When Text Isn’t Enough: An Exploration into the World of Multimodal Scholarship in the Digital Arts, Sciences and Humanities

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(University of Minnesota Libraries)
Multimodal Scholarship
Multimodal Scholarship Limited
Multimodal Scholarship

Limited    Expansive
Digital Humanities
Digital Humanities - Examples
Digital Humanities - Examples

Omeka

Serious Web Publishing
Create complex narratives and share rich collections, adhering to Dublin Core standards with Omeka on your server, designed for scholars, museums, libraries, archives, and enthusiasts. Learn More

Download Omeka
Linux, Apache, MySQL, PHP

System Requirements
No server? Try Omeka.net
Digital Humanities - Examples
Welcome to the online version of my PhD dissertation:
"We Rock Long Distance: M.anifest and the Diasporic Media Currents of Transnational Hip-Hop"
Digital Humanities - Examples
Digital Humanities - Potential Implications for Libraries and Services

• Supporting new forms of scholarship and pedagogy
• Data Management + Digital preservation
• Open Access
• Partnerships and Interdisciplinarity
References


• Shorter, David. “On Multimodal Scholarship”
Digital / Media Arts: Aesthetics, Reflection, Interaction, and Literacy
What is Art?

Art enables us to find ourselves and lose ourselves at the same time.

Thomas Merton, No Man Is An Island
What is Digital Art?

- often called new media
- shaped by the rise of electronic devices [technology]
- capable of capturing and/or creating moving images
- employ electronic, biological, mechanical, digital or other tools virtual and/or physical
- possibly interactive or ephemeral in nature
- editioning may or may not be relative.

Andrew Reach, artist & architect
http://www.andrewreach.com/?page_id=137
❖ Crowdsourcing
❖ (Digital) Aesthetics
❖ (Digital) Media Literacy
❖ (Digital) Reflection
❖ (Digital) Storytelling
❖ Interdisciplinary
❖ Trans-literacy
❖ Visualizing Data
❖ Visual Literacy
A young man stands near the front of a raucous concert. He films the performance, viewing the entire show through the screen of his iPhone.
Tangible Interaction

- Digital Aesthetics
Topping off an incredible headline performance by Arcade Fire at the 2011 Coachella festival, 1200 beach ball sized LED orbs rained down on the 80,000 strong audience during the encore.
Moniker

- Crowdsourcing
EN - Make it rain heavily by connecting pairs of dots.
   - Each line must cross at least one other line.
   - Use each dot only once.

NL - Creëer een hoosbui door steeds 2 punten te verbinden.
   - Elke lijn moet minstens één andere lijn kruisen.
   - Gebruik elk punt maar één keer.

EN - Connect all dots to all dots.
   - Use straight lines.

NL - Verbind alle punten met alle punten.
   - Gebruik rechte lijnen.
rAndom International

- Digital Aesthetics
- Interdisciplinary
- Digital Storytelling
rAndom International creates artworks and installations often using light and movement. Instilling a sense of 'life' in the inanimate, simulating natural phenomena
pieces explore behavior and interaction... exploring the responses of both objects and people within immersive environments.

http://random-international.com/work/rain-room-choreographic/
Brendan Dawes

❖ Crowdsourcing
❖ Digital Aesthetics
❖ Digital Media Literacy
❖ Digital Reflection
❖ Digital Storytelling
❖ Interdisciplinary
❖ Trans-literacy
❖ Visualizing Data
❖ Visual Literacy
Synchronous Objects

❖ Data Visualization
❖ Digital Aesthetics
❖ Digital Media Literacy
❖ Digital Reflection
❖ Digital Storytelling
❖ Interdisciplinary
❖ Trans-literacy
❖ Visualizing Data
❖ Visual Literacy
U of MN Department of Art

- Digital Aesthetics
- Digital Media Literacy
- Digital Reflection
- Digital Storytelling
- Interdisciplinary
- Trans-literacy
- Visualizing Data
- Visual Literacy
Diane Willow
Reflexive Membranes

• sensors on the textiles were controlled by actuators
• question the boundaries between nature and artifice
• examine the organic condition interacting with technology
Diane Willow
Words of Encouragement
technology integrated into the artistic process
Tangible Digital Matter

An exhibition of work by the University of Minnesota Department of Art

Wilson Library
January 29th – May 15th, 2010

Opening Reception
Friday, January 29, 2010
4:00-6:00 p.m.
4th Floor, Wilson Library

University of Minnesota Libraries
“Tangible Digital Matter” is a reflective and metaphorical show for the Libraries, inviting researchers to contemplate the visual manifestations of digital information as it integrates traditional and technologically formed media.
References


What is a video Abstract?

*a video presentation corresponding to a specific science research article, which typically communicates the background of a study, methods used, study results and potential implications through the use of images, audio, video clips, and text*
New Journal of Physics: Dangling-bond charge qubit on a silicon surface

Journal of Number Theory: Fun With $\mathbb{F}_1$

Cell: Brain Shuttle Transports Antibodies into the Brain over the Blood-Brain Barrier

DovePress: Pneumorrhachis secondary to bronchial asthma
General VA Publication Trends
Study Findings

VA view counts were moderately, positively correlated across YouTube/NJP platforms (much higher overall on NJP). There was a moderate, positive correlation between YouTube view count and article usage. There was a strong, positive correlation between NJP video count and article usage.
Implications for Libraries and Services

Evolving user expectations and practices present opportunities for libraries/librarians to consider a range VA related support services:

• Library based journal publishing services should offer media capable platforms, VA option to authors, leverage YouTube for social media
• Subject Librarians should be aware of media enhanced publications for scholarly communications guidance
• Media Librarians should consider expansion of production support services to include VA creation
• Digital Librarianship (consider VA use with special digital projects)


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