Summit on Digital Tools for the Humanities
http://jefferson.village.virginia.edu/dtsummit/

September 28-30, 2005
University of Virginia

Summit Objective: Digital tools and the underlying cyberinfrastructure expand the opportunities for humanistic scholarship and education.

- They enable new and innovative approaches to humanistic scholarship.
- They provide scholars and students deeper and more sophisticated access to cultural materials, thus changing how material can be taught and experienced.
- They facilitate new forms of collaboration of all those who touch the digital representation of the human record.

The evolving vision of a digitally enabled humanities community creates new challenges and opportunities for the tool-building and tool-using communities. As these communities become more active and interactive, there is a need for a Summit that can assess the state of development of digital tools for humanities research, as well as the effectiveness of the supporting and integrating cyberinfrastructure. The Summit on Digital Tools for the Humanities will bring together scholars from diverse disciplines of the humanities, such as history, literature, archeology, linguistics, classics, and philosophy, and some social scientists and computer scientists.

Digital tools in the humanities are – for the most part – in their infancy. They serve many purposes: analysis, creative development of new material, education, presentation, as well as productivity enhancement. The Summit will address tools for textual as well as non-textual media (audio, video, 3-D and 4-D visualization), since it is important for the community to consider the collective effect of these tools and the resulting collections of resources, if they are to be shared and interoperable.

The Summit will address issues that derive from the state of tool design and development. This includes the proliferation of new data formats; effective markup language annotation; integration of multiple modes of media; tool interoperability, especially when tools are shared across multiple disciplines; open source for shared and evolving tools; tools with low (easily mastered by an untrained end user) and high (usable only by expert personnel) thresholds of usability; data mining; representation and visualization of data in the geo-spatial framework; measurement; game technology; and simulation.

To attend the Summit, please submit a one page issue paper & bio via e-mail to **dtsummit@virginia.edu** by June 20, 2005

Participation: Participation in this Summit will be by invitation only and will be restricted to 35-50 people, depending upon funding support. Those who wish to participate should submit a short – *one page* – issue paper that presents one idea or

issue that should be discussed at the Summit. An issue paper should not present an individual's own project; participants will not be asked to present their own research but to participate in the Summit's dialogue, bringing the expertise gained from their own development and use of digital tools for research and education. Each issue paper should be accompanied by a short (one-page) biography.

Based on the issue papers submitted, the Organizing Committee will select a diverse group of participants from a variety of scholarly fields.   Participants will be asked to read a package of preparatory materials that includes all accepted issue papers, so as to give everyone a common starting place for discussion and debate.

Program: The Summit begins on Wednesday evening, September 28, with a keynote speech and discussion. Discussions continue on Thursday and end mid-afternoon Friday. Discussion topics and the structure of the sessions will be determined by the issue papers submitted by participants.

Product: The Organizing Committee will produce a final report, which will give an overview of the opportunities, challenges, and recommendations discussed during the Summit. It is our hope that the Summit will produce charettes for new tools, as well as recommendations that can attract funding sponsorship, and that new and existing interdisciplinary collaborations will be facilitated by the Summit in order to build a more effective community focused on the challenges of cyberinfrastructure and digital tools.

Location: The Summit will be held at the University of Virginia in Charlottesville, Virginia, U.S.

Support: Local meals and lodging will be paid by the Summit sponsors. Some support for travel costs is available upon request.

Sponsors: The University of Virginia and the Institute for Advanced Technologies in the Humanities are supporting the Summit. In addition, we have requested support from the National Science Foundation.

Organizing Committee:
Bernie Frischer, Director, Institute for Advanced Technologies in the Humanities (IATH), University of Virginia (Summit Co-chair)
John Unsworth, Dean and Professor, Graduate School of Library and Information Science, University of Illinois, Urbana-Champaign (Summit Co-chair)
Arienne Dwyer, Anthropology, University of Kansas
Anita Jones, Professor of Computer Science, University of Virginia
Lew Lancaster, Director, Electronic Cultural Atlas Initiative (ECAI), University of California, Berkeley, and also President, University of the West
Geoffrey Rockwell, Director, Text Analysis Portal for Research (TAPoR), McMaster University
Roy Rosenzweig, Director, Center for History and New Media, George Mason University