

MAKING THINGS AND DRAWING BOUNDARIES

DEBATES IN THE DIGITAL HUMANITIES Matthew K. Gold and Lauren F. Klein, Series Editors

## MAKING THINGS *and* DRAWING BOUNDARIES

## EXPERIMENTS IN THE DIGITAL HUMANITIES

Jentery Sayers EDITOR

DEBATES IN THE DIGITAL HUMANITIES



University of Minnesota Press Minneapolis London Copyright 2017 by the Regents of the University of Minnesota

All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, electronic, mechanical, photocopying, recording, or otherwise, without the prior written permission of the publisher.

Published by the University of Minnesota Press 111 Third Avenue South, Suite 290 Minneapolis, MN 55401-2520 http://www.upress.umn.edu

ISSN: 2380-5935 ISBN 978-1-5179-0284-1 (hc) ISBN 978-1-5179-0285-8 (pb)

Printed in the United States of America on acid-free paper

The University of Minnesota is an equal-opportunity educator and employer.

24 23 22 21 20 19 18 17

10 9 8 7 6 5 4 3 2 1

This book is dedicated to everyone who worked with me at the MLab to prototype the past: Nina Belojevic, Teddie Brock, Tiffany Chan, Patrick Close, Nicole Clouston, Laura Dosky, Katherine Goertz, Jonathan O. Johnson, Fiona Keenan, Maasa Lebus, Evan Locke, Shaun Macpherson, Kaitlynn McQueston, Danielle Morgan, Victoria Murawski, Nadia Timperio, Zaqir Virani, and Karly Wilson. It was all a kludge in the best possible way. I'm sorry we never made those lab coats. Contents

INTROI	DUCTION	
"I Don't	t Know All the Circuitry"   Jentery Sayers	1
PART I		
Making	and the Humanities	
1	The Boundary Work of Making in Digital Humanities   <i>Julie Thompson Klein</i>	21
2	On the "Maker Turn" in the Humanities   David Staley	32
3	Project Snapshot: Vibrant Lives Presents The Living Net	42
4	A Literacy of Building: Making in the Digital Humanities   <i>Bill Endres</i>	44
5	Project Snapshot: MashBOT	55
6	Making Humanities in the Digital: Embodiment and Framing in <i>Bichitra</i> and <i>Indiancine.ma</i>   <i>P. P. Sneha</i>	57
PART II	(	
Made b	y Whom? For Whom?	
7	Making the RA Matter: Pedagogy, Interface, and Practices   <i>Janelle Jenstad and Joseph Takeda</i>	71
8	Reproducing the Academy: Librarians and the Question of Service in the Digital Humanities   <i>Roxanne Shirazi</i>	86
9	Looks Like We Made It, But Are We Sustaining Digital Scholarship?   Chelsea A. M. Gardner, Gwynaeth McIntyre, Kaitlyn Solberg, and Lisa Tweten	95
10	Full Stack DH: Building a Virtual Research Environment on a Raspberry Pi   <i>James Smithies</i>	102
11	Project Snapshot: Mic Jammer	115
12	The Making of a Digital Humanities Neo-Luddite	
	Marcel O'Gorman	116
13	Project Snapshot: Made: Technology on Affluent Leisure Time	128

14	Reifying the Maker as Humanist   John Hunter, Katherine Faull, and Diane Jakacki	130
15	All Technology Is Assistive: Six Design Rules on	
-	Disability   Sara Hendren	139
PART I	II	
Making	g as Inquiry	
16	Thinking as Handwork: Critical Making with Humanistic Concerns   <i>Gabby Resch, Dan Southwick, Isaac Record,</i> <i>and Matt Ratto</i>	149
17	Project Snapshot: Bibliocircuitry and the Design of the Alien	149
1/	Everyday, 2012–13	162
18	Doing History by Reverse Engineering Electronic Devices   Yana Boeva, Devon Elliott, Edward Jones-Imhotep,	
	Shezan Muhammedi, and William J. Turkel	163
19	Electronic Music Hardware and Open Design Methodologies for Post-Optimal Objects   <i>Ezra Teboul</i>	177
20	Project Snapshot: Glitch Console	185
21	Creative Curating: The Digital Archive as Argument	
	Joanne Bernardi and Nora Dimmock	187
22	Reading Series Matter: Performing the SpokenWeb Project	
	Lee Hannigan, Aurelio Meza, and Alexander Flamenco	198
23	Project Snapshot: Loss Sets	205
24	Dialogic Objects in the Age of 3-D Printing:	
	The Case of the Lincoln Life Mask   Susan Garfinkel	206
PART I	v	
Making	g Spaces and Interfaces	
25	Feminist Hackerspaces: Hacking Culture, Not Devices (the zine!)   <i>Amy Burek, Emily Alden Foster, Sarah Fox,</i>	
	and Daniela K. Rosner	221
26	Project Snapshot: Fashioning Circuits, 2011–Present	232
27	Making Queer Feminisms Matter: A Transdisciplinary Makerspace for the Rest of Us   <i>Melissa Rogers</i>	234
28	Project Snapshot: Movable Party	249
29	Disrupting Dichotomies: Mobilizing Digital Humanities with the MakerBus   <i>Kim Martin, Beth Compton, and Ryan Hunt</i>	251
30	Project Snapshot: Designs for Foraging: Fruit Are Heavy, 2015–16	257
30	reject simplific. Designs for refuging. Trutt file filewy, 2015-10	

31	Experience Design for the Humanities: Activating Multiple Interpretations   <i>Stan Ruecker and Jennifer Roberts-Smith</i>	259		
32	Project Snapshot: AIDS Quilt Touch: Virtual Quilt Browser	271		
33	Building Humanities Software That Matters: The Case of the <i>Ward</i> One Mobile App   Heidi Rae Cooley and Duncan A. Buell	272		
34	Placeable: A Social Practice for Place-Based Learning and Co-Design Paradigms   <i>Aaron D. Knochel and Amy Papaelias</i>	288		
35	Making the Model: Scholarship and Rhetoric in 3-D Historical Reconstructions   <i>Elaine Sullivan, Angel David Nieves,</i>			
	and Lisa M. Snyder	301		
PART V				
Making, Justice, Ethics				
36	Beyond Making   Debbie Chachra	319		
37	Making It Matter   Jeremy Boggs, Jennifer Reed, and J. K. Purdom Lindblad	322		
38	Ethics in the Making   Erin R. Anderson and Trisha N. Campbell	331		

## ACKNOWLEDGMENTS 343

CONTRIBUTORS 345