

November 2018



Meet the Faculty: Dr. Stefan Schöberlein

Dr. Stefan Schöberlein holds a M.Ed. from TU Dortmund University (Germany) and a Ph.D. in English from the University of Iowa. Schöberlein's research centers around how science and technology intersect with American and British literature in the long nineteenth century. His work in the digital humanities has largely focused. on XML encoding and distant reading, but he has also published on various aspects of authorship attribution and digital mapping. Schöberlein currently serves as the president of the Digital Americanists, a society aimed at promoting digital scholarship among early- and mid-career scholars in the field of American literature. Since 2013. has also been involved with the Walt Whitman Archive and is excited about bringing encoding projects associated with the Archive to Marshall.

In the 2019 Spring semester, Schöberlein will be teaching the Introduction to Digital Humanities (DH 201, ENG 280). The class will focus on exploring what is meant by "digital humanities," sample tools and projects from the field, and get to know digital humanists working at Marshall. DH 201 will balance critical engagement with existing DH projects while also incorporating collaborative projects and hands-on work. Still: no prior experience with coding, data analysis or digital design is required.

## **Featured Student Projects**



Alexia Litty

Alexia Lilly is a senior Print and Online Journalism double major from Charleston, WV. She is pursuing a minor in English, Film Studies and Digital Humanities, as well. Alexia has an interest in Digital Humanities because she has always been excited by new ways of presenting and creating work.

Alexia took the Digital Literary Studies course as part of her Digital Humanities minor with Dr. Lillvis, Dr. Ellison, and Professor Ian Nolie in Spring 2018. In the course, they explored Digital Literary Studies and Digital Humanities through implementing digital tools to analyze print born texts, using theory application to analyze digital born texts, and learned how to create digital texts through game coding and video production. Alexia created an Adobe Spark project to analyze a digital-born text using theory application.



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For more information on our program, email us at: dh@marshalledu

Director of Digital Humanities: Dr. Kristen Lillvis Additionally, she created a digital text by creating an Adobe Premiere video essay. In the Adobe Spark project and Adobe Premiere video essay, Alexia analyzed my body & a Wunderhammer by by Shelley Jackson to explore how we explore and connect with the texts affects our understanding of the narrative and our own relationship with intimacy. Alexia's goal is to continue creating Digitial Humanities projects while exploring new ideas and texts.



Timm Johnson

Timm John son is a senior CIT Major with a Game Design and Development area of emphasis. He has been working on games since high school, and hopes to make games that have a positive impact on their players.

Digital Humanities is often referred to as bringing together liberal arts and hightechnology trends, and video games are right at the intersection of technology and art, so the Digital Humanities program is a natural fit.

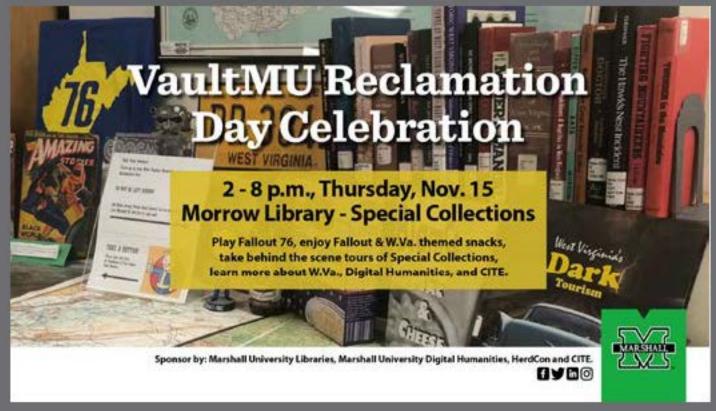
This fall, Timm has taken on a grant project funded by the Marshall University Research Corporation. The goal of the project, entitled MU SkyView, is to make an augmented reality (AR) map of Marshall University. Augmented reality is a new technology which allows phones to make use of their cameras to place virtual objects in the real world. One common example of AR is the set of filters on Snapchat, which place virtual objects on a user's face. MU SkyView will allow a user to project a virtual 3-D rendered map of Marshall University onto the ground in front of them. If a user sees an unfamiliar building, they will be able to tap on it to see its basic information. Currently, the map contains around thirty buildings

By seeing where buildings are in relation to each other, how big they are, and what they really book like, Timm hopes that new and prospective students will gain a better understanding of the campus's layout, so that they can more easily find their way around.



## Bring Fallout 76 to Life

Visit historical landmarks and places featured in Fallout 76 with the West Virginia Landmarks of Fallout 76 Walking Tour! You can access it for free here!



## Step Into Morrow Library and Out of Vault 76

Marshall Univerity Libraries, the Marshall University Digital Humanities, HerdCon, and CIT invite you to the VaultMU Rel:amation Day Celebration! From 2-8PM on Thursday, November 15th, Morrow Library will be hosting an event celebrating the release of Fallout 76, the lastest installment of the Fallout franchise and the first one set in our home of West Virginia

The event includes free Fallout themed food, calse (beginning at the 5PM reception), tours of the Special Collections, and the ability to play Fallow 78 with your fellow Appalachians!

## Upcoming DH Courses for Spring 2019

Registration Starts as Early as November 5th

ART 219: Gaze/Animate:
 Digital Images
ART 318: Art/Design for
 Websites
CIT 446: 3D Modeling and
 Animation
CMM 255: Intro to Computer Communications
CS 105: Exploring the
World with Computer
Science I

CS 120: Computer
Science II
DH 201/ENG281 : Intro to
Digital Humanities
ENG 101: Beginning
Composition
(Hovatter Only)
ENG 201: Advanced
Composition
(Rucker Only)
ENG 263: Intro to Digital
Literary Studies

ENG 344: Intro to Film
Studies
ENG 350: Intro to Textual
Analysis
ENG 408: Writing in the
Digital World
ENG 432: Contemporary
Literature
ENG 440: Selected Topics
in Film
GEO 110: Basic GIS
GEO 113: Web GIS

GEO 426: Principles of GIS
HST 303: American Military History
ITL 350: Advanced Digital
Literacy Skills
JMC 241: Media Design
JMC 260: Digital Imaging
JMC 361: Digital Presence
JMC 462: Web Design for
Mass Media
PSC 480: Politics and
Video Games