

Overview of project goals, justification, and tasks

Goal: To create a conceptual blueprint for a next generation of visualization for digital humanities and to prepare materials for grant application.

Current visualizations in the digital humanities are mainly data driven displays whose graphical vocabulary has been adopted from the natural and social sciences. We believe these displays can be augmented to better serve the interpretative methods consistent with the humanities and to provide more effective tools to support analysis and research.

Contribution: Our project offers several ways of adding new dimensions to these visualizations:

- creating direct input from interface to data (code) and algorithms (processing);
- offering an enriched graphical vocabulary and syntax for presentation that draws on under-utilized visual;
- a paint-box interface for visualizing epistemological dimensions of interpretation.

Principles: The project is guided by a number of considerations, namely that the visualization environment:

- Creates visualizations that are sustainable across the lifecycle of research (as analytic tools, production platforms, and for publication of results);
- Creates visualizations that are legible within established discourses and conventions, communities, and intellectual paradigms;
- Creates visualizations that are extensible.

Need: No current tools or platforms exist to support this kind of input, enrichment, and support of the integration of automated display and user interpretation. Our goal is to enhance automatic data display by adding hermeneutic dimensions legible as graphical features and user actions.

State of the field: Tools and platforms exist in the broad field of information visualization and also purpose-built tools in digital humanities.

- Landscape scan of the visual display of quantitative information (input formats, output formats, standards, purposes, user community, etc.)
- Assessment of humanities tools (who, how, documentation, links, etc.).
- Distinguish projects from tools and tools from platforms.

Project design

Frameworks: The design takes into account two frameworks for the project: those factors that frame the project (the 3DH conditions and circumstances) and activities that take place within the frame (the 3DH platform specifics):

- § Frame: outside, data sources, code, communities, sites, texts, documents, controls.
- § Inside frame: operationalization of humanities work .

Design Specifics for the Visualization suite: what we want to make:

- Input devices (operationalizing work, interpretation, data creation/modification)
- Enriched graphical vocabulary and syntax (attributes of display, but also, of data production)
- Intellectual paintbox: epistemological primitives (contradiction, loss, parallax)

Technical specifications: How we intend to make this:

Research and work for the project:

1. Iterative conceptualization (See: Graphic of the basic project, frameworks posters, wiki and blog entries on humanities work) (ALL)
2. Tasks essential for prepping the pieces on the grant checklist:
 - Summarize the visualization matrix (data standards, input, output formats etc.)
 - Do the environmental scan of the humanities tools (iterative, one or two at first and then feedback and proceed)
 - Who is responsible for the tool or platform,
 - Url and links
 - Documentation and publications
 - Date of development and other information
 - Paragraph on the the tool or platform
 - Find models of needs analysis methods and examples as well as the literature; prepare to write the needs analysis section of grant.
 - Create an instrument for specific, targeted, needs analysis of 3DH
 - Design tasks:
 - Specifics of each visualization type and graphics
 - Toolkit of primitives
 - Sketches of new dimensions
 - Animations/storyboards, images, of wireframes and demonstrators or exemplars
 - Technical specifications from design specifications
 - User testing of prototypes (internal) and design of user testing for the project (external)
 - Interface/user study (consider various user communities such as gamers, teachers, business people, researchers, information professionals etc.)
 - Create personae
 - Use case scenarios
 - Assessment criteria for the grant, including models
 - Documentation
 - Management plan for grant (find comparables)
 - Budget analysis
 - Timeline of work flow over the next 24 months
 - Make grant item checklist after grant analysis (modular)