# mentia 




Meet the Faculty: Dr. Stefan Schöberlein

Dr. Stefan Schöberlein holds a M.Ed. from TU Dortmund University (Germany) and a Fh.D. in English from the University of Iowa. Schöberlein's research oenters around how science and technologyintersect with American and Eritish literature in the long nineteenth century. His worls in the diggital humanities has largely focused on XML enooding and distant reading, but he has also published on various aspects of a uthorship attribution and diggital mappping. Schöberkin curventbr serves as the president of the Digital Americanists, a society aimed at promoting digital scholarshup among early- and mid-career scholars in the fieh of American literature. Since 2073, has also been involved with the Walt

Whitman Avchue and is excited about bringing enooding projects associated. with the Archive to Marshall.

In the 2009 Springsemester, Schöberkin will be teaching the Introduction to Digital Humanities (DH 2OR, ENG 28\%). The class will focus onexploring what is meant by "digital humanities," sample tools and projects from the field, and get to lnow digital humanists worling at Marshall. D H 20 r will balanoe critical engagement with existing DH projects while also invorporating collaborative projects and hands-on work. Still: no prior experience with coding, data anabsis or digital design is required.

## Featured Student Projects



Alexia Lilly
Alexia Lilly is a senior Frint and Online Journalisn double major from Chadestor, wV. She ispursuinga minor
in English, Film Studies and Digital Humanities, as well. Alexia has an interest in Digital Humanities because she has always been excited bynew ways of presenting and creating worls.

Alexia took the Digital Literary Studies course as part of her Digital Humanities minor with Dr. Lilluris, Dr. Ellison, and Frofessor Ian Nolte in Spring 2018. In the course, theyexplored.Digitalliterary Studies and.Digital Humanities through implementing digital tools to analyze print borntexts, 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 Sparls project to analyze a digital-born text usingtheory application.


## Digital Humanities

Visit us at: wow marshalleduldh'
For more information onour program, email us at: dhamarshalledu

Ditector of Digital Humanities: Dr. Kuisten Iilluis

Additionally, she created a digital text by creating an Adobe Premiere video essay. In the Adobe Sparls project and Adobe Ftemiere video essay, Alexia analyzed my body \& a Whadefnammer by by Shelley Jaclsson to explote how we explore and connect with the texts affects our understanding of the natrative and our own relationship with intimacy. Alexia's goal is to continue creating Digitial Humanitis sprojects while exploringnew ideas and texts.


Timm Johnson
Timm Johnson is a senvior CrI Major with a Game Design and Development area of emphasis. He has been working on games sinoe high school, and hopes to malve games that have a positive impact on their players.

Digital Humanities is often referted to as bringing together liberal arts and hightechnobgy 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 bythe Marshall University Fesearch Corporation. The goal of the project, entitled MUU Slyyve w, is to male
an augmented reality (AN map of Marshall University. Augmented reality is a new technobsy which allows phones to male use oftheircameras to place virtualobjects in the real world. One common example of $A R$ is the set of filters on Snapechat, whichplace virtualobjectson a user's face. MU SlyWiew will allow a user to project a virtual 3-D rendered map of Marshall University onto the ground in front of them. If a usersees an unfamikiar buibing, they will be able to tapon it to see its basic information. Currently, the map contains a round thirty buildings

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


## Bring Fallout 76 to Life



## Step Into Morrow Library and Out of Vault 76

Marshall Uriverity Libraries, the Marshall University Di gital Humanities, HewiCon, and CrI invite you to the Vauh Mu Rekamation Day Celebration! From 2-8FM on Thursiay, Nowember isth, Mor row Library will be hosting anevent celebrating the release of Falfout \% , the lastest installment of the Fallout framehise and the first one set in our home of west Wirginia.

The eventincludes fiee Fallout themed. food, calk (beginningat the sFM reopption), tours of the Special Collections, and the ability to play Fallont $\%$ 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 Computing CS 110: Computer Sciencel

CS 120: Computer Scienca 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

GE 0 426: Principles of GIS HST 303: American military History ITL 350: Advanced Digital

Literacy Skills JMC. 241: Media Design JMC. 260: Digital Imaging JMOC. 3 61: Digital Presence JMC. 462 : Meb Design for MassMedia PSC. 480: Politics and Video Games

