

Glossary of Media Projects Mentioned in *The Routledge Companion to Media Studies and Digital Humanities* (2018)

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#BlackLivesMatter: “[A]n online forum intended to build connections between Black people and our allies to fight anti-Black racism, to spark dialogue among Black people, and to facilitate the types of connections necessary to encourage social action and engagement.” See blacklivesmatter.com.

#FeesMustFall: The Twitter hashtag associated with a protest movement that began in October 2015 in response to increasing fees at South African universities.

#FemDH: The Twitter hashtag for an annual course at the University of Victoria’s Digital Humanities Summer Institute titled, “Feminist Digital Humanities: Theoretical, Social, and Material Engagements.”

#Ferguson: The Twitter hashtag associated with events in Ferguson, Missouri following the fatal shooting of Michael Brown by police officer, Darren Wilson, on August 9, 2014.

#Gamergate: The Twitter hashtag associated with a harassment campaign concerning sexism in videogame culture.

#RhodesMustFall: The Twitter hashtag associated with a protest movement directed against a statue that commemorates Cecil Rhodes at the University of Cape Town (UCT).

#TransformDH: “[A]n academic guerrilla movement seeking to (re)define capital-letter Digital Humanities as a force for transformative scholarship by collecting, sharing, and highlighting projects that push at its boundaries and work for social justice, accessibility, and inclusion.” See transformdh.org.

#transhealthcarenow!: A social media campaign launched by Reina Gossett and other members of the Sylvia Rivera Law Project following their attendance at HX Refactored, a health care conference in New York City. See reinagossett.com/transhealthcarenow.

#YesWeCode: “[A] Dream Corps initiative that works with partners to help connect 100,000 underrepresented minorities to careers in technology.” See yeswecode.org.

4'33": A mid-twentieth-century composition by experimental composer, John Cage. The score instructs performers to not play their instruments during the performance.

9/11 Memorial Museum: “The 9/11 Memorial Museum serves as the country’s principal institution concerned with exploring the implications of the events of 9/11, documenting the impact of those events and exploring 9/11’s continuing significance.” See 911memorial.org/museum.

A.nnotate: “[A]n online annotation, collaboration and indexing system for documents and images, supporting PDF, Word and other document formats.” See a.nnotate.com.

ActionScript: An object-oriented programming language originally designed to provide rich interactive abilities to the Adobe Flash Player platform, developed by Macromedia Inc.

Adobe Flash: “[T]he standard for delivering high-impact, rich Web content. Designs, animation, and application user interfaces are deployed immediately across all browsers and platforms, attracting and engaging users with a rich Web experience.”

Adventure Game Studio: “[A] freeware tool that can be used to create both free and commercial graphical adventure games.” See adventuregamestudio.co.uk.

afternoon, a story: An early piece of hypertext fiction by Michael Joyce (1987), published by Eastgate Systems in 1990. See wwnorton.com/college/english/pmaf/hypertext/aft/.

AIDS Quilt Touch: A mobile web app in development, and a collaboration between the University of Iowa Digital Studio for Public Humanities, The New School, and NAMES Project Foundation. See aidsquilttouch.org.

Air Casting: “[A]n open-source, end-to-end solution for collecting, displaying, and sharing health and environmental data using your smartphone. The platform consists of wearable sensors that detect changes in your environment and physiology, including a palm-sized air quality monitor.” See aircasting.org.

Air Quality Egg: “A community-led air quality sensing network that gives people a way to participate in the conversation about air quality. . . . The Air Quality Egg is a sensor system designed to allow anyone to collect very high resolution readings of NO₂ and CO concentrations outside of their home.” See airqualityegg.com.

Algorhythmic Sorting: “[A]n open source program and learning tool for people, who want to learn and analyze the diversity of sorting algorithms by hearing the different rhythmic and pattern generating behaviour of different sorting algorithms like bubble sort, merge sort, quick sort or heap sort and others.” See sourceforge.net/projects/algorhythmic/.

An Algorithm Audit: A collaborative proposal to audit online platforms. “These audits will ascertain whether algorithms result in harmful discrimination by class, race, gender, geography, or other important attributes.” See www-personal.umich.edu/~csandvig/.

Alice Bag’s website: “The official website of Alice Bag: musician, author, punk feminist, master troublemaker.” See alicebag.com.

Alice in Dataland: “[A]n experiment in critical making created by Anastasia Salter. . . . The project leverages material from the University of Florida Afterlife of Alice & Her Adventures in Wonderland collection as well as a range of Alice adaptations and remediations.” See kairos.technorhetoric.net.

Alvin Lucier Cover: Jonathan Sterne’s cover of Alvin Lucier’s “I Am Sitting in a Room” in which he repeatedly ran a recording through an MP3 encoder until it was over 50 minutes long. See sounds.sterneworks.org/projects/.

Allied Media Conference: “Allied Media Projects cultivates media strategies for a more just, creative and collaborative world.” See alliedmedia.org/amc.

Amara: “Amara is home to an award winning subtitle editor that makes it easy to caption and translate video.” See amara.org/en.

American Radio History: “[A] resource with thousands of publications about Broadcasting, Radio, TV, programming, electronics and ratings.” See AmericanRadioHistory.com.

Amsterdam Smart Citizens Lab: “In the Smart Citizens Lab we explore tools and applications to map the world around us. Along with citizens, scientists, and designers, we deal with themes ranging from air quality to the conditions of bathing water to noise pollution.” See waag.org/en/lab/amsterdam-smart-citizens-lab.

Analog Tara / Pink Noises: A collection of projects by Tara Rodgers (Analog Tara), “composer, historian and critic of electronic music, originally from upstate New York and now based in the Washington, DC area.” See analogtara.net/wp/projects.

anarchive: “[A] series of interactive multi-media projects designed to explore an artist’s overall oeuvre via diverse archival material.” See anarchive.net.

Ancient Lives: “[A] project that asks volunteers to transcribe ancient Greek text on fragments from the Oxyrhynchus Papyri collection.” See ancientlives.org.

Angels and Insects: An album by David Dunn (1992) containing *Tabula Angelorum Bonorum 49*, “a suite of seven pieces for computer-processed speaking voices based on the mystical work of Elizabethan alchemist John Dee” and *Chaos & the Emergent Mind of the Pond*, “made from field recordings of aquatic insect sounds.” See nseq.org/releases/angels-insects.

Anthology of European Electronic Literature: From the ELMCIP researchers at the Blekinge Institute of Technology in Sweden, “the anthology is intended to provide educators, students and the general public with a free curricular resource of electronic literary works produced in Europe.” See anthology.elmcip.net.

ANVIL: “[A] free video annotation tool, developed by Michael Kipp. It offers multi-layered annotation based on a user-defined coding scheme.” See anvil-software.org.

APL: A Programming Language (APL) is a general-purpose programming language developed by Kenneth E. Iverson in the 1960s.

Arc: “A computer numerical controlled (CNC) engraving tool for ceramics. It offers a new window [into] traditional forms of craft . . . [by showing] that fabrication tools may integrate multiple, distinct roles.” See faculty.washington.edu/dkrosner/craft.html.

ArcGIS: “Make and share beautiful maps, and do everything in between. It’s possible only with ArcGIS Online, a scalable and secure software-as-a-service hosted by Esri.” See arcgis.com/features/.

Arduino: “[A]n open-source prototyping platform based on easy-to-use hardware and software.” See arduino.cc.

ARIS: “[A] user-friendly, open-source platform for creating and playing mobile games, tours and interactive stories. Using GPS and QR Codes, ARIS players experience a hybrid world of virtual interactive characters, items, and media placed in physical space.” See arisgames.org.

Around DH in 80 Days: “[A] multi-institutional, interdisciplinary Digital Humanities collaboration that seeks to introduce new and veteran audiences to the global field of DH scholarly practice by bringing together current DH projects from around the world.” See arounddh.org.

artintact: “From 1994 to 1999, the Center for Art and Media in Karlsruhe presented pioneering works of interactive media art in the book-with-CD-ROM package entitled artintact.” See on1.zkm.de/zkm/e/projekte/artintact_dvd.

Assassin’s Creed: An action-adventure videogame series created by Ubisoft.

Augmented Reality Lab: “Situated in the Faculty of Fine Arts [at York University], the Augmented Reality Lab offers researchers the opportunity to explore new screen technologies, approaches and techniques through both production and theoretical study of this emerging medium.” See ar.lab.yorku.ca.

Ausentes: “[An] interactive installation composed of printed digital images, neon lights, aluminum frames, six engines, two motion sensors, and PLC (Programmable Logic Controller)” by Isabel Restrepo (2007). See isabelrestrepo.com/index.php/8-portafolio/11-ausentes.

The Australian Institute for Aboriginal and Torres Strait Islander Studies: “[A] world-renowned research, collections and publishing organisation. We promote knowledge and understanding of Aboriginal and Torres Strait Islander cultures, traditions, languages and stories, past and present.” See aiatsis.gov.au.

Authoring Software: “[A]n ongoing collection of statements about how writers and artists create electronic literature.” See narrabase.net/judy_malloy.html.

Autonets: “Local Autonomy Networks (Autonets) is an activist project focused on creating networks of communication to increase community autonomy and reduce violence against women, LGBTQI people, people of color and other groups who continue to survive violence on a daily basis.” See faculty.washington.edu/michamc/autonets.

BASIC: Beginner’s All-purpose Symbolic Instruction Code (BASIC) is a simple, high-level programming language designed by John G. Kemeny and Thomas E. Kurtz in the 1960s.

Becoming a Rap Genius: A list of resources related to “Becoming a Rap Genius,” a course by Howard Rambsy II. See culturalfront.org/2013/12/becoming-rap-genius-resources.html.

Berlin Wall 3D: A Mobile Augmented Reality experience that “puts history into its location context and encourages the interaction with that specific historic site.” See hoppala-agency.com/article/berlin-wall-3d.

Bikes and Bloomers: An interdisciplinary research project led by Kat Jungnickel “about the bike, bloomer and female cyclist in late nineteenth century Britain.” See bikesandbloomers.com.

BioShock: A first-person shooter videogame series designed by Ken Levine and developed by Irrational Games. See 2kgames.com/bioshock.

Black Girls Code: A nonprofit organization; “By reaching out to the community through workshops and after school programs, Black Girls CODE introduces computer coding lessons to young girls from underrepresented communities in programming languages such as Scratch or Ruby on Rails.” See blackgirlscode.com.

Blackfoot Digital Library: “[A] venue for sharing [Blackfoot family and community] stories, past and present. Most certainly it is intended to be an educational resource for all those now living in kitawahsinnoon.” See blackfootdigitallibrary.com.

Bodyfuck: An adaptation of the Brainfuck programming language by Nik Hanselmann “that uses a camera as input.” See nik.works/project/bodyfuck.

Book of Shadows: “A CD-ROM and book (64 pages b&w) titled 'Book of Shadows' released March 1996.” See littlepig.org.uk/bos/.

Bookshare.org: “Bookshare opens up the world of reading for people with print disabilities . . . [and] offers the world’s largest collection of accessible titles.” See bookshare.org.

Brainfuck: An esoteric programming language created by Urban Müller in 1993, notable for its extreme minimalism.

Bronze: “A fractured fairy tale” piece of interactive fiction by Emily Short. See inform7.com/learn/eg/bronze/.

Buffalo: The Name Dropping Game: “A card game of quick wits and zany combinations, buffalo: the name dropping game asks you to name-drop faster than your friends, collect the most cards, and win!” See tiltfactor.org/game/buffalo.

Build a Better Panel: Women in DH: A crowdsourced list of women who “you might invite for a keynote or other [DH related] conference event.” See jwernimont.com/2015/09/19/build-a-better-panel-women-in-dh.

Burning the Interface: “[An] exhibition at the Museum of Contemporary Art, Sydney, curated by Mike Leggett and Linda Michael” (March-July 1996). See mikeleggett.com.au/projects/burning-interfaceinternational-artists-CD-ROM.

C: A high-level, procedural computer programming language originally developed for the UNIX operating system.

Canadian Women in the Literary Arts (CWILA): “[A]n inclusive national literary organization for people who share feminist values and see the importance of gender equity in Canadian literary culture.” See cwila.com.

Center for Solutions to Online Violence: “[A] virtual hub for a distributed community working to address the myriad forms of violence drive designed to women offline.” See sites.google.com/a/asu.edu/center-for-solutions-to-online-violence.

Chaos Cinema: A video essay by Matthias Stork that chronicles “[t]he decline and fall of action filmmaking.” See video-cdn.indiewire.com/previews/0wKZtpxn-PbCxl3wn.

Charleston Syllabus: “[A] a list of readings that educators can use to broach conversations in the classroom about the horrendous events that unfolded in Charleston, South Carolina on the evening of June 17, 2015.” See aaihs.org/resources/charlestonsyllabus.

Chicana por mi Raza: Uncovering the Hidden History of Chicana Feminism (1965-1985): “[A] public humanities project centered on the collection and digital preservation of archival materials, ephemera, and oral histories that document the development of Chicana feminist thought during the civil rights era.” See chicanapormiraza.org.

Chicas Rockeras of Southeast Los Angeles: “[A] day camp where girls ages 8-17 explore the joys and challenges of collaborative music-making while guided by inspirational female mentors.” See chicasrockerasella.org.

Chronicles: “Chronicles, an extension of the Pathfinders project, focuses on Chrono Trigger, a video game, and applies best practices and methodologies from Pathfinders in order to capture and preserve these playing experiences, as well as document the articulation of culture in video games for generations to come.” See scalar.usc.edu/works/chronicles/.

Chrono Trigger: A role-playing videogame developed in 1995 for Super Nintendo and published by Square.

Cinematics: “Cinematics tools not only let one record data to analyze movies . . . but also publishes the gathered data on this web site for everyone to access. This is a collaborative project.” See cinematics.lv.

Citizen Sense: A project led by Jennifer Gabrys that “investigates the relationship between technologies and practices of environmental sensing and citizen engagement.” See citizensense.net.

Citizen Sense Kit: “The Citizen Sense kit developed in the course of the practice-based research on ‘Pollution Sensing’ is a response to the concerns of community members, who provided information via Citizen Sense ‘logbooks’ that asked for input on key environmental and health concerns related to natural gas infrastructure.” See citizensense.net/psresources/citizen-sense-kit.

Citizen Sensor: “[A] DIY and open-source hardware and software initiative to encourage personal and community pollution monitoring.” See citizensensor.cc.

The Closed Captioning Project: “[A] 501c3 non-profit dedicated to the improvement and increased accessibility of closed captioned media.” See theclosedcaptioningproject.com.

COBOL: Common Business Oriented Language (COBOL) is a widely used computer programming language designed for business use.

Code Year: “Code Year takes you on a tour of important web technologies. Learn programming basics with Javascript, then add HTML and CSS to build interactive websites.” See codecademy.com/en/tracks/code-year.

Code.org: “[A] non-profit dedicated to expanding access to computer science, and increasing participation by women and underrepresented students of color. Our vision is that every student in every school should have the opportunity to learn computer science.” See code.org.

Codecademy: “[A]n education company. . . committed to building the best learning experience inside and out, making Codecademy the best place for our team to learn, teach, and create the online learning experience of the future.” See codecademy.com.

Colossal Cave Adventure: A text adventure game, developed by Will Crowther in 1976.

CommentPress: “[A]n open source theme and plugin for the WordPress blogging engine that allows readers to comment paragraph-by-paragraph, line-by-line or block-by-block in the margins of a text.” See futureofthebook.org/commentpress.

Computational Culture: “[A]n online open-access peer-reviewed journal of interdisciplinary enquiry into the nature of cultural computational objects, practices, processes and structures.” See computationalculture.net.

Concret PH: A musique concrète piece by Iannis Xenakis, created and originally played in the Philips Pavilion at Expo 58.

Conditionally Accepted: “[A] career advice column for Inside Higher Ed . . . [that provides] news, information, personal stories, and resources for scholars who are, at best, conditionally accepted in academe.” See insidehighered.com/users/conditionally-accepted.

Contact Zones: The Art of CD-ROM: A travelling exhibition curated by Timothy Murray (1999-2001). See contactzones.cit.cornell.edu/index.html.

Crash Override Network: “[A] crisis helpline, advocacy group and resource center for people who are experiencing online abuse.” See crashoverridenetwork.com.

Critical Art Ensemble: “(CAE) is a collective of five tactical media practitioners of various specializations including computer graphics and web design, film/video, photography, text art, book art, and performance.” See critical-art.net.

Critical Code Studies Working Groups: “Based at the University of Southern California, the HaCCS Lab [promotes] the development of critical vocabulary, case studies, and cross-disciplinary dialogue, specifically between the humanities and computer science.” See haccslab.com/?cat=4.

Critical Making Lab: “The critical making laboratory is a shared space for opening up the practice of experimentation with embedded and material digital technology to students and faculty in the Faculty of Information [at the University of Toronto].” See criticalmaking.com.

Crunk Feminist Collective: “[A] space of support and camaraderie for hip hop generation feminists of color, queer and straight, in the academy and without.” See crunkfeministcollective.com.

CSS: Cascading Style Sheets (CSS) is a style sheet language used to describe the layout of webpages written in a markup language.

CTheory Multimedia: “[A]n active collaboration of artists, programmers, and theorists who navigate the codes and anti-codes of digital organs in virtual space.” See ctheorymultimedia.cornell.edu.

CUNY Academic Commons: “[D]esigned to support faculty initiatives and build community through the use(s) of technology in teaching and learning.” See commons.gc.cuny.edu.

Cyberflesh Girlmonster: An interactive animated “macabre comedy of monstrous femininity, of revenge, desire and violence.” See lindadement.com/cyberflesh-girlmonster.htm.

Dames Making Games: “DMG is a not-for-profit feminist organization dedicated to supporting dames interested in making, playing, and changing games.” See dmg.to.

Day of DH 2015: “[A]n open community publication project that will bring together scholars interested in the digital humanities from around the world to document what they do on one day” with the goal of creating “a web site that weaves together a picture of the participant’s activities on the day which answers the question, ‘Just what do digital humanists really do?’” See dayofdh2015.uned.es.

Deep Listening Institute: “Deep Listening Institute (DLI) promotes the music and Deep Listening practice of pioneer composer Pauline Oliveros, providing a unique approach to music, literature, art, meditation, technology and healing.” See deeplisting.org/site.

Defense Distributed: A Texas corporation organized to “defend the human and civil right to keep and bear arms as guaranteed by the United States Constitution and affirmed by the United States Supreme Court; to collaboratively produce, publish, and distribute to the public information and knowledge related to the digital manufacture of arms.” See defdist.org.

Desilusiones Ópticas: “Optical Delusions” is an interactive installation that recalls Argentina’s celebrations during the 1978 World Cup. See leonunez.com.ar/desilusionesO.html.

Dickinson Electronic Archives: “A creative and critical collaboratory for reading Dickinson’s material bodies and for featuring new critical and theoretical work about Emily Dickinson’s writings, biography, reception, and influence.” See emilydickinson.org.

Digital Africana Studies: A course offered by Bryan Carter, “exploring the intersections between African studies, technology, and digital humanities.” See ibryancarter.com/dr-cs-classes.

Digital Archive of Japan's 2011 Disasters: "[A]n evolving, collaborative space for citizens, researchers, students, and policy makers, and a site of shared memory for those most directly affected by these events." See jdarchive.org/en/home.

Digital Dirt: "Digital Dirt is the first in a series of multimedia events curated by Arthur & Marilouise Kroker, editors of the electronic journal CTHEORY. Digital Dirt brings together electronic artists, new media designers, hyperdance performers, digital musicians, video makers, robotic visionaries and fleshmatic theorists." See ctheorymultimedia.cornell.edu/issue1/digidirt.htm.

Digital Durham: "The Digital Durham archive brings together numerous documents, maps, images, census data, and other primary source materials in a digital form accessible and searchable from the web." See web.duke.edu/digitaldurham and dukewired.org/projects/digital-durham-2.

Dorkbot: "[A] group of affiliated organizations worldwide that sponsor grassroots meetings of artists, engineers, designers, scientists, inventors, and anyone else working under the very broad umbrella of electronic art." See dorkbot.org.

Dwarf Fortress: "Dwarf Fortress is a part construction and management simulation, part roguelike, indie video game created by Tarn and Zach Adams." See bay12games.com/dwarves.

Dynabook: A conceptual portable educational device, like a laptop computer, with eternal battery life, envisioned by Alan Kay.

the ear goes to sound: A film portrait of electronic sound artist Laetitia Sonami. See earsoundfilm.com.

eBlack Studies Workshop: "The first national workshop to launch eBlack Studies was organized and chaired by Abdul Alkalimat and held at the University of Illinois at Urbana-Champaign on July 24-27, 2008." See eblackstudies.org/workshop.

Edinburgh Film Festival: "Established in 1947, the Edinburgh International Film Festival is world renowned for discovering and promoting the very best in international cinema—and for heralding and debating changes in global filmmaking." See edfilmfest.org.uk.

Edmonton Pipelines Project: "[A] collection of digital maps and literary provocations . . . The main objective of the project is to construct a prototype for an interactive digital framework that makes meaning of the open data that the city of Edmonton makes freely available." See edmontonpipelines.org.

ELAN: "[A] professional tool for the creation of complex annotations on video and audio resources." See tla.mpi.nl/tools/tla-tools/elan.

Electric Dress: "[A] powerful conflation of the tradition of the Japanese komono with modern industrial technology," by Atsuko Tanaka (1957). See medienkunstnetz.de/works/electric-dress.

Electronic Beowulf: “The long-term goal of the project is to assemble an open-ended electronic archive of materials founded on, but by no means limited to, the only surviving manuscript of Beowulf and ancillary texts.” See people.ucalgary.ca/~scriptor/kiernan/calgary.html.

Electronic Disturbance Theater: “[A] small group of cyber activists and artists engaged in developing the theory and practice of Electronic Civil Disobedience (ECD).” See thing.net/~rdom/ecd/EDTECD.html.

Electronic Literature Collection, Volume 1: The first volume of collected works released by the Electronic Literature Organization (ELO) in 2006. Editors: N. Katherine Hayles, Nick Montfort, Scott Rettberg, and Stephanie Strickland. See collection.eliterature.org/1.

Electronic Literature Collection, Volume 2: The second volume of collected works released by the Electronic Literature Organization (ELO) in 2011. Editors: Laura Borràs, Talan Memmott, Rita Raley, and Brian Stefans. See collection.eliterature.org/2.

Electronic Literature Collection, Volume 3: The third volume of collected works released by the Electronic Literature Organization (ELO) in 2016. Editors: Stephanie Boluk, Leonardo Flores, Jacob Garbe, and Anastasia Salter. See collection.eliterature.org/3.

Electronic Literature Lab: “Directed by Dr. Dene Grigar, ELL contains 47 vintage Macintosh computers, dating back from 1977 and a library of electronic literary works. It is used for the advanced inquiry into curating, preserving, and the production of born digital literary works.” See dtc-wsuv.org/wp/ell.

ELIZA: A natural language processing program designed to mimic human interactions, originally developed in the 1960s by Joseph Weizenbaum.

-empyre-soft-skinned space: “[A] global community of new media artists, curators, theorists, producers, and others who participate in monthly thematic discussions via an e-mail listserv.” See empyre.library.cornell.edu.

Esolang: “This wiki is dedicated to the fostering and documentation of programming languages designed to be unique, difficult to program in, or just plain weird.” See esolangs.org/wiki/Main_Page.

Ev-ent-angement: “[A]n experiment in digital embodied collective feminist media praxis. . . We use performance and technology to further entangle events and communities outside the logics of buying and selling.” See ev-ent-angement.com.

Evoked: A free, ten-week, social network game designed “to help empower people all over the world to come up with creative solutions to our most urgent social problems.” See urgentevoke.com.

Facebook: A for-profit corporation and online social networking service. See facebook.com.

Facebook Demetricator: “A web browser extension that hides all the metrics on Facebook.” See bengrosser.com/projects/facebook-demetricator.

Fashioning Circuits: “The goal of the project is twofold: to explore the ways in which fashion and emerging media intersect and to work with community partners to introduce beginners to making and coding through wearable media.” See fashioningcircuits.com.

Fembot Collective: “[A] collaboration among faculty, graduate students, media producers, artists, and librarians promoting research on gender, new media and technology.” See fembotcollective.org.

Feminist Online Spaces: “[A] project aimed at researching, teaching, talking about and otherwise building-towards online spaces that are defined by feminist and other progressive principles of community, visibility, discourse, and politics.” See feministonlinepaces.com.

FemTechNet: “[A]n activated network of hundreds of scholars, students, and artists who work on, with, and at the borders of technology, science, and feminism in a variety of fields including Science and Technology Studies (STS), Media and Visual Studies, Art, Women’s, Queer, and Ethnic Studies.” See femtechnet.org.

FemTechNet Critical Race and Ethnic Studies Pedagogy Workbook: Launched by the Ethnic Studies Committee of FemTechNet and written in Scalar, the “workbook is an ongoing project to build resources for faculty members who are often overburdened at their home institutions, but are willing to take on the difficult task of teaching about gender and racial inequity in our information culture.” See scalar.usc.edu/works/ftn-ethnic-studies-pedagogy-workbook-/.

Ferguson Syllabus: A Google Doc intended “to gather resources for learning about the recent events in Ferguson, Missouri.” See bit.ly/FergusonSyllabus.

Fibreculture Journal: “The Fibreculture Journal is a peer reviewed international journal, first published in 2003 to explore issues and ideas within the Fibreculture network.” See fibreculturejournal.org.

Find the Future: The Game: An interactive experience that “combines real-world missions with virtual clues and online collaboration—all inspired by 100 works from the amazing collections of The New York Public Library.” See exhibitions.nypl.org/100/digital_fun/play_the_game.

The First Mouse: “Doug Engelbart invented the computer mouse in the early 1960s in his research lab at Stanford Research Institute (now SRI International). The first prototype was built in 1964, the patent application for this ‘X-Y position indicator for a display system’ was filed in 1967, and US Patent 3,541,541 was awarded in 1970.” See dougengelbart.org/firsts/mouse.html.

Flow.tv: “Flow is an online journal of television and media studies launched in October 2004, and since then, we have published 1400+ columns by over 700 authors from around the U.S. and the world.” See flowjournal.org.

Forging the Future: “Building on the work of the Variable Media Network, Forging the Future refines and distributes free and open-source products that boost access and aid in preservation, including the Variable Media Questionnaire.” See forging-the-future.net.

Fortran: A simple programming language well suited to number crunching and scientific procedures, originally developed in the 1950s by IBM.

Frankenstein: “Dave Morris’ Frankenstein is an interactive novel that places you right inside the story, acting as Frankenstein’s confidant, guide and conscience.” See inklestudios.com/frankenstein.

FreeD: “[A] handheld augmented device that allows you to carve and sculpt manually with your hands without knowledge or skill in this process.” See video.mit.edu/watch/the-freed-mit-smart-tools-meld-personal-technique-with-computerized-controls-26502.

Fun with Software: “In the latest exhibition ‘Fun with Software’ at Bristol’s Arnolfini, curator Olga Goriunova seeks to document and explore how humorous approaches to software lead to innovation.” See rhizome.org/editorial/2010/nov/3/interview-with-olga-goriunova-curator-of-fun-with-.

Future Everything: “[A]n award-winning innovation lab for digital culture and annual festival, established in Manchester in 1995.” See futureeverything.org.

Game Changer Chicago Design Lab: “GCC develops serious games, interactive learning experiences, and digital media art with youth and for youth.” See ci3.uchicago.edu/labs/game-changer-chicago.

Gamer Theory: “Together with the Institute for the Future of the Book, [McKenzie Wark] produced this website as a way to think about games.” See futureofthebook.org/gametheory2.0.

Games for Change: “Founded in 2004, Games for Change facilitates the creation and distribution of social impact games that serve as critical tools in humanitarian and educational efforts.” See gamesforchange.org.

Geelriandre / Arthesis: Album by Eliane Radigue. See senufoeditions.bandcamp.com/album/geelriandre-arthesis.

Genius: “Genius breaks down text with line-by-line annotations, added and edited by anyone in the world.” See genius.com.

GeoNames: “The GeoNames geographical database covers all countries and contains over eleven million placenames that are available for download free of charge.” See geonames.org.

Girls Who Code: “[A] national non-profit organization dedicated to closing the gender gap in technology . . . [by] building the largest pipeline of future female engineers in the United States” See girlswhocode.com.

GitHub: "Millions of developers use GitHub to build personal projects, support their businesses, and work together on open source technologies. . . . GitHub fosters a fast, flexible, and collaborative development process that lets you work on your own or with others." See github.com.

Glass: "Glass is a hands-free device, for hands-on workers." See x.company/glass/.

Global Outlook::Digital Humanities (GO::DH): "The purpose of GO::DH is to help break down barriers that hinder communication and collaboration among researchers and students of the Digital Arts, Humanities, and Cultural Heritage sectors in high, mid, and low income economies." See globaloutlookdh.org.

Gone Home: An interactive exploration simulator that enables the user to discover things about a family by rummaging through the objects in their home. See gonehome.game.

Google: "Search the world's information, including webpages, images, videos and more." See google.com.

Google Maps: "Find local businesses, view maps and get driving directions in Google Maps." See google.com/maps.

Great Wall of China: "The Great Wall of China is conceived for simultaneous realisation across media, including a Website (1995-96), a CD-ROM with portfolio of prints (1997-99) and an interactive installation (1999)." See littlepig.org.uk/wall/greatwall.htm.

GynePunk: A collective from Catalonia working to develop an emergency gynecological medicine tool kit. See gynepunk.hotglue.me.

Half the Sky: An innovative multi-platform initiative inspired by journalists Nicholas Kristof and Sheryl WuDunn's 2009 best-selling book, *Half the Sky: Turning Oppression into Opportunity for Women Worldwide*. See halftheskymovement.org

Handmade Cinema: "This web project visualizes the relationships detailed in [Gregory Zinman's] dissertation, 'Handmade: The Moving Image in the Artisanal Mode' . . . [which] seeks to enlighten our awareness of the intersection of art and media in the 20th century." See handmadecinema.com.

HASTAC: "HASTAC (Humanities, Arts, Science, and Technology Alliance and Collaboratory) is an interdisciplinary community of humanists, artists, social scientists, scientists, and technologists that are changing the way we teach and learn." See hastac.org.

HathiTrust: "[A] partnership of academic & research institutions, offering a collection of millions of titles digitized from libraries around the world." See hathitrust.org.

Hexacago: "Hexacago Health Academy (HHA) is a game-based science and health program [by the Game Changer Chicago Design Lab]." See hha.uchicago.edu.

Hidden Florence: "This website accompanies a free smartphone app that takes you on a unique tour of the Renaissance city through the eyes of a 'contemporary' guide, a 1490s wool worker called Giovanni." See hiddenflorence.org.

Honour Water: “Honour Water is a singing game for healing water available for free on iPads that passes on songs in Anishinaabemowin, the Anishinaabe language.” See honourwater.com.

Hook and Eye: “[A]n intervention and an invitation: we write about the realities of being women working in the Canadian university system.” See hookandeye.ca.

How Not to Be Seen: A video by Hito Steyerl (2013). See player.vimeo.com/video/125475136.

How to Truly Listen: “In this soaring demonstration, deaf percussionist Evelyn Glennie illustrates how listening to music involves much more than simply letting sound waves hit your eardrums.” See ted.com/talks/evelyn_glennie_shows_how_to_listen?language=en.

HTML: HyperText Markup Language is the standard markup language for creating web pages.

Humument: An altered Victorian novel (A Human Document by W.H. Mallock (1892)) project by artist Tom Phillips, started in 1966. See tomphillips.co.uk/humument.

HyperCard: An application that enables Macintosh users to author hypertext pages without any programming knowledge, developed in the 1980s.

HyperCities: The online component to *HyperCities: Thick Mapping in the Digital Humanities* by Todd Presner, David Shepard, and Yoh Kawano (2014). See hypercities.com.

Hyper-Stacks: “Hyper-Stacks used the [Victoria and Albert Museum’s] digital archives to analyse more than 1.14 million object records, and build a classification and connection engine.” See hyper-stacks.com.

Hypothesis: An online “free, open, non-profit, neutral and lasting” annotation tool. See hypothes.is.

I Am Sitting in a Room: A sound artwork by Alvin Lucier (1969). See ubu.com/sound/lucier.html.

I Love Bees: A “groundbreaking alternate reality game” that served as a viral marketing campaign for the launch of Halo 2 in 2006. See 42entertainment.com/work/ilovebees.

I Saw You on the Radio: Video by Angelica Macklin. See vimeo.com/24484214.

iBooks Author: “Available free on the Mac App Store, iBooks Author is an amazing app that allows anyone to create beautiful iBooks Textbooks—and just about any other kind of book—for iPad and Mac.” See apple.com/ca/ibooks-author.

Ideas Box: “[A] portable multi-media toolkit. . . . born from this challenge to access to information, culture and education for refugee populations.” See ideas-box.org/index.php/en/the-ideas-box/discover-the-ideas-box.

ImageJ: “[A]n open source image processing program designed for scientific multidimensional images.” See imagej.nih.gov/ij.

ImagePlot: “[A] free software tool that visualizes collections of images and video of any size. It is implemented as a macro which works with the open source image processing program ImageJ.” See lab.softwarestudies.com/p/imageplot.html.

imagineNATIVE Film + Media Arts Festival: “imagineNATIVE is the world’s largest presenter of Indigenous screen content. We are a registered charity committed to inspiring and connecting communities through original, Indigenous film and media arts.” See imagineative.org.

Implementing New Knowledge Environments (INKE): “an interdisciplinary initiative spawned in the methodological commons of the digital humanities that seeks to understand the future of reading and the book through a historical perspective.” See inke.ca.

Indigenous Routes Collective: “[A]n ad hoc group formed in August 2011 by Amanda Strong, Archer Pechawis and Ben Donoghue to carry out a community collaborative project producing an interactive documentary with six native youth.” See indigenousroutes.ca.

Index Thomisticus: “The Corpus Thomisticum project aims to provide scholars with a set of instruments of research on Thomas Aquinas, freely available via Internet.” See corpusthomisticum.org/it/index.age.

Inform 7: “Inform is a design system for interactive fiction based on natural language.” See inform7.com.

INFOS 2000: “Timothy Murray and Teo Spiller launched this experimental venture of featuring international net.art at the INFOS2000 Festival, in Ljubljana, Slovenia, in an ‘off-line’ format” and later released a CD-Rom format of the exhibition. See goldsen.library.cornell.edu/internet/.

Ingress: A location-based, story-based, augmented-reality massively multiplayer online game, originally developed by Google. See ingress.com.

Initiative for Indigenous Futures (IIF): “[A] partnership of universities and community organizations dedicated to developing multiple visions of Indigenous peoples tomorrow in order to better understand where we need to go today.” See abtec.org/iif.

InscriptiFact: “The InscriptiFact Digital Image Library is designed to allow access via the Internet to high-resolution images of ancient inscriptions and artifacts, primarily from the Near Eastern and Mediterranean Worlds.” See inscriptifact.com.

Institute for Multimedia Literacy: “The IML is dedicated to sustaining and developing models of teaching and scholarship based on the use and development of new digital media technologies and applications.” See cinema.usc.edu/iml.

Interaction Design Institute Ivrea: “[A]n independent non-profit organisation, founded by Telecom Italia and Olivetti, and now part of the Progetto Italia initiative of Telecom Italia.” See interactionivrea.org/en/index.asp.

INTERCAL: INTERCAL (Compiler Language With No Pronounceable Acronym) is an esoteric programming language that was designed in the 1970s and is “now the center of an international community of technomasochists.” See catb.org/esr/intercal.

Invaders: “Inspired by the art of Steven Paul Judd with design and programming by Elizabeth LaPensée and music by Trevino Brings Plenty, *Invaders* (2015) for web and mobile is a play on the classic arcade game, *Space Invaders*.” See survivance.org/invaders and elizabethlapensee.com/#/games.

Iter: “Iter, meaning a journey or a path in Latin, is a not-for-profit partnership dedicated to the advancement of learning in the study and teaching of the Middle Ages and Renaissance (400-1700) through the development and distribution of online resources.” See itergateway.org

Java: A general-purpose computer programming language designed to produce programs that will run on any computer system.

JavaScript: A popular, lightweight, interpreted programming language.

Jodi: An art collective and also a website created by Joan Heemskerk and Dirk Paesmans (1995). See www.jodi.org/.

Kairos: A Journal of Rhetoric, Technology, and Pedagogy: “[A] refereed open-access online journal exploring the intersections of rhetoric, technology, and pedagogy.” See kairos.technorhetoric.net.

KeyWorx: “[A]n application framework developed at Waag Society, originally suited for ‘live’ multi-user audio/visual performances. This code base, later called the classic application, was followed in 2006 by a successor named KeyWorx/Live, developed as an open source project.” See keyworx.org.

KidCAD: “[A] digital clay interface for children to remix toys. KidCAD allows children to imprint 2.5D shapes from physical objects into their digital models by deforming a malleable gel input device, deForm.” See tmg-trackr.media.mit.edu/publishedmedia/Papers/500-KidCAD%20digitally%20remixing%20toys/Published/PDF.

A Kiss: a kiss (for Jennifer) by Dan Waber (2008) is a novel-length hypertext. See logolalia.com/hypertexts/a-kiss.html#.

LambdaMOO: “LambdaMOO is both the name of a MUD and the name of MUD server software.” See moo.mud.org.

Lantern: “[T]he search platform for the collections of the Media History Digital Library, an open access initiative led by David Pierce and Eric Hoyt. The Media History Digital Library (MHDL) digitizes collections of classic media periodicals that belong in the public domain for full public access.” See lantern.mediahist.org

Layar: “Founded in the summer of 2009, Layar quickly gained international attention as one of the first mobile augmented reality browsers to hit the market.” See layar.com.

Learning from YouTube: “[A] unique video-book composed of approximately 250 texts. . . . YouTube is the subject, form, method, problem and solution of this video-book,” by Alexandra Juhasz. See vectors.usc.edu/projects/learningfromyoutube.

Libraries Without Borders: “Founded in 2007 in France at the initiative of Patrick Weil, Libraries Without Borders is today one of the leading NGOs working in knowledge and culture-based development in the world and supporting libraries in developing countries.” See librarieswithoutborders.org.

Lightbox Gallery: “This inaugural Lightbox Navigation program features a visual map of every object currently on display [at the Harvard Art Museum], and is a project by metaLAB (at) Harvard, a design and research group exploring the boundaries of digital culture.” See harvardartmuseums.org/visit/calendar/lightbox-navigations-metalab-at-harvard.

Lightbox JS: By Lokesh Dhakar, “Lightbox is small javascript library used to overlay images on top of the current page.” See lokeshdhakar.com/projects/lightbox2.

Lines and Nodes Symposium: A free event on September 19, 2014, hosted by the NYU Department of Media, Culture and Communication and Anthology Film Archives that brought “together artists and scholars to examine the mediated and aesthetic dimensions of extraction and infrastructure.” See ecoarttech.net/lines-and-nodes.

Lisp: A high-level computer programming language, designed in 1958.

Logo: An educational programming language, designed in 1967 by Daniel G. Bobrow, Wally Feurzeig, Seymour Papert, and Cynthia Solomon, known mainly for its use of turtle graphics.

Long Table: An experimental open public forum that “combines theatricality and models for public engagement. It is at once a stylised appropriation and an open-ended, non-hierarchical format for participation.” See publicaddresssystems.org/projects/long-table.

Lynda: An online education company “that helps anyone learn business, software, technology and creative skills to achieve personal and professional goals” through video tutorials. See lynda.com.

Made with Code: An initiative launched by Google to increase the representation of women in technology. See madewithcode.com.

Magic Clock: Open source code, hardware, and tutorials that enable people to create a clock that reveals their contacts’ locations. See magicclock.de.

Maker Lab in the Humanities (MLab): Based at the University of Victoria, under the direction of Jentery Sayers, “with research priority areas in physical computing, digital fabrication, and multisite exhibits, the MLab intersects cultural criticism with experimental prototyping and electronics.” See maker.uvic.ca.

Manifest.AR: “Manifest.AR is an international artists’ collective working with emergent forms of augmented reality as interventionist public art.” See manifestarblog.wordpress.com.

Marky: “[A] Web-based multi-purpose annotation tool. With this annotation tool you can annotate from simple documents (without any formatting) to HTML documents.” See sing.ei.uvigo.es/marky.

Marvel Unlimited: Marvel Unlimited is an online service by Marvel Comics that grants members “instant access to over 17,000 Marvel Comics.” See marvel.com/comics/unlimited.

Maryland Institute for Technology in the Humanities: Jointly supported by the University of Maryland College of Arts and Humanities and the University of Maryland Libraries, MITH “is a leading digital humanities center that pursues disciplinary innovation and institutional transformation through applied research, public programming, and educational opportunities.” See mith.umd.edu.

Material Beliefs: Based at the Interaction Research Studio in the Department of Design at Goldsmiths, University of London, “Material Beliefs takes emerging biomedical and cybernetic technology out of labs and into public spaces.” See materialbeliefs.co.uk/people.

Mauve Desert: “[A] CD-ROM Translation of Nicole Brossard’s experimental novel *Le désert mauve*.” See adrienejenik.net/mauvedesert.html.

The Media Ecology Project: “[P]rovides online access to primary moving image research materials, and engages dynamic new forms of scholarly production and online publishing.” See sites.dartmouth.edu/mediaecology.

Media History Digital Library: “[A] non-profit initiative dedicated to digitizing collections of classic media periodicals that belong in the public domain for full public access.” See mediahistoryproject.org.

metaLAB: “With partners at the Berkman Klein Center, across [Harvard University], and in the world at large, metaLAB explores the digital arts and humanities through research, experimentation, tool building, teaching, through publications in print and online, and via exhibition, performance, and social practice.” See metalab.harvard.edu.

Metaverse Roadmap: “[T]he Acceleration Studies Foundation (ASF) and its supporting foresight partners have explored the virtual and 3D future of the World Wide Web in a first-of-its-kind cross-industry public foresight project, the Metaverse Roadmap (MVR).” See metaverseroadmap.org/index.html.

micro_research: “[A] mobile research platform exploring psychogeophysics and asking the question of where precisely the plague known as software executes.” See 1010.co.uk/org.

Misogynoir: A term coined by Moya Bailey that combines “misogyny” with the French term for black, “noir,” to describe the racialized sexism that black women face.

MIT Media Lab: Tangible Media Group: “The Tangible Media Group, led by Professor Hiroshi Ishii, explores the Tangible Bits & Radical Atoms visions to seamlessly couple the dual world of bits and atoms by giving dynamic physical form to digital information and computation.” See tangible.media.mit.edu/vision.

Moments de Jean-Jacques Rousseau: “Moments of Jean-Jacques Rousseau is a project initiated by Jean-Louis Boissier and Liliane Terrier (Paris) (1994) that led to a particular edition of a CD-ROM.” See circonstances.net/moments.

Mothership Hackermoms: “We give mothers of every gender the time and space to explore DIY craft and design, hacker/maker culture, community workshops, entrepreneurship and all manner of creative expression—with on-site childcare.” See mothership.hackermoms.org.

Mukurtu Content Management System: “Mukurtu (MOOK-oo-too) is a grassroots project aiming to empower communities to manage, share, preserve, and exchange their digital heritage in culturally relevant and ethically-minded ways.” See mukurtu.org.

Museum Without Walls: “[A] digital National Gallery of art and architecture in the public realm” formed through a collaboration between CultureNOW and “over 75 public art collections across America.” See culturenow.org/mission.

Music, Language and Environment: An album by David Dunn (1996). See daviddunn.com/~david/HOME.htm.

Musqueam Place Names Web Mapping Portal: “Here you find information on Musqueam Place Names, hear audio of our hən̓q̓əmi̓n̓əm̓ language from Musqueam elders past and present, view historical photographs and see where they are located.” See musqueam.bc.ca/musqueam-our-history-web-map.

Mutant Giant Spider Dog: A viral YouTube video posted by Slywester Wardega (2014). See youtube.com/watch?v=YoB8t0B4jx4.

my body — a Wunderkammer: A piece of electronic literature by Shelley Jackson that “uses the HTML hypertext form to revitalize the memoir genre.” See collection.eliterature.org/1/.

The NAMES Project Foundation: “Established in 1987, The NAMES Project Foundation, Inc. is the international, non-governmental, 501(c)(3) organization that is the custodian of The AIDS Memorial Quilt and its associated document and media archive.” See aidsquilt.org/about/the-names-project-foundation.

Never Alone/Kisima Ingitchuna: “We paired world class game makers with Alaska Native storytellers and elders to create a game which delves deeply into the traditional lore of the Iñupiat people to present an experience like no other.” See neveralonegame.com.

The New Aesthetic: A research project by James Bridle in which he collects material that “points towards new ways of seeing the world, an echo of the society, technology, politics and people that co-produce them.” See new-aesthetic.tumblr.com.

Nivel de Confianza: “‘Level of Confidence’ is an art project to commemorate the mass kidnapping of 43 students from the Ayotzinapa normalista school in Iguala, Guerrero, Mexico” that uses a face-recognition camera. See lozano-hemmer.com/level_of_confidence.php.

Northwest Museum of Arts and Culture: "The Museum's purpose is to inspire and foster understanding of the history, cultures, communities, commerce, and art of the Inland Northwest." See northwestmuseum.org.

Object Making/Exchange: A course "[d]eveloped by Anca Birzescu and Radhika Gajjala for Spring 2014 Graduate and Undergraduate classes taught by Radhika Gajjala at BGSU." See femtech.net/org/docc/object-makingexchange.

Occupy Wall Street: A protest movement "fighting back against the corrosive power of major banks and multinational corporations over the democratic process, and the role of Wall Street in creating an economic collapse that has caused the greatest recession in generations." See occupywallst.org.

Oculus Rift: A virtual reality headset that "radically redefines digital entertainment." See oculus.com.

One Laptop Per Child XO laptop: "The XO is a potent learning tool designed and built especially for children in developing countries, living in some of the most remote environments. . . . It has built-in wireless and a unique screen that is readable under direct sunlight for children who go to school outdoors." See laptop.org/en/laptop.

Open Calais: "[T]he easiest and most accurate way to tag the people, places, companies, facts, and events in your content to increase its value, accessibility and interoperability." See opencalais.com.

Open Simulator: "[A]n open source multi-platform, multi-user 3D application server. It can be used to create a virtual environment (or world) which can be accessed through a variety of clients, on multiple protocols." See opensimulator.org/wiki/Main_Page.

Open Street Map (OSM): "[A] map of the world, created by people like you and free to use under an open license. . . . Contributors use aerial imagery, GPS devices, and low-tech field maps to verify that OSM is accurate and up to date." See openstreetmap.org.

The Oregon Trail: A computer game developed in the 1970s to expose children to the realities of nineteenth-century pioneer life on the Oregon Trail.

Otsi!: Rise of the Kanien'kehá:ka Legends: An AbTeC PC videogame (2008-09). See abtec.org/iif/index.php/outputs/output-1.

Oxford English Dictionary of National Biography: "[T]he national record of men and women who have shaped British history and culture, worldwide, from the Romans to the 21st century. The Dictionary offers concise, up-to-date biographies written by named, specialist authors." See oxforddnb.com.

Papers, Please: A videogame about totalitarian government by Lucas Pope, developed and published under his pseudonym 3909. See papersplea.se.

Participatory Culture Foundation: "A 501c3 non-profit organization, working to build a more open, collaborative world" by "creating open and decentralized video tools and services." See pculture.org.

Patchwork Girl: A work of electronic literature by American author Shelley Jackson written in Storyspace and published by Eastgate Systems in 1995. See eastgate.com/catalog/PatchworkGirl.html.

Pathfinders: “‘Pathfinders: Documenting the Experience of Early Digital Literature,’ led by Dene Grigar (Washington State University Vancouver) and Stuart Moulthrop (University of Wisconsin-Milwaukee), is a digital preservation project that captures an important moment in literary history: the development of early digital literature.” See dct-wsuv.org/wp/pathfinders.

Pathfinders Book: A multimedia, open-source book published in June 2015 that “begins the necessary process of documenting early digital literature, specifically pre-web hypertext fiction and poetry, from 1986-1995.” See scalar.usc.edu/works/pathfinders/.

PeaceMaker: A game “inspired by real events in the Israeli-Palestinian conflict.” See peacemakergame.com.

Perl: “Perl 5 is a highly capable, feature-rich programming language with over 29 years of development.” See perl.org.

PHP: Hypertext Preprocessor (PHP) is an open-source, general-purpose programming language designed for web development by Rasmus Lerdorf in 1994.

The Plateau Peoples’ Web Portal: “[A] gateway to Plateau peoples’ cultural materials held in multiple repositories including WSU’s Manuscripts, Archives and Special Collections, the Northwest Museum of Art and Culture, the National Anthropological Archives and the National Museum of the American Indian at the Smithsonian Institution.” See plateauportal.libraries.wsu.edu/.

Play the Past: “[A] student-directed field trip experience supported by technology. Students use iPods to explore the Then Now Wow exhibit.” See education.mnhs.org/playthepast.

Play Your Place: An online game designed by Ruth Catlow and Mary Flanagan. “The free software, that enables anyone to draw, make and play their own platform game levels, developed with Soda was first published to Github [in] October 2013.” See localplay.org.uk.

Political TV Ad Archive: “This site provides a searchable, viewable, and shareable online archive of 2016 political TV ads, married with fact-checking and reporting citizens can trust.” See politicaladarchive.org.

The Probable Trust Registry: An installation and participatory group performance by Adrian Piper (2013). See adrianpiper.com.

Processing: “[A] flexible software sketchbook and a language for learning how to code within the context of the visual arts.” See processing.org.

Project Arclight: “Arclight is a data mining and visualization tool for film and media history that allow users to analyze millions of pages of digitally scanned magazines and newspapers for trends related to a chosen subject.” See search.projectarclight.org.

Project for Tachistoscope {Bottomless Pit}: A piece of hypertext by William Poundstone that contains a “bottomless (and looping) narrative of a geological anomaly through rapid serial visualization.” See collection.eliterature.org/1/.

Project Gutenberg: “Project Gutenberg was the first provider of free electronic books, or eBooks.” See gutenberg.org.

Project Tango: A technology platform developed by Google that enables mobile devices to detect their locations without the use of GPS or other outside signals. See google.com/atap/project-tango.

Prom Week: “Prom Week is a social simulation game being developed at the University of California at Santa Cruz . . . [that combines] the dynamic simulation of games like the Sims with the detailed characters and dialog of story driven games.” See promweek.soe.ucsc.edu.

Protocols for Native American Archival Materials: A list of “best professional practices for culturally responsive care and use of American Indian archival material held by non-tribal organizations.” See www2.nau.edu/libnap-p.

Psy-Geo-Conflux: “[A]n annual event produced by Glowlab dedicated to current artistic and social investigations in psychogeography (the study of the effects of the geographic environment on the emotions and behavior of individuals).” See glowlab.blogs.com/psygeocon.

Puppet Motel: An interactive CD-ROM by Laurie Anderson and Hsin-Chien Huang (1995). See olats.org/reperes/offline/aout2003/puppetMotel.shtml.

Python: An open programming language developed by Guido van Rossum. See python.org.

قلب (Qalb): “[A] programming language exploring the role of human culture in coding. Code is written entirely in Arabic, highlighting cultural biases of computer science and challenging the assumptions we make about programming. It is implemented as a tree-walking language interpreter in JavaScript.” See nas.sr/%D9%82%D9%84%D8%A8.

QGIS: “[T]he best GIS tool in the free and open-source software (FOSS) community. QGIS is a user friendly Open Source Geographic Information System (GIS) licensed under the GNU General Public License.” See qgis.org/en/site.

Quantified Self: Self Knowledge through Numbers: “Quantified Self Labs is a California-based company founded by Gary Wolf and Kevin Kelly that serves the Quantified Self user community worldwide by producing international meetings, conferences and expositions, community forums, web content and services, and a guide to self-tracking tools.” See quantifiedself.com.

Queer Technologies: “[A]n organization that produces critical applications, tools, and situations for queer technological agency, interventions, and sociality.” See zachblas.info/works/queer-technologies.

Queers in Love at the End of the World: A piece of hypertext fiction by Anna Anthropy (2013), built with the interactive fiction tool, Twine. See auntiepixelante.com/endoftheworld.

Raspberry Pi: “The Raspberry Pi is a credit card-sized computer that plugs into your TV and a keyboard. It is a capable little computer which can be used in electronics projects, and for many of the things that your desktop PC does, like spreadsheets, word processing, browsing the internet, and playing games.” See raspberrypi.org.

Reacting to the Past: A series of “games, set in the past, in which students are assigned roles informed by classic texts in the history of ideas.” See reacting.barnard.edu/about.

Reading Project: A Collaborative Analysis of William Poundstone’s Project for Tachistoscope {Bottomless Pit}: “[A] collaboration between three scholars combining different interpretive methods of digital literature and poetics in order to think through how critical reading is changing—and, indeed, must change—to keep up with the emergence of digital poetics and practices.” See scalar.usc.edu/aclsworkbench/reading-project/.

Real Computer Music: “Some sort of computer music without any proper composer. Computer music as a side effect of computation.” See sourceforge.net/projects/algorithmics.

Reddit: “Reddit bridges communities and individuals with ideas, the latest digital trends, and breaking news (...okay, and maybe cats). Our mission is to help people discover places where they can be their true selves, and empower our community to flourish.” See reddit.com.

Redshift & Portalmetal: A game by micha cárdenas with sound by Bobby Bray that “uses space travel as a lens through which to understand the experience of migration and settlement for a trans woman of color.” See faculty.washington.edu/michamc/redshift-and-portalmetal.

Rose Goldsen Archive of New Media Art: “Named after the pioneering critic of the commercialization of mass media, the late Professor Rose Goldsen of Cornell University, the Archive was founded in 2002 by Timothy Murray to house international art work produced on CD-Rom, DVD-Rom, video, digital interfaces, and the internet.” See goldsen.library.cornell.edu/index.php.

Ruby: “A dynamic, open source programming language with a focus on simplicity and productivity.” See ruby-lang.org.

Rumah Hacker: A video by Stefanie Wuschitz that “compares women-centered tribe houses in West Sumatra with men-centered hackerspaces.” See vimeo.com/79198342.

Scalar: “Scalar is a free, open source authoring and publishing platform that’s designed to make it easy for authors to write long-form, born-digital scholarship online.” See scalar.usc.edu/scalar.

Seattle Fandango Project: “The Seattle Fandango Project is dedicated to forging relationships through participatory music and dance.” See seattlefandangoproject.org.

Second Life: “Second Life is a 3D world where everyone you see is a real person and every place you visit is built by people just like you.” See secondlife.com.

Selficity: “Selficity investigates selfies using a mix of theoretic, artistic and quantitative methods.” See selficity.net

Settlers of Catan: A multiplayer board game in which players “build roads and new settlements that eventually become cities.” See catan.com.

Sexist Onesies and Feminist Viral Media: A storify account on “[w]hat happens when you tweet a juxtaposed pair of gender-stereotyped superheroes baby clothes. . . . the Internet goes bananas, and the mass media follow suit.” See storify.com/digiwonk/sexist-onesies-and-feminist-viral-media.

Shock in the Ear: “Shock in the Ear is an intense and poetic work, composed (and recomposed by the user) through interactive screens, stories, performances, music, and sound.” See agencetopo.qc.ca/vitrine_blog/cd_shock/cd_shock_fr.html.

Sim City: A computer and console multiplayer videogame in which the player designs and develops a city from the ground up. See simcity.com.

Simple Astrolabe: “The ‘tertiant’ is a simple astrolabe similar to the quadrant or sextant. It is useful for measuring unreachable altitudes, discovering local latitude, and finding the average of inclines.” See shapeways.com/product/FBS8F8973/simple-astrolabe.

Singuistics: An IOS app that teaches “traditional and original songs by Inuit musicians in a fun, three-step program.” See pinnguaq.com/singuistics.

Skahì:n:hati: Legend of the Stone Giant: An AbTeC PC videogame (2011). See abtec.org/iif/index.php/outputs/output-2.

Skahì:n:hati: Rise of the Kanien’kehá:ka Legends: An AbTeC PC videogame (2012). See abtec.org/iif/index.php/outputs/output-3.

SketchChair: “[A] free, open-source software tool that allows anyone to easily design and build their own digitally fabricated furniture.” See sketchchair.cc.

Skins Video Game Workshops: “Skins is a series of digital-media workshops for Aboriginal youth offered by an Aboriginally determined team of game designers, artists and educators known as Aboriginal Territories in Cyberspace.” See skins.abtec.org.

Slashdot: “[A] website based on and running the Slashdot-Like Automated Story-Telling Homepage software.” See slashdot.org.

Slow Reading: A manifesto by Antonio Tombolini on the practice of slow reading, which, he argues, faces extinction with the advent of digital media. See slowreading.org.

Small Dance: A film featuring Steve Paxton, shot and directed by Olive Bieringa (2010). See vimeo.com/19001115.

Smart Citizen: “Connecting data, people and knowledge, the objective of the platform is to serve as a node for building productive and open indicators, and distributed tools, and thereafter the collective construction of the city for its own inhabitants.” See smartcitizen.me.

Smoke Dress: “A collaboration between fashiontech designer Anouk Wipprecht [NL] and technologist Aduen Darriba [NL]. The dress is a wireless and wearable tangible couture ‘smoke screen’ imbued with the ability to suddenly visually obliterate itself through the excretion of a cloud of smoke.” See youtube.com/watch?v=G-0lTP90hVc#.

Smoke Stacks: A board game for youth from the Game Changer Chicago Design Lab that exposes the dangers of smoking. See ci3.uchicago.edu/labs/game-changer-chicago.

Social Edition of the Devonshire Manuscript: “The social edition is a work that brings communities together to engage in conversation around a text formed and reformed through an ongoing, iterative, public editorial process.” See en.wikibooks.org/wiki/The_Devonshire_Manuscript and dms.itercommunity.org.

Social Justice History Platform: “[A] software platform designed to represent geographic and spatial data within an enhanced interface designed to contextualize locations and objects alongside the primary source documents that provide their historical narrative, and a range of related multimedia objects (including video, audio, images, and text).” See dhinitiative.org/node/274.

Socrates in the Labyrinth: David A. Kolb’s “Socrates in the Labyrinth is one of the first works of hypertext non-fiction to examine and exploit the techniques of hypertext rhetoric discovered in the development of serious hypertext fiction.” See eastgate.com/catalog/Socrates.html.

Software Studies Initiative: “[A] research lab and a design studio working on analysis of big cultural datasets. Our work combines methods and technologies from data science, data visualization, media design and humanities.” See lab.softwarestudies.com.

Solr: An open source search platform that “is highly reliable, scalable and fault tolerant, providing distributed indexing, replication and load-balanced querying, automated failover and recovery, centralized configuration and more.” See lucene.apache.org/solr.

Soul Rebel Radio: “[A] cutting edge youth based radio program hitting on topics as well as current events through comedy, youth voices, and interviews.” See kpfk.org.

Sound Characters: An album by electronic musician Marianne Amacher (1999). See tzadik.com/volume.php?VolumeID=42.

A Sound Map of the Hudson River: A sound installation by Annea Lockwood (1982) commissioned by the Hudson River Museum. See annealockwood.com/compositions.htm.

Soundwalk: “[A] critically-acclaimed new media company based in NY . . . Our services range from multi-track sound installations to customized audio branding and tailor-made mixes.” See soundwalk.com.

SourceForge: “[A]n Open Source community resource dedicated to helping open source projects be as successful as possible. We thrive on community collaboration to help us create a premiere resource for open source software development and distribution.” See sourceforge.net.

The Soweto Historical Geographic Information System: “The primary objective of the Soweto Historical GIS Project (SHGIS) is to build a multi-layered historical geographic information system that explores the social, economic and political dimensions of urban development under South African apartheid regimes (1904/1948-1994) in Johannesburg’s all-black township of Soweto.” See dhinitiative.org/projects/shgis.

Spacebuster: A mobile inflatable structure created by Andrea Hofmann, Axel Timm, Benjamin Foerster-Baldenius, Christof Mayer, Markus Bader, and Matthias Rick (2009), “developed and designed to explore the qualities and possibilities of public space in New York City.” See raumlabor.net/spacebuster.

Speck: “[A] low-cost, indoor fine particulate (PM2.5) monitor developed as a tool for citizen science and personal exposure tracking.” See cmucreatelab.org/projects/Speck.

Spore: A game developed by Maxis in which players create their own species, guide them through evolution, and share with other players. See spore.com.

Steel: “[A] simple game about mining and smelting metals. A number of virtual mines (copper, iron and carbon) are located all around downtown Madison, and players collect the metals for profit.” See arisgames.org/featured/steel.

Stone, Brick, Glass, Wood, Wire (Graphic Scores 1986–96): A double live album comprised of graphic scores by English instrumentalist, composer, and improviser Fred Frith.

Storyspace: “Storyspace is a hypertext writing environment, especially well suited to creating large, complex, and challenging hypertexts.” See eastgate.com/storyspace.

Streetmuseum: “Hundreds of images from the Museum of London’s extensive collections showcase both everyday and momentous occasions in London’s history, from the Great Fire of 1666 to the swinging sixties.” See museumoflondon.org.uk/Resources/app/you-are-here-app/home.html.

Sylvia Rivera Law Project (SRLP): “SRLP is a collective organization founded on the understanding that gender self-determination is inextricably intertwined with racial, social and economic justice. Therefore, we seek to increase the political voice and visibility of low-income people and people of color who are transgender, intersex, or gender non-conforming.” See srlp.org.

Tale-Spin: A piece of digital literature by James Meehan (1976). No known copy of the text’s code exists today. See grandtextauto.soe.ucsc.edu.

Tapp und Tastkino (TAP and TOUCH Cinema): A video by VALIE EXPORT (1968). See moma.org/collection/works/109931?locale=en.

Taroko Gorge: A piece of electronic poetry by Nick Montfort (2009). See nickm.com/taroko_gorge.

Teaching with Things: An award granted by the Harvard Initiative for Teaching and Learning “to expand an existing curatorial program at metaLAB and the museums to support object-based teaching in the humanities.” See hilt.harvard.edu/pages/teaching-things-curation-hybrid-multimedia-and-object-oriented-pedagogy.

THATCamp (The Humanities And Technology Camp): “[A]n unconference: an open, inexpensive meeting where humanists and technologists of all skill levels learn and build together in sessions proposed on the spot.” See thatcamp.org.

There.com: “[A] 3D social world that first launched in 2003 . . . today, nearly two million people have become members, making There the destination of choice for anyone who wants to experience the power of chat combined with the fun of online games.” See there.com.

These Streets: A Rock ‘n’ Roll Story: “‘These Streets’ is [a play] inspired by over 40 interviews conducted with and about the many women rockers who were integral to the Seattle music scene during this legendary era.” See thesestreets.org.

Tile: “[A] tiny Bluetooth tracker and easy-to-use app that finds everyday items in seconds . . . Tile’s global community spans 200 countries and territories and helps people locate more than half a million items every day.” See thetileapp.com.

Tiltfactor: “The interdisciplinary innovation studio dedicated to designing & studying games for social impact, was founded and is led by Dr. Mary Flanagan.” See tiltfactor.org.

Timescape: An exhibition at the 9/11 Memorial Museum that won a silver Muse award in the Applications and APIs category. See 911memorial.org/blog/museum-exhibitions-honored-national-museum-association.

TOMS One Day Without Shoes: “Each year, we spend one day #withoutshoes to raise awareness for children’s health and education.” See toms.ca/one-day-without-shoes.

Transborder Immigrant Tool: A Mexico/U.S Border Disturbance Art Project by the Electronic Disturbance Theater/b.a.n.g. lab. “The Transborder Immigrant Tool (TBT) repurposes inexpensive used mobile phones that have GPS antennae.” See faculty.washington.edu/michamc/wordpress-bang.

Transcriptions Center: “Transcriptions, begun in 1998, focuses on work in digital humanities and new media. Transcriptions is both a digital humanities lab and an interdisciplinary center . . . [that] work[s] to transcribe, translate and transform humanist engagement into digital inquiry and vice versa.” See transcriptions.english.ucsb.edu.

Transformers: The Premake: A film by Kevin B. Lee that “turns 355 YouTube videos into a critical investigation of the global big budget film industry, amateur video making, and the political economy of images.” See vimeo.com/94101046.

Turbulence: “Known as one of the ‘premiere web sites for net art,’ Turbulence.org (1996-2016) commissioned over 220 original Net / Web / Hybrid Art works and hosted over 20 real-time, multi-location performances.” See turbulence.org.

TUTOR: A programming language initially developed for use in computer assisted instruction (CAI) and computer managed instruction (CMI) in the 1960s.

Twitter: An online social networking service where users post and read 140-character entries called “tweets.” See twitter.com.

twarc: “[A] command line tool and Python library for archiving Twitter JSON data. Each tweet is represented as a JSON object that is exactly what was returned from the Twitter API.” See github.com/edsu/twarc.

Twine: Originally created by Chris Klimas in 2009, “Twine is an open-source tool for telling interactive, nonlinear stories.” See twinery.org.

Uncle Buddy’s Phantom Funhouse: A hypermedia novel by John G. McDaid (1992) consisting of floppy disks and audio cassettes. See eastgate.com/catalog/Funhouse.html.

Uncle Roger: “Intertwining elements of magic realism with Silicon Valley culture, semiconductor industry lore, and early word processing, Uncle Roger is a pioneering work of hypertext narrative poetry [by Judy Malloy] that was first published beginning in 1986 on Art Com Electronic Network on the WELL.” See well.com/user/jmalloy/uncleroger/partytop.html.

Unfit Bits: “At Unfit Bits, we are investigating DIY fitness spoofing techniques to allow you to create walking datasets without actually having to share your personal data. These techniques help produce personal data to qualify you for insurance rewards even if you can’t afford a high exercise lifestyle.” See unfitbits.com.

Unity: A game engine used to “create any 2D or 3D game. You can make it with ease, you can make it highly-optimized and beautiful, and you can deploy it with a click to more platforms than you have fingers and toes.” See unity3d.com.

Unix: A multiuser, multi-tasking operating system initially developed in the 1960s at AT&T’s Bell Labs, and continually developed since.

Unveiling Visions: The Alchemy of the Black Imagination: “Curated by artist John Jennings and Reynaldo Anderson, this exhibition includes artifacts from the Schomburg collections that are connected to Afrofuturism, black speculative imagination and Diasporan cultural production.” See nypl.org/events/exhibitions/unveiling-visions.

Urban Armor: “[A]n artwork started by Kathleen McDermott, consisting of a series of playful electronic wearables which investigate the relationship between technology, the body, and personal and public space.” See urbanarmor.org.

Usenet: A non-centralized, worldwide computer network through which individuals share discussions and files.

Values & Value: A project “interested in what happens when economic value is accumulated from spheres previously considered non-economic, and the distortions and alterations in both economic and non-economic values this process creates.” See values.doc.gold.ac.uk.

Values at Play: “Values at Play investigates how designers can be more intentional about the ways in which they integrate human values into their game-based systems.” See valuesatplay.org.

Variable Media Questionnaire: “[A]n instrument for determining how artists would like their work to be re-created in the future—if at all. . . . The results of the questionnaire, the variable media kernel, enter a multi-institutional database that enables collecting institutions to share and compare data across artworks and genres.” See variablemedia.net/pdf/Ippolito.pdf.

Vectors: Journal of Culture and Technology in a Dynamic Vernacular: “Vectors maps the multiple contours of daily life in an unevenly digital era, crystallizing around themes that highlight the social, political, and cultural stakes of our increasingly technologically-mediated existence.” See vectorsjournal.org.

Victory Garden: “Stuart Moulthrop’s Victory Garden is an enduring hypertext classic.” See eastgate.com/catalog/VictoryGarden.html.

Video Analysis Tableau: “The Video Analysis Tableau (VAT) is an online toolkit created for automated video comparison, annotation and visualization.” See thevatproject.org.

Virtual Harlem: “[A] virtual representation of Harlem, NY as it existed during the 1920s Jazz Age.” See ibryancarter.com/research.

Virtual International Authority File: “A joint project with the Library of Congress, the Deutsche Nationalbibliothek, and the Bibliothèque nationale de France, in cooperation with an expanding number of other national libraries and other agencies, VIAF explores virtually combining the name authority files of participating institutions into a single name authority service.” See oclc.org/research/activities/viaf.html.

Virtual Montmartre: “[C]ontent related to artistic, historic, geographical, musical and literary activities occurring in Montmartre during the early part of the 20th century.” See montmartre-virt.paris-sorbonne.fr.

Virtual World Web: “A software platform for building virtual reality experiences.” See virtualworldweb.com.

virus.circus: A video by Micha Cárdenas and Elle Mehrmand. See vimeo.com/12219412.

Visual Thesaurus: “[A]n interactive dictionary and thesaurus which creates word maps that blossom with meanings and branch to related words. Its innovative display encourages exploration and learning.” See visualthesaurus.com.

Visualizing Venice: “[A] Digital Humanities initiative that consists of students, scholars and architects at all levels of their careers who are actively involved in research projects to generate digital models and maps of the city of Venice, its territories, and its lagoon.” See visualizingvenice.org/visu.

Vive: A virtual reality headset developed by HTC and Valve Corporation. See htcvive.com/ca.

VNS Matrix: An artist collective founded in 1991 by Francesca da Rimini, Virginia Barrett, Julieanne Pierce, and Josie Starrs that “tried to redefine the role and image of women in art and technology.” See medienkunstnetz.de/artist/vns-matrix/biography.

Wanisinowin: A videogame by Meagan Byrne (2015). See meaganbyrne.carbonmade.com/projects/5702517.

We Sing for Healing: “[A] musical text adventure game made from a place where Google Maps can’t zoom in and Skype doesn’t load, using Dreamweaver and Photoshop with SoundCloud tracks by Exquisite Ghost.” See survivance.org/wesing.

Weasley-o-Meter: A tutorial to make a Weasley-o-Meter, featuring a Spark Core and Internet Button, “inspired by the clock in the Weasley house that is seen in the second Harry Potter.” See instructables.com/id/Weasley-o-Meter/?ALLSTEPS.

Web Accessibility in Mind (WebAIM): A non-profit organization based at the Center for Persons with Disabilities at Utah State University, “WebAIM (Web Accessibility In Mind) has provided comprehensive web accessibility solutions since 1999.” See webaim.org.

The WELL: “The WELL, launched back in 1985 as the Whole Earth 'Lectronic Link, continues to provide a cherished watering hole for articulate and playful thinkers from all walks of life.” See well.com.

Wikibooks: A Wikimedia project for collaboratively writing open-content textbooks that anyone can edit.

William Bunge’s Maps of Detroit: “Detroit Cartography/Geography = DETROITography—we are all about maps and geography of Detroit. We like to write about maps that other people make about the City as well as create our own maps of Detroit.” See detroitography.com/tag/william-bunge and architizer.com/blog/radical-cartography.

With Those We Love Alive: A piece of interactive fiction by Porpentine Charity Heartscape built using Twine. See collection.eliterature.org/3/.

Women Who Rock: A community that “brings together scholars, musicians, media-makers, performers, artists, and activists to explore the role of women and popular music in the creation of cultural scenes and social justice movements in the Americas and beyond.” See womenwhorockcommunity.org.

Women Who Rock Oral History Archive: “The Women Who Rock Digital Oral History Archive fosters the development of participant-driven scholarship, on-line exhibits, curriculum, and media production.” See content.lib.washington.edu/wwrweb.

WordPress: “[W]eb software you can use to create a beautiful website, blog, or app. . . . The core software is built by hundreds of community volunteers, and when you’re ready for more there are thousands of plugins and themes available to transform your site into almost anything you can imagine.” See wordpress.org.

World Wide Web / Million Man March: An interactive CD-ROM by Reginald Woolery that “suggests the fluidity of ‘race and place’ at play, yet denied, in contemporary dialogues centering on technology and emergent social bodies.” See vdb.org/titles/world-wide-webmillion-man-march.

xxn: Jonathan Kemp. See xxn.org.uk.

YoHa: A partnership between Graham Harwood and Matsuko Yokokoji (est. 1994) who co-founded the artists group Mongrel (1996-2007) and established the Mediashed, a free-media lab in Southend-on-sea (2005-08). See yoha.co.uk.

Young-Hae Chang Heavy Industries: A Seoul-based web art group. See yhchang.com.

YouTube: “Enjoy the videos and music you love, upload original content, and share it all with friends, family, and the world on YouTube.” See youtube.com.

Zooniverse: “[T]he world’s largest and most popular platform for people-powered research. This research is made possible by volunteers—hundreds of thousands of people around the world who come together to assist professional researchers.” See zooniverse.org.