Digital Humanities

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Abstract - 1940s and 1950s were the periods when the concept of Digital Humanities made its first appearance in the works of Jesuit scholar Roberto Busa an English professor Josephine Miles . Following the footsteps of these two masters, other scholars also started using computers to automate tasks like word-searching, sorting and counting and much more. Decades to follow , we mark many archaeologists , historians and literary scholars applying computational methods in the process of humanities research. The final result of these progresses was the first specialized journal in the digital humanities named *Computers and the Humanities* in 1966 . Later the formation of the Computer Application and Quantitative Methods in archeology (CAA) association in 1973 , The Association for Literary and Linguistic Computing (ALLC) in 1977 and the Association for Computer and the Humanities (ACH) in 1978 were the steps taken ahead in the field of digital humanities that camouflaged the whole scenario of humanities. This paper will aid the scholars who are undergoing research works as it will highlight different tools and references that can be easily applied as computational methods to frame their research work in digitalized mode. The intersection of computer and scholarly activities is yet another feather in the cap that is deliberately altering the whole scenario of the world of humanities

Keywords : Digital humanities , computational methods .

OVERVIEW

Humanities as a subject consists of a critical study of human world and society. Since, it includes human world, it focuses upon literature, art, culture, morality and values to give a critical prespective. The major fields that come under humanities are English, History, Archaeology, Culture and Philosophy. In English and foreign languages textual criticism, in History historical methods and in Philosophy conceptual analysis are carried out to investigate different aspects of humanities. Humanities, in other words, can be regarded a foundation in higher education field as it helps the students to procure skills like effective communication, persuasive writing and critical analysis to reveal the moral, spiritual and intellectual sense of the people and world at large.

We all are aware that the present age is the digital age. In fact, every aspect of human life has been digitalized and now we can say that computers have become the plinth on which the rock buildings of every aspect of human life stands. Each and every sphere of life be it education, health, hygiene, art, culture, philosophy- all have been digitalized. So, when it comes to define digital humanities, in simple way, it is an area where scholarly activities are performed by employing data on computers and the computing results becomes the conclusion. The origin of digital humanities dates back to 1940s and 1950s when we find Jesuit scholar Roberto Busa pioneering this work in 1946. Following Busa in the early 1950s we find an English professor Josephine Miles working on the same. Soon, other scholars began to use computers to automate their works like word-searching, sorting and counting and many more. In short, it can be said that the coming decades marked many archaeologists , classicists, historian, philosophers and literary scholars using computational methods to carry on their research works in humanities. We also find the first specialized journal in digital humanities in 1966, namely *Computers and the Humanities*. The formation of The Computer Applications and Quantitative Methods in Archaeology (CAA) 1973, The Association for Literary and Lingustic Computing (ALLC) in 1977and The Association for Computers and the Humanities (ACH) in 1978 were some steps taken ahead to popularize digital humanities. Gradually, digital humanities started using the multimedia nature of the internet to "incorporate audio, video and other components in addition to text. "[1] It can again be assessed that digital humanities uses "digital technologies in studying traditional humanities objects"[2] The most prominent remark on digital humanities came at the 2009 MLA Convention in Philadelphia where digital humanists made "some of the liveliest and most visible contributions"[3] and had their field hailed as "the first 'next big thing' in a long time."[4]

The objective or aim of this paper is to highlight the importance of computational methods in humanities. With the help of computers, humanities as a subject and career option:

a) Represents human experience in digital technological mode.
b) Changes the prospective of scholarship in humanities.

c) Applies digital tools objects and technologies to humanities theories and methodologies.

d) Applies digital tools and technologies to traditional humanities enquiry.

e) Makes a group of scholar to co-create collaborate and share digital works in humanities.

f) To increase awareness in India regarding the use of digital technologies in humanities.

In short we can say that digital humanities as new fields has opened up various options to be carrid out to explore the traditional queries in humanities with a digital lens. Computers have made it easy to explore, analyze and understand humanities data quickly and randomly thus saving time. Digitized text, images, maps, timelines, etc. have enabled the scholars and researchers of humanities to uncover modern trends in their respective fields. Digitization involves more people to see, review and learn through several hyperlinks and data sources.

When we talk of the tools used in digital humanities there are many modules that help scholars to carry out their research in computational mod. Some of the most common tools are:

1) DH Box- this tools solves the problem of time consuming research work as it makes a cloud through simple sign-in via browser where streamlining installation processes can be carried out.

2) Drupal- it is an open source content management platform where people around the world can use it without any significant set-up and skill.

3) History Pin- it is mainly used for historical methods where images are shared and placed on maps and timelines for memories.

4) Mukurtu- this tool helps the scholars to mange, share, preserve and exchange their digital heritage to empower the humanities community.

5) Neat Line- it helps curators, scholars and students to tell stories using maps and timeline.

6) Omeka- it is a free and open source content management system that helps the scholars to create online exhibits, projects and teaching tools.

7) View Share- it is a free platform used to generate interactive maps, timelines, facets,etc.

8) Wordpress- it is an open source blogging software. It can also be used to built websites with a variety of features.

The use of tools in digital humanities, thus, creates environment for "creating, publishing and working with digital scholarship include everything for personal equipment to institutes and software to cyber safe" [5]

To conclude I would like to state that over the past two decades Digital Humanities have taken the shape of a successful professional guide to explore, analyze and manage traditional data in computer data so as to make it more easily readable to technology friendly paper. The establishment of various digital humanities centres and institutes, the organizations of various manifestos FAQs, colloquia, symposia, workshops and special sessions are some evidences to prove, "The digital humanities, also known as Humanities Computing is a field to study, research, teaching and invention concerned with the intersection of computing and the disciplines of the humanities. It is methodological bynature and interdisciplinary in scope. It involves investigation, analysis, synthesis and presentation of information in electronic form. It studies how these media affect the disciplines in which they are used, and what these disciplines have to contribute to our knowledge of computing."[6]

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