



Linnæus University

Sweden

2015/304-1.1: Final application

Digital Humanities

A cross-faculty initiative to address societal challenges and innovation



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1 Introduction

1.1 Why we need the initiative on digital humanities

Recent developments in Information and Communication Technologies (ICT) and interactive applications are creating new social tools and conditions for people to connect and interact; therefore changing the ways we communicate, socialize and collaborate. These new forms of digital enhanced communication and collaboration have been rapidly adopted and integrated into people's everyday lives.

Understanding the nature and consequences of these new interactions and social transformations is crucial if we want to design and shape a better future where digital technologies become an integral component for enriching our life. One major challenge we have identified is the exploration of the two-way interactions between society and ICT with a focus on the Humanities. This particular orientation has the potential to become a key success factor for the values and competitiveness of the entire Linnaeus region having in mind recent EU and Swedish political discussions in the field of Digital Humanities.

1.2 What we mean by digital humanities

Digital humanities has been attempted to be defined by numerous authors and in many contexts. Here we take the broad viewpoint of it as “a diverse and still emerging field that encompasses the practice of humanities research in and through information technology, and the exploration of how the humanities may evolve through their engagement with technology, media, and computational methods” (Digital Humanities Quarterly Journal¹). It lies at the intersection of ICT and humanities, which is being continually formulated by scholars and practitioners; it can include but is not limited to topics like big data, data mining, text categorization, metadata, interoperability standards, interactive visualization, GIS (Geographical Information Systems), multimedia games, digital story telling, social network analysis, bibliometrics.

Furthermore, there is a need for collaborative efforts to understand the challenges and possibilities in digital humanities, which we are trying to address with this cross-discipline and cross-sector application. As “the current landscape is multifaceted and characterized by a range of epistemic traditions and modes of engagement, and while there is a great deal of overlap and common interests, there is also a need of increased shared awareness. It could be argued that a better understanding of the landscape of the digital humanities, epistemic traditions and collaborative possibilities are vital to the further development of the field. A respectful dialogue of visions, agendas, competencies and research interests across much of this landscape can help us meet a range of exciting upcoming challenges” (Svensson 2010²).

¹ <http://www.digitalhumanities.org/dhq/about/about.html>

² <http://digitalhumanities.org/dhq/vol/4/1/000080/000080.html>

As seen from participants' various input related to the short- and long-term values for them (see Appendix 2: Participants' views) and activities which they conduct, they all belong to digital humanities; however, the challenge we would like to address with this project is to find the overlap which is the core of the field, what is the whole picture, and how to combine the "lego" pieces for addressing societal and research challenges in a more comprehensive and systematic approach.

1.3 How we would build digital humanities along cross-sector axes

The **core idea** of our proposal at this **first phase (12-15 months)** is to establish the foundations for the creation of a Digital Humanities initiative at the Linnaeus region, by combining some already existing expertise and resources at LNU and the wider community through input from related public and private sectors, resulting in the establishment of new top-notch research and highly skilled professionals tackling societal challenges, making LNU indeed *"the university where everything is possible"*.

In a **second phase (24-48 months)** this Digital Humanities initiative could grow into an even broader area based on data, information, knowledge and their relationship with technology, involving more departments, working on projects relevant to society, and creating more attractive professional courses and inter(national) programmes at master level with various specialisations.

Our **long-term vision** is to create a leading education, development and research regional centre that combines in novel ways already existing expertise from different LNU departments and faculties working in close collaboration and **co-creation** with people and different organizations (both public and private sector) from the surrounding society. Addressing future societal challenges would be possible by highly skilled professionals whose education has been markedly enhanced by practice-informed education and joint, cross-sector innovation.

Strategic values to be developed during these efforts refer to uniting and consolidating the expertise we already have to create new constellations for collaboration leading to new knowledge and products (expertise, education, research, public and commercial services relevant for the region, such as a cultural tourism industry perspective), resulting in a return in investment. Our hope is that, based on the planned achievements, an important value for the general public could be a (re)-affirmation of the value of humanities in particular, and academic practices in general.

Our **long-term strategy** is to develop a creative knowledge environment in the spirit of Linnaeus that carries out prominent development and research activities within the field of Digital Humanities both at regional and international scale, serving as a catalyst for driving a societal change with a focus on innovations and sustainable growth. All these lines of action are much aligned with LNU's strategy as described in the document "A journey into the future: Vision and strategy 2015–2020".

2 Project implementation and time plan

Project plan outline for phase 1 includes six related activities, based on input from all participating partners (see examples in Appendix 2: Participants' views). The main goal is to understand the niche for digital humanities in the region and beyond (nr. 5), based on which a strategy for future would be defined (nr. 6). In order to the understand the niche, the needs of the region need to be established (nr. 2), and different disciplines need to be brought together into the big picture of digital humanities (nr. 3). While a market research analysis of skills for digital humanities is planned in the second phase, here an instrument is to be prepared for it (nr. 4). Finally, project management and establishment of an operational project board is needed to support running of the project involving 30 participants (nr. 1).

2.1 Establish an operational project board consisting of partners from the surrounding community and LNU.

- Implementation mode: via electronic communication among project partners; initial project kick-off with a face to face meeting.
- Partners: all are invited to take part, lead: Koraljka Golub, Marcelo Milrad.
- Output: an established project structure.
- Time frame: February to March 2016.

2.2 Identify and establish the needs of the region through input from the participating partners, to feedback in order to define development and research activities.

- Implementation mode: a focus group interview and analysis, personal interviews with relevant stakeholders, a panel "Digital Humanities at the Linnaeus Region: Challenges and Opportunities" at Digitala veckan³ 2016, follow-up activities in connection to Digitala veckan.
- Partners: representatives of participating external organizations and companies, as well as others (e.g., Almi); researchers: Koraljka Golub, Soniya Billore, Marcelo Milrad
- Output: a report on needs of the region in terms of digital humanities, with a mapping of interests from different partners.
- Time frame: February-June 2016.

2.3 Define the content of a couple of pilot projects involving LNU staff and public and private partners.

As seen from Figure 1 below, three major areas of digital humanities are planned, following focus of digital humanities definitions in different contexts such as technology view, user view, and information organization view. Apart from studying the three areas, the fourth overlap area will also

³ http://gantrack5.com/t/v/2_NTczOTQ1OTg4Nw==/

be investigated in terms of challenges and potentials of new developments in digital humanities at the crossing of different fields and approaches, as briefly also addressed in section 1.2.

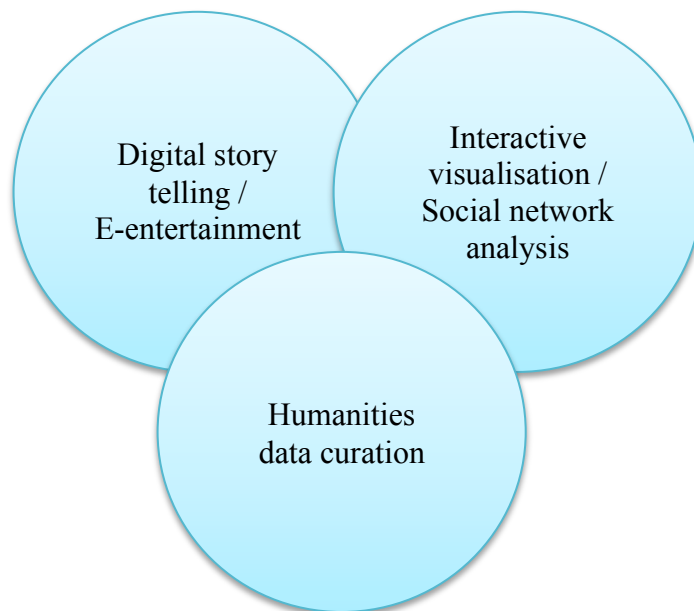


Figure 1. Three major pilot project areas.

These are all **ongoing projects**, and this *utlysning* provides the opportunity of joining them and viewing them in the new light of possibilities.

1. Digital story telling / E-entertainment

- A case study of archaeological site Sandby borg and its digital life (Bodil Petersson, Kalmar County Museum, Media Technology⁴)
- Digital story telling of personal stories, spoken word, immigrant stories and the literary heritage (Det fria ordets hus, Susanna Nordmark)
- Gamification of English pedagogy and digital consumerism among children (Soniya Billore, conducted with the Department of Languages, LNU)
- Mobile music history app design (Smålands Musikarkiv, Susanna Nordmark)

⁴ Please see Appendix 1 for a list of partners and their affiliations.

2. Interactive visualization / Social network analysis

- Analysis of social and traditional media messages of hate and stigmatization in Tunisia (Tunisia Broadcasting Authority, Renaude de la Brosse, Kristoffer Holt, Ilir Jusufi)
- Visualisation of information in humanities from DIVA and social media analysis (University Library, Ilir Jusufi, Andreas Kerren)

3. Humanities data curation and data structures

- Analysis of changes in participatory practices and adoption of big data analysis in local press (Annelie Ekelin)
- Data curation needs and use cases (Växjö Kommun, University Library, Koraljka Golub)
- Major output of the three areas described above: a discussion of the interplay of the numerous projects towards the definition of digital humanities innovative opportunities and cross-field challenges. As discussed in section 1.2 What we mean by digital humanities, while there is a range of epistemic traditions and modes of engagement, there is a need for a scientifically grounded understanding of the landscape of the digital humanities.
- Minor outputs include individual outcomes of the pilots such as: a requirement analysis for visualization of humanities data; a pilot DIVA demonstrator on collaboration among researchers at LNU; identified use cases for open community data; an academic poster on research data.
- Time frame: March-November 2016.

2.4 Designing instrument(s) for conducting a market research analysis to identify crucial skills and knowledge for Digital Humanities needed in Sweden;

- Implementation mode: reviewing of related literature, designing a survey, pilot testing with relevant respondents.
- Main partners: Koraljka Golub, Soniya Billore
- Output: a survey instrument to analyze which skills in digital humanities are missing on the market, to be then implemented in a later phase, after 2016, and to allow LNU to form educational programmes adopted to market needs.
- Time frame: March-November 2016, deadline: 15 November 2016.

2.5 Define the niche for the Digital Humanities initiative based on the outcomes of tasks 1-4.

- Implementation mode: a workshop for current partners, with invitation to all at LNU and the public and private sector, and one or two invited speakers. Estimated attendance: circa 50 participants.

- Partners: all invited, organizers: Koraljka Golub, Marcelo Milrad
- Output: a report defining the niche for the Digital Humanities initiative.
- Time frame: October-December 2016.

2.6 Define a long-term strategy and apply for further funding.

- Implementation mode: electronic communication between project partners, networking at the first conference on Digital Humanities in Nordic Countries⁵ with the purpose of organizing a Swedish symposium on challenges and opportunities for digital humanities in Sweden, synchronized with the event Digitala veckan⁶ in 2017.
- Partners: all interested, main effort: Koraljka Golub, Marcelo Milrad.
- Output: a report outlining the strategy with the aim to apply for further funding.
- Time frame: March-November 2016, deadline: 15 December 2016.

3 Previous and planned projects in *samhällig drivkraft*

- All pilot projects mentioned in 2.3
- Over a dozen of projects by the Center for Learning and Knowledge Technologies⁷.

4 Project members

The project brings together 15 people from LNU:

- Three faculties: Arts and Humanities; Technology; Business
- Five departments: Computer Science; Cultural Sciences (Archeology and Library and Information Science disciplines); Marketing; Media and Journalism (Communications and Journalism disciplines); Media Technology
- Linnaeus University Centre for Intermedial and Multimodal Studies
- The University Library.

Of external partners, there are 11 institutional partners from the public and private sector in Blekinge, Kalmar and Kronoberg. Furthermore, we have a special privilege of the total of six academic supporting partners from Borås (the only Swedish iSchool), Lund, Zadar (Croatia, with links to UCLA and

⁵ http://dig-hum-nord.eu/?page_id=352&lang=en

⁶ http://gantrack5.com/t/v/2_NTczOTQ1OTg4Nw==/

⁷ <http://celekt.info/projects>

Rutgers), Stockholm, Umeå (Humanities Lab), and Uppsala, who are prominent researchers in the area of digital humanities and information sciences. For a detailed listing, please see Appendix 1: Participants.

5 Funding

Short-term funding will include applying for 200,000 SEK to cover the costs of the project leaders and related costs to the different activities. **Long-term funding** would include applying for external funds from agencies like Tillväxtverket, Vinnova, KK, Riksbanken, the Wallenberg foundation and the EU program H2020.

5.1 Budget

The budget of the proposal is estimated according to the different workpackages (WPs) as follows (*Note*: salaries are calculated by an estimate of 10,000 SEK per week, which is much below of the actual salary for many of the participants):

- WP 1: project management, partner coordination: 4 weeks, i.e. **80,000 SEK**.
- WP 2: interview design, interview organization, transcription, analysis, interactive workshop/panel: 7 weeks, i.e., 140,000 SEK; transcription services (approximation): 10,000 SEK; total: **150,000 SEK**.
- WP 3: the pilots are ongoing and the discussions about them will take place at the workshop organized in WP 5.
- WP 4: Literature review, survey design, pilot testing, redesign: 9 weeks, i.e., **180,000 SEK**.
- WP 5: organizing workshop: 3 weeks, i.e. 60,000 SEK; report writing: 1 week, i.e., 20,000 SEK; workshop cost 17,5000 SEK; travel expenses for invited speakers 50,000 SEK; total: **147,500 SEK**.
- WP 6: report writing, applying for further funding, attending the conference: 10 weeks, i.e. **200,000 SEK**.

The total value of the project is estimated to therefore be **757,500 SEK**. As all participants have agreed to participate with their own resources and effort to the maximum degree, we would like to ask for the **200,000 SEK** to cover the bear minimum of crucial expenses for establishing the region's needs for digital humanities (WP 2), defining the niche and future strategy (WP 6), as well as for networking through a workshop (WP 5), and running the project with 30 partners (WP 1).

The ideas and concepts described in this proposal will be part of a long time effort and their final implementation may take several years to accomplish. In this project proposal, we are applying for funding an initial phase that will last 1 year, starting on February 2016. We apply for 200 000 SEK grant from *samhällelig drivkraft* that will be used in 2016. Additionally, working hours (as described above) to cover the project efforts related to the various activities will be provided by the personal of the different departments. Moreover, we are planning to submit a seed grant proposal to the IEC2020 program (100 000 SEK).

Appendices

Appendix 1: Participants

A. Leaders

1. Koraljka Golub, Department of Cultural Sciences, Faculty of Arts and Humanities
2. Marcelo Milrad, Department of Media Technology, Faculty of Technology

B. Linnaeus University partners (including University Library)

3. Andreas Kerren, Department of Computer Science, Faculty of Technology
4. Annelie Ekelin, Department of Media and Journalism, Faculty of Arts and Humanities
5. Bodil Petersson, Department of Cultural Sciences, Faculty of Arts and Humanities
6. Helena Carlsson Juhlin, University Library
7. Ilir Jusufi, Department of Media Technology, Faculty of Technology
8. Ingemar Gunnarsson, University Library
9. Joacim Hansson, Department of Cultural Sciences, Faculty of Arts and Humanities
10. Jonas Barck, University Library
11. Jørgen Bruhn, Linnaeus University Centre for Intermedial and Multimodal Studies, Faculty of Arts and Humanities
12. Kristoffer Holt, Department of Media and Journalism, Faculty of Arts and Humanities
13. Renaud de la Brosse, Department of Media and Journalism, Faculty of Arts and Humanities
14. Soniya Billore, Department of Economics, School of Business and Economics
15. Susanna Nordmark, Department of Media Technology, Faculty of Technology

C. External partners

16. AV-Media, Region Kronoberg (Lennart Axelsson)
17. Biblioteksutveckling Blekinge Kronoberg (BiBK) (Maria Lundquist, Weine Sundell)
18. Det fria ordets hus (Alexandra Stiernspetz Nylén)
19. Kalmar County Museum (Helena Victor, Fredrik Gunnarsson)
20. Kulturparken Småland (Håkan Nordmark)
21. Smålands Musikarkiv (Mathias Boström)
22. Tunisia Broadcasting Authority, Tunisia
23. Växjö City Library (Robert Bunjaku)
24. Växjö Kommun (Tomas Erlandsson)

D. Supporting partners (advisory role)

25. Elisabet Göransson, Centrum för teologi och religionsvetenskap, Digital tools in the humanities seminar series, **Lund University**;
Forskningsprogrammet Ars edendi, Avdelningen för klassiska språk, **Stockholm University**
26. Isto Huvila, Department of Archives, Libraries, Museums, **Uppsala University**
27. Jutta Heider, Coordinator, Division of Digital Cultures, Department of Arts and Cultural Sciences, **Lund University**
28. Mats Dahlström, Professor in Digital Humanities, the only Swedish **iSchool**
29. Stefan Gelfgren, Head of **Humanites Lab**, **Umeå University**
30. Tatjana Aparac Jelušić, Distinguished Professor, University of Zadar, founder of Joint Master Programme Written heritage in the Digital Environment at the **University of Zadar and Osijek**, Croatia; co-founder of Libraries in the Digital Age conferences; founder of the international PhD programme in Information Sciences, together with **UCLA** and **Rutgers**

Appendix 2: Participants' views

External partners

1. AV-Media Region Kronoberg

What do you think your contribution would be?

During 2015 we worked in a project at Region Kronoberg, called Digital agenda – School Development. This was a continuation of a broader government initiative in 2012 - 2014 in which the region focused on investigating possibilities and challenges in different areas of ICT, like infrastructure, e-health and school improvement.

(<http://www.government.se/contentassets/8512aaa8012941deace5cf9594e50ef4/ict-for-everyone---a-digital-agenda-for-sweden>).

The aim of our project was to focus on three main areas in order to try to build a foundation for future work. Perhaps some of these areas could be a contribution to the project Digital Humanities.

A) Media Literacy

We define media literacy as the skills that enable people to find, analyse, evaluate and create content in various media (the same definition as The Swedish Media Council, <http://www.statensmedierad.se>).

The goal is to promote teachers, young people and their parents to be conscious media users and for the adult generation to empower children and teenagers to cope with the variegated Internet environment.

Together with another unit of Region Kronoberg, Folkhälsa och Social Utveckling (Public Health and Social Development) we have visited the schools and met teachers, pupils and parents, presenting recent research, different experiences from the area of “Safe Internet”

We are also planning a development work together with experienced teachers in the region in order to create materials in Media Literacy for young children, especially how to find information, how to be critical and how to process it.

B) Code/visualisation

The challenge for us in this area is to create a bigger interest and greater understanding of how to use code and visualisation in a school environment. Today, the awareness of, for example how Internet infrastructure looks like or computer programming works, is low among teachers. Therefore, many teachers are unfamiliar with the use. We believe there are lots of interesting possibilities to enhance learning and teaching by using new and easy working tools.

For teachers teaching younger pupils we introduce Scratch, (<https://scratch.mit.edu/>) as an interesting tool. For teachers, especially those teaching older students in Social Science and Science, we present different examples of visualisation using fixed data or data investigated by the students themselves. We use a blog portal for that purpose, <http://www.omvarld.se/>. Using open data is a way to create a more

authentic learning environment. Important tools in this aspect are Excel and Google Spread sheet, unfortunately underestimated in today's schools.

C) Tools for special needs (compensatory aids)

There are a lot of valuable digital tools for people with special needs, for example cognitive impairments. There has been a rapid development of these tools and teachers need information about it's means for students with these difficulties and what support is available. In a project with four municipalities in Kronoberg together with The National Agency for Special Needs Education and Schools, SPSM, we have conducted a series of meetings with special education teachers in order to make them more comfortable with these new tools.

We also cooperate with the unit for Folkhälsa och Social Utveckling (Public Health and Social Development) in these matters.

What you would like to collaborate on in 2016, in terms of content and efforts?

Bearing in mind the above described experiences, I hope it's possible to find elements that can fit into the Digital Humanities. Of course, our efforts in the project must be regarded in relation to that. Perhaps a first step could be to create a map over activities of mutual interest.

How do you think this project would ideally develop in the long run, what is important?

One great challenge is to bridge the gap between the academic sector and surrounding society in terms of competences, research and ideas of development. To create a knowledge environment with both research and experience-based activities in a win-win cooperation could be an essential cornerstone for regional development. Our Regionala utvecklingsstrategi RUS (Regional Development Strategy), places a strong emphasis on innovations and sustainable growth.

What expectations do you have from this project in terms of benefits it would yield, both short-term (in 2016), and long-term?

It's difficult to answer this question after reading only the first description. I hope on short-term basis that we are able to find mutual collaborative ideas to work with. Then we'll see different kind of possibilities.

2. Biblioteksutveckling Blekinge Kronoberg

What do you think would your contribution be?

We can relatively easy get in contact with groups of children for various things like surveys or test groups if something should be investigated about their interactions with different interfaces. Some knowledge about webb interfaces and ICT in general. We (Biblioteksutveckling Blekinge Kronoberg) are working with many different aspects of digital development such as:

- Digital inclusion (digidel)
- Digital coding and new technology (Fablab, makerspace, kodotek etc.)

- Competitive intelligence (omvärldsbevakning), supporting and initiating new webb interfaces, technology, digital strategies, digital media, digital accessibility according to existing law and regulation.

Maybe we can contribute with something about that.

What you would like to collaborate on in 2016, in terms of content and efforts?

- The libraries have a lot of archive material which they most certainly would like to find ways to collaborate with others in different ways like presentations, platforms digitalisation, public apps or interfaces etcetera.
- One of our main focus group is children. We would appreciate to collaborate with others to develop how to inform and develop interfaces that are suitable for children.
- We also have knowledge or at least ideas about what digital competences that's needed at libraries today.

How do you think this project would ideally develop in the long run, what is important?

Founding for sure, someone that is leading the whole thing forward.

What expectations do you have from this project in terms of benefits it would yield, both short-term (in 2016), and long-term?

- In short, exchange of ideas experience and contacts.
- In long term, collaborations about many different accepts of digital development.

3. Det fria ordets hus

What do you think would your contribution be?

Det fria ordets hus is a sort of cross-cultural spot trying to raise issues of humanities that are relevant for all of the other more specialized cultural actors. We deal with questions on the limits in freedom of expression, critique, reflexion, education/cultivation etc. that kind of large perspective on humanities could hopefully be of interest for the project. We have a special focus on literature and own writing. We have writing- and philosophy workshops with children, young people and adults, not with a professional aim, but with an every-day-life sort of writing and reflexion. We also have a mission to follow up on the regional literary heritage with writers like Elin Wägner, Vilhelm Moberg and Pär Lagerkvist. They all raised big questions on humanity; freedom of expression, women's rights, peace, environment, emigration...

We have a big network of societies and other kinds of discussion and activist groups that use our premises on regular basis. Det fria ordets hus has only been running for 1,5 years so it is still a place that is looking for its forms. That might be of interest to the project, since this a meeting place that does not yet carry all of the implications on audience and topics that more well established institutions sometimes do. Our international focus is also something we can contribute with. Our connections with a worldwide network of human rights defenders and artists that challenge can be of great knowledge and inspiration.

What you would like to collaborate on in 2016, in terms of content and efforts?

I can see collaborations on many things, hopefully also concerning new ideas that might come up in meeting and talking to the other participants. We would for example like to work on digital storytelling on topics like personal stories, spoken word, immigrant stories and the literary heritage. We need to take on new approaches to stimulate the interest in authors like Wägner, Moberg and Lagerkvist among young people and also in a way that makes them relevant today and connect their themes to issues of today. We have also just started a project on the history of the old jail (for a time a womens jail) in the close neighborhood to Det fria ordets hus. This is a project that also concerns the Municipality's development of the area Ringsberg/Kristineberg. This development project is run with the method of Cultural planning which among other things is done in close connection to place history and citizens. I can see collaborations with digital humanities also in this. We are two people working full time at Det fria ordets hus. One of us can participate in meetings and workshops connected to the project digital humanities. When/if it comes to monetary investments, we have to deal with that together with our own department and the steering Committee.

How do you think this project would ideally develop in the long run, what is important?

The project will hopefully give opportunity to constructive and open discussions of thoughts, ideas, wants and knowledge. I look forward to interdisciplinary meetings and that they will develop into new ideas, approaches and technical solutions. I find it important to be able to meet with the other participants and talk in an open, sharing and unhierarchical way.

What expectations do you have from this project in terms of benefits it would yield, both short-term (in 2016), and long-term?

We hope for new ideas on the subjects I mentioned earlier but also maybe to start working for a "real" project in 2016. In a longer term we hope to develop even more ways of connecting digital possibilities with the issues we work with.

4. Smålands Musikarkiv/Musik i Syd

Smålands Musikarkiv/Musik i Syd is planning to develop a mobile music history app for the city of Växjö, with surroundings. As we imagine the app, it would be a map with sound, pictures, films and stories connected to certain places of musical importance in Växjö. As a user you can either just stroll around and check out the

different places, or follow pre-arranged walks that focus on different music genres or time periods.

This project will start in 2016 with making contacts, estimating costs and looking for financing. So we are very interested in sharing ideas and technology around digital story telling with other project partners.

From a cultural tourism industry perspective, it could be possible, in the long run, to present a common platform for similar apps, ranging from archeology to more recent cultural history in all aspects (writers, women, children, industry etc.).

LNU partners

1. Andreas Kerren

What do you think would your contribution be?

Visualization in Digital Humanities (DH) represents a bridge between humanities and computer science; it has also developed to an own branch of research during the past few years. My vision is to attack the big humanities data challenge by a combination of human-centered data analysis and interactive visualization for decision making. Technologies that address big humanities data are also interesting for students, especially since many discussions on that theme has been arisen in the media. Well-founded knowledge in this area increases the career opportunities after their studies too as humanists should be “able to use data analysis and visualization software in their daily work, so they can combine quantitative and qualitative approaches in all their work.”, cf. Manovich’s DH challenges [<http://dhdebates.gc.cuny.edu/debates/text/15>].

What you would like to collaborate on in 2016, in terms of content and efforts?

- Visualizations for digital libraries (efforts: tool design and development, evaluation, and publication)
- Visual Analytics of multivariate networks in Digital Humanities, such as publication or social networks (efforts: tool design and development, evaluation, and publication)

How do you think this project would ideally develop in the long run, what is important?

- Having a good overview of potential collaboration partners
- Funding available for doing research in visual analytics of DH
- Increase of visibility of LNU in the area of big humanities data

What expectations do you have from this project in terms of benefits it would yield, both short-term (in 2016), and long-term?

Short term: getting data sets and interesting visualization and analysis challenges; finding new collaboration partners

Long term: proposal writing; LNUC; increasing my reputation in the application field (from the visualization perspective) of Digital Humanities

2. Bodil Petersson

How do you think this project would ideally develop in the long run, what is important?

I hope for collaborations together with the more technical parts of the university, so that to be aware what we do and we be aware what they do, a way to find each other through common interest, perhaps.

What expectations do you have from this project in terms of benefits it would yield, both short-term (in 2016), and long-term?

I think a project like this would benefit both education and research. The potential of cross-disciplinary collaboration and inspiration is inspiring to think of. One difficulty is that we are in Kalmar most of the time, but perhaps it is possible to form collaborations also at each campus within Digital Humanities?

3. Renaud de la Brosse and Kristoffer Holt

Tunisia's shift to democracy is a rare possibility to study the process with a focus on media regulation. Our focus on the HAICA, and the opportunity to take part of their work as it unfolds, provides us with unique material that can reveal particular challenges related to the implementation of a modern democratic media policy into a country that has little experience of it. Since it is impossible to predict how the Tunisian mediascape will evolve over the coming years, the HAICA will work as a prism through which we can study the upcoming challenges they will face and how they are tackled.

Characteristic of research on the "Arab Spring" is the interest in social media. In our project, social media is included, but our main focus will be regulation of "traditional media". This is an important contribution to the international research frontline, since media regulation in a traditional sense, is one of the most crucial aspects in maintaining and operationalizing the democratic ideals that sparked the revolution.

External partners :

This project will be launch with the Independent High Authority for Audiovisual Communication (HAICA), which is involved in the research question formulation, and will afford us all facilities to get access to material and data. Ongoing discussions are taking place with staff of the Swedish Radio Media Development Office to find out how we could collaborate and benefit from their experience in relation to the research topics.

Possible tracks of collaboration within the project for Digital Humanities:

One has to admit that today social media fulfill objectives that are far from the ideal of democratic participation that characterized the popular revolutions in Tunisia, as well as in Egypt. Many credit was granted yesterday to the so-called liberating power of social networks, the fact is that today they frighten for their possible destructive power. Therefore, our project also aims at collecting and analyzing messages of hate and stigmatization, spread in social networks, besides the ones spread through traditional media.

This could be done in conjunction with the knowledge and experience acquired by some of our Lnu colleagues pertaining to linguistic, informatics, media technology as well as library and information science. Collective work could thus take place, together with HAICA experts, to try to tailor software that would allow detailed analysis of the flow and frequency of such content, from carefully chosen keywords.

4. Soniya Billore

1. What do you think would your contribution be?

As the field of marketing and business is quite integral otherwise with any other field on earth, literally, there is a wide scope of research activities that can be imagined and implemented.

Currently, I am working on some inter disciplinary project ideas that can be a part of this larger umbrella. These are with the department of information technology on e-health and another is with the department of languages on gamification of English pedagogy. Both these ideas are very connected and relevant to the concept of Digitalization and Digital Humanities. It is possible to enlarge these ideas and take them further.

What you would like to collaborate on in 2016, in terms of content and efforts?

a. As I said earlier since I am working on the above ideas these could be further developed in 2016.

b. I would further suggest that all members of this group should meet each other informally and get to know mutual research interests. I am sure that more attractive ideas will be generated of this discussion.

c. Also knowing more on who is interested and to what level it is possible to have an estimate of the kind of efforts that will be required for the group and who shall do them officially. Having said that it will need to be further discussed with the respective department to make sure that the commitments done to the group are sustainable.

How do you think this project would ideally develop in the long run, what is important?

As I understand the most important thing is to ensure that the present members and more later understand the objectives of this group, its purpose and action plan.

Unless these things are set formally it is difficult to make the group have long term vision and success.

In the short run this group could have the support of LNU and its faculties but that also then means that there must be clearly defined deliverables that should be presented to LNU from time to time.

A long term vision could be to make it a self standing group that is supported by ideas and collaborative activities within the team and also through funding from external agencies.

I think an event where the team members could meet and discuss can be very instrumental in mapping the future course of action for the group and determine its short term and long term direction.

What expectations do you have from this project in terms of benefits it would yield, both short-term (in 2016), and long-term?

As we all know there is increasing focus on two main things on the academic level –

1. Research quality and publications &
2. Increased experience of interdisciplinary work.

I expect that this group should be able to provide me opportunities for enhancing both the above elements for advancing in my profession. Digital Humanities is a very potent area of research and the combinations and permutations for interdisciplinary work are immense. Hence it will be very exciting to see who and in what way would they like to collaborate. Hence it will be very fruitful to belong to a niche group of researchers who will have the possibility of creating unique threads of research work in this project.

Appendix 3: Signatures of Heads of Departments

Head of Department

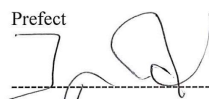
Marcelo Milrad

Prefect

Katarina Zambrell

Katarina Zambrell

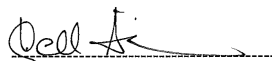
Prefect



Jesper Andersson

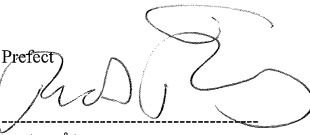
Linnæus University
Faculty of Technology
Department of Computer Science

Prefect

A handwritten signature in black ink, appearing to read 'Kjell Arvidsson', written over a horizontal dashed line.

Kjell Arvidsson

Prefect



Anders Åberg

Prefect

KV

2016-01-21

Malin Lennartson

Malin Lennartson