and tools; a clearinghouse of current events and news items; a selected bibliography of Digital History resources, and more.

Linguistics

Association for Literary and Linguistic Computing

<http://www.allc.org/>



The Association for Literary and Linguistic Computing was founded in 1973 with the purpose of supporting the application of computing in the

study of language and literature. As the range of available and relevant computing techniques in the humanities has increased, the interests of the Association's members have necessarily broadened, to encompass not only text analysis and language corpora, but also history, art history, music, manuscript studies, image processing, electronic editions and much else besides. The ALLC's membership is international, is drawn from across the humanities disciplines, and includes students and established scholars alike.

CLARIN: Common Language Resources and Technology Infrastructure

<http://www.clarin.eu/>

The CLARIN project is a large-scale pan-European collaborative effort to create, coordinate and make language resources and technology available and readily usable. CLARIN offers scholars the tools to allow computer-aided language processing, addressing one or more of the multiple roles language plays (i.e. carrier of cultural content and knowledge, instrument of communication, component of identity and object of study) in the Humanities and Social Sciences.

Institute for the Future of the Book

<http://www.futureofthebook.org/>

The printed page is giving way to the networked screen. The Institute for the Future of the Book seeks to chronicle this shift, and impact its development in a positive direction. The Institute is a project of the Annenberg Center for Communication at the University of Southern California, and is based in Brooklyn, New York.

Text Analysis Developers Alliance

<http://tada.mcmaster.ca/>

The Text Analysis Developers Alliance is an international group of designers and developers of text analysis tools. The mission of TADA is to encourage collaboration among researchers and to provide useful resources to developers and users. WikiTADA is the collaborative website of the Text Analysis Developers Alliance.



Programs & Initiatives

Digging into Data

<http://www.diggingintodata.org/>

The Digging into Data Challenge is an international grant competition sponsored by four leading research agencies: JISC, NEH,

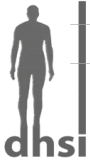
NSF and SSHRC. The goals of the initiative are: to promote the development and deployment of innovative research techniques in large-scale data analysis; to foster interdisciplinary collaboration among scholars in the humanities, social sciences,



computer sciences, information sciences and other fields around questions of text and data analysis; to promote international collaboration; and to work with data repositories that hold large digital collections to ensure efficient access to these materials for research.

Digital Humanities Summer Institute

<http://www.dhsi.org/>



The Digital Humanities Summer Institute provides an environment ideal to discuss, to learn about, and to advance skills in new computing technologies influencing the work of those in the Arts, Humanities and Library communities.

Digital Media and Learning Initiative

<http://digitallearning.macfound.org>

The digital media and learning initiative is exploring the hypothesis that digital media tools now enable new forms of knowledge production, social networking, communication, and play. It includes ethnography, the development of media literacy, and the connection between games and learning. Grants funding from The John D. and Catherine T. MacArthur Foundation.

Electronic Cultural Atlas Initiative

<http://www.ecai.org/>

The Electronic Cultural Atlas Initiative, based at University of California, Berkeley, is a global consortium of people who share the vision of creating a distributed virtual library of cultural information with a time and place interface.



Humanist

<http://www.digitalhumanities.org/humanist/>

Humanist is an international online seminar on humanities computing and the digital humanities. Its primary aim is to provide a forum for discussion of intellectual, scholarly, pedagogical, and social issues and for exchange of information among participants. Humanist is a publication of the Alliance of Digital Humanities Organizations (ADHO) and the Office for Humanities Communication (OHC) and an affiliated publication of the American Council of Learned Societies (ACLS).

Image Collectives

Rhizome

<http://www.rhizome.org/>

The Rhizome website is a dynamic, interactive platform, rich in historical resources and updated



continually with new art and commentary by a vast community. Our programs, realized both on and offline, support art creation, presentation, preservation and interpretation; they include exhibitions & events, commissioning, daily art news and in-depth criticism, and the maintenance of a singularly comprehensive digital art archive.

Visual Resources Association

<http://www.vraweb.org/>



The Visual Resources Association is dedicated to furthering research and education in the field of image management within the educational, cultural heritage, and commercial environments. The VRA implements these goals through publication programs and educational activities. The Association offers a forum for issues of vital concern to the field, including: preservation of and access to digital and analog images of visual culture; cataloging and classification standards and practices; integration of technology-based instruction and research; intellectual property policy; and other topics of interest to the field.

Journal Collectives & Articles

Academic Commons at Willamette University

<http://libmedia.willamette.edu/acom/>

Provides reliable, long-term access to digital works produced by Willamette University community members.

Digital Libraries Federation

<http://www.diglib.org/>



A consortium of libraries and related agencies that are pioneering the use of electronic-information technologies to extend collections and services.

Drunken Boat

<http://www.drunkenboat.com/>

Drunken Boat is an online journal of art and literature.

Multimedia Educational Resource for Learning and Online Teaching (MERLOT)

<http://www.merlot.org/>

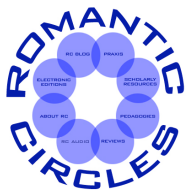
MERLOT is a leading edge, user-centered, searchable collection of peer reviewed and selected higher education, online learning materials, catalogued by registered members



and a set of faculty development support services. MERLOT's vision is to be a premiere online community where faculty, staff, and students from around the world share their learning materials and pedagogy. MERLOT's strategic goal is to improve the effectiveness of teaching and learning by increasing the quantity and quality of peer reviewed online learning materials that can be easily incorporated into faculty designed courses.

Romantic Circles

<http://www.rc.umd.edu/>



Romantic Circles is a refereed scholarly Website devoted to the study of Romantic-period literature and culture. Editors, Neil Fraistat and Steven E. Jones. It is published by the University of Maryland and supported, in part, by the Maryland Institute for Technology in the Humanities (MITH), and the English Departments of Loyola University of Chicago and the University of Maryland.

Supercomputing to Help UC San Diego Researchers Visualize Cultural Patterns

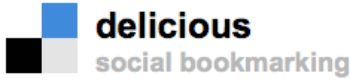
<http://calit2.net/newsroom/release.php?id=1447>

Lev Manovich from UC San Diego discusses the cultural analytics project.

Social Networks

Delicious

<http://delicious.com/>



Delicious is a Social Bookmarking service, whereby one may save bookmarks online, share them with others, and see what other people are bookmarking.

Diigo

<http://www.diigo.com/>

Diigo is two services in one --a research/collaborative research tool, and a knowledge-sharing community/social content site.



Twitter

<http://twitter.com/>

Twitter is a real-time short messaging service that works over multiple networks and devices. In countries all around the world, people follow the sources most relevant to them and access information via Twitter as it happens--from breaking world news to updates from friends.

Wordle

<http://www.wordle.net/>

Wordle is a toy for generating “word clouds” from text that you provide. The clouds give greater prominence to words that appear more frequently in the source text. The images you create with Wordle are yours to use however you like.

WordPress

<http://wordpress.org/>

“WordPress is a state-of-the-art publishing platform with a focus on aesthetics, web standards, and usability. WordPress is both free and priceless at the same time. More simply, WordPress is what you use when you want to work with your blogging software, not fight it.”

Open-Source Software

Fedora

<http://fedoraproject.org/>

Fedora is a Linux-based operating system that showcases the latest in free and open source software. Fedora is always free for anyone to use, modify, and distribute. It is built by



people across the globe who work together as a community: the Fedora Project. The Fedora Project is open and anyone is welcome to join.

Kuali

<http://www.kuali.org/>



Kuali is a growing community of universities, colleges, businesses, and other organizations that have partnered to build and sustain open-source administrative software for higher education, by higher education. Kuali software is released under the Educational Community License.

MIT Open Course Ware

<http://ocw.mit.edu/>

MIT OpenCourseWare (OCW) is a web-based publication of virtually all MIT course content. OCW is open and available to the world and is a permanent MIT activity.

PhiloMine

<http://philologic.uchicago.edu/philomine/>

PhiloMine is a “drop-in” extension to current releases of PhiloLogic, to support a variety of machine learning, text mining, and document clustering tasks. It is designed to work with databases currently loaded under PhiloLogic without further modification. Like PhiloLogic, PhiloMine is a Free Software implementation designed to support research and development activities at the ARTFL Project and the Digital Library Development Center and the at the University of Chicago.

Silverlight

<http://silverlight.net/>

Microsoft Silverlight helps you create rich web applications that run on Mac OS, Windows, and Linux, providing a new level of engaging, rich, safe, secure, and scalable cross-platform experience.

Software Environment for the Advancement of Scholarly Research

<http://seasr.org/>

The Software Environment for the Advancement of Scholarly Research (SEASR), funded by the Andrew W. Mellon Foundation, provides a research and development environment capable of powering leading-edge digital humanities initiatives.



Sophie 2.0

<http://www.sophieproject.org/>

Sophie 2.0 is open source software for writing, reading and visualizing rich media documents in an interactive, networked environment. The program emerged from the desire to create an easy-to-use application that would allow authors to combine text,

images, video, and sound quickly and simply, but with precision and sophistication. Sophie's users are interested in creating robust, elegant, networked, texts and multimedia works without having programming knowledge or training in the use of more complex and costly tools such as Flash. Sophie 2.0 was initially designed and developed by the Institute for the Future of the Book. In 2008, the University of Southern California's School of Cinematic Arts assumed sponsorship of Sophie 2.0 and, with a generous grant from the The Andrew W. Mellon Foundation, is significantly revising and improving a new 2.0 version to be released in the Fall of 2009. The Sophie 2.0 Project is being developed by Astea Solutions AD and additional contributors using a Java code base contributed to the project by Astea Solutions.

Text Coding Initiative

<http://www.tei-c.org/>



The Text Encoding Initiative (TEI) is a consortium which collectively develops and maintains a standard for the representation of texts in digital form. Its chief deliverable is a set of Guidelines which specify encoding methods for machine-readable texts, chiefly in the humanities, social sciences and linguistics. Since 1994, the TEI Guidelines have been widely used by libraries, museums, publishers, and individual scholars to present texts for online research, teaching, and preservation. In addition to the Guidelines themselves, the Consortium provides a variety of supporting resources, including resources for learning TEI, information on projects using the TEI, TEI-related publications, and software developed for or adapted to the TEI.

ThoughtArk

<http://www.thoughtark.com/>

An open source, free web application and collaborative space that utilizes the search behaviors of the users to determine the value of various bibliographic resources.

Research Tools

Environmental Systems Research

<http://www.esri.com/>



ESRI

Founded as the Environmental Systems Research Institute, ESRI is built on the philosophy that a geographic approach to problem solving ensures better communication and collaboration. Geographic information system (GIS) technology leverages this

geographic insight to address social, economic, business, and environmental concerns at local, regional, national, and global scales.

History Engine

<http://historyengine.richmond.edu/>

The History Engine is an educational tool that gives students the opportunity to learn history by doing the work—researching, writing, and publishing—of a historian. The result is an ever-growing collection of historical articles or “episodes” that paints a wide-ranging portrait of life in the United States throughout its history and that is available to scholars, teachers, and the general public in our online database.

Open Journal Systems

<http://pkp.sfu.ca/>

Open Journal Systems (OJS) is a journal management and publishing system that has been developed by the Public Knowledge Project through its federally funded efforts to expand and improve access to research. OJS assists with every stage of the refereed publishing process, from submissions through to online publication and indexing. Through its management systems, its finely grained indexing of research, and the context it provides for research, OJS seeks to improve both the scholarly and public quality of refereed research.

PhiloLogic

<http://philologic.uchicago.edu/>



PhiloLogic™ is the primary full-text search, retrieval and analysis tool developed by the ARTFL Project and the Digital Library Development Center (DLDC) at the University of Chicago. This is a Free Software implementation of PhiloLogic for large TEI-Lite document collections. The wide array of XML data specifications and the recent deployment of basic XML processing tools provides an important opportunity for the collaborative development of higher-level, interoperable tools for Humanities Computing applications. The sophistication and power of the TEI-XML encoding specification supports the development of extremely rich textual data representations.

WorldCat

<http://www.worldcat.org/>

WorldCat connects you to the collections and services of more than 10,000 libraries worldwide.



Citation Management

Connotea

<http://www.connotea.org/>

Connotea: Free online reference management for clinicians and scientists.



Zotero

<http://www.zotero.org/>



“Zotero [zoh-TAIR-oh] is a free, easy-to-use Firefox extension to help you collect, manage, and cite your research sources. It lives right where you do your work-in the web browser itself.”

Analytical Research

Metadata Offer New Knowledge (MONK)

<http://monkproject.org/>



MONK is a digital environment designed to help humanities scholars discover and analyze patterns in the texts they study. The MONK project has been generously supported by

the Andrew W. Mellon Foundation, from 2007-2009, and InCommon integration has been supported in 2009 by the CIC Library Directors. All code produced by the project is open source. MONK has a publicly available instance with texts contributed by Indiana University, the University of North Carolina at Chapel Hill, the University of Virginia, and Martin Mueller at Northwestern University.

Neoformix

<http://neoformix.com/>

Discovering and Illustrating Patterns in Data: Blog editor who “enjoys discovering the patterns in the apparent chaos of real life data and exploring new techniques for communicating in a visually compelling manner.” Includes analytical project results, reviews of tools or techniques, and links to related resources.

NVivo

<http://www.qsrinternational.com/>

Different than statistical or quantitative software, which analyze data using numbers, QSR software helps you to access, manage, shape and analyze detailed textual, audio and visual information. The NVivo 8 software product allows you to import, sort and analyze audio files, videos, digital photos, Word, PDF, rich text and plain text documents.



Wolfram | Alpha

<http://www.wolframalpha.com/>



Wolfram|Alpha’s long-term goal is to make all systematic knowledge immediately computable and accessible to everyone. We aim to collect

and curate all objective data; implement every known model, method, and algorithm; and make it possible to compute whatever can be computed about anything. Today's Wolfram|Alpha is the first step in an ambitious, long-term project. Enter your question or calculation and Wolfram|Alpha uses its built-in algorithms and a growing collection of data to compute the answer.

Course Support/Development

Center for Digital Storytelling

<http://www.storycenter.org/>



An international not-for-profit community arts organization rooted in the craft of personal storytelling. We assist youth and adults around the world in using media tools to share, record, and value stories from their lives, in ways that promote artistic expression, health and well being, and justice.

Moodle

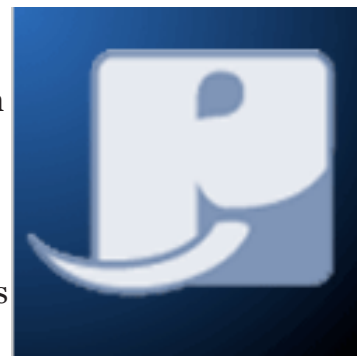
<http://moodle.org/>

Moodle is a Course Management System (CMS), also known as a Learning Management System (LMS) or a Virtual Learning Environment (VLE). It is a Free web application that educators can use to create effective online learning sites. Moodle.org is our community site where Moodle is made and discussed. Please explore and join in!

Pachyderm 2.0

<http://pachyderm.nmc.org/>

“Multimedia authoring for peanuts.” “Pachyderm is an easy-to-use multimedia authoring tool. Designed for people with little multimedia experience, Pachyderm is accessed through a web browser and is as easy to use as filling out a web form. Authors upload their own media (images, audio clips, and short video segments) and place them into pre-designed templates, which can play video and audio, link to other templates, zoom in on images, and more. Once the templates have been completed and linked together, the presentation is published and can then be downloaded and placed on the author’s website or on a CD or DVD ROM. Authors may also leave their presentations on the Pachyderm server and link directly to them there. The result is an attractive, interactive Flash-based multimedia presentation.”



Prezi

<http://prezi.com/>

Prezi is “a living presentation tool”... visualization and storytelling without slides.

Sakai

<http://sakaiproject.org/>



The Sakai Collaboration and Learning Environment is developed by a community that strives to enable exceptional teaching, learning and research. Sakai collaborators - ranging from educators to engineers - share in their successes and challenges, honing the community's collective expertise to drive rapid development of this enterprise-ready platform. While Sakai is typically used for teaching and learning (similar to products like Blackboard and Moodle) we call it a Collaboration and Learning Environment (CLE) because it embraces uses beyond the classroom. Sakai is distributed as free and open source software under the Educational Community License.

Visual Understanding Environment

<http://vue.tufts.edu/>

The Visual Understanding Environment (VUE) is an Open Source project based at Tufts University. The VUE project is focused on creating flexible tools for managing and integrating digital resources in support of teaching, learning and research. VUE provides a flexible visual environment for structuring, presenting, and sharing digital information.

Willamette Instructional Support Environment

<http://wise.willamette.edu/portal/>

WISE, the Willamette Instructional Support Environment, is a learning and collaboration system that provides course sites for official university courses and project sites for committee work, student organizations, collaborative research projects and other university-related activities.

Multimedia

Theora

<http://www.theora.org/>



theora

Theora is a free and open video compression format from the Xiph.org Foundation. Like all our multimedia technology it can be used to distribute film and video online and on disc without the licensing and royalty fees or vendor lock-in associated with other formats.

Theora scales from postage stamp to HD resolution, and is considered particularly competitive at low bitrates. It is in the same class as MPEG-4/DivX, and like the Vorbis audio codec it has lots of room for improvement as encoder technology develops. Theora is in full public release as of November 3, 2008.

UNESCO

<http://unesco.uiah.fi/ydc-book/cdrom/>

UNESCO : For Young Creators. A selection of free editing software for use in creative projects. Tools for editing audio, images and web pages.