

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 Woadenhammer* 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 Digital Humanities projects while exploring new ideas and texts.



Timm Johnson

Timm Johnson 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 high-technology 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 look 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.

An advertisement for the Clio app. On the left, a person is seen from behind, holding a tablet that displays a historical image of a building. In the center, a smartphone displays a map with red location markers. On the right, the text reads: "Clio Discover History All Around You Non-profit and free for everyone Learn more at www.theclio.com New entries & tours added daily by universities, libraries & historical societies." There is a small Clio logo icon at the bottom right. A Marshall University logo is visible in the bottom left corner of the image area.

Clio
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New entries & tours added daily by
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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!](#)



VaultMU Reclamation Day Celebration

**2 - 8 p.m., Thursday, Nov. 15
Morrow Library - Special Collections**

Play Fallout 76, enjoy Fallout & W.Va. themed snacks, take behind the scene tours of Special Collections, learn more about W.Va., Digital Humanities, and CITE.

Sponsor by: Marshall University Libraries, Marshall University Digital Humanities, HerdCon and CITE.



Step Into Morrow Library and Out of Vault 76

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

The event includes free *Fallout* themed food, cake (beginning at the 5PM reception), tours of the Special Collections, and the ability to play *Fallout 76* with your fellow Appalachians!

Upcoming DH Courses for Spring 2019

Registration Starts as Early as November 5th

ART 219: Gaze/Animate: Digital Images	CS 120: Computer Science II	ENG 344: Intro to Film Studies	GEO 426: Principles of GIS
ART 318: Art/Design for Websites	DH 201/ENG281 : Intro to Digital Humanities	ENG 350: Intro to Textual Analysis	HST 303: American Military History
CIT 446: 3D Modeling and Animation	ENG 101: Beginning Composition (Hovatter Only)	ENG 408: Writing in the Digital World	ITL 350: Advanced Digital Literacy Skills
CMM 255: Intro to Computer Communications	ENG 201: Advanced Composition (Rucker Only)	ENG 432: Contemporary Literature	JMC 241: Media Design
CS 105: Exploring the World with Computing	ENG 263: Intro to Digital Literary Studies	ENG 440: Selected Topics in Film	JMC 260: Digital Imaging
CS 110: Computer Science I		GEO 110: Basic GIS	JMC 361: Digital Presence
		GEO 113: Web GIS	JMC 462: Web Design for Mass Media
			PSC 480: Politics and Video Games