

HIST423

Readings for HIST423 - Digital History, 2019

View Online



A. Martin Wainwright. 'Teaching Historical Theory through Video Games'. *The History Teacher* 47, no. 4 (2014).

https://www.jstor.org/stable/43264355?seq=1#metadata_info_tab_contents.

'Academic Vlogging II | Carl Gombrich', n.d.

<http://www.carlgombrich.org/academic-vlogging-ii/>.

Alegi, Peter. 'Podcasting the Past: Africa Past and Present and (South) African History in the Digital Age'. *South African Historical Journal* 64, no. 2 (June 2012): 206–20.

<https://doi.org/10.1080/02582473.2011.640344>.

Andrew McGregor. 'The Power of Blogging: Rethinking Scholarship and Reshaping Boundaries at Sport in American History'. *Journal of Sport History* 44, no. 2 (2017): 239–56.

<https://muse.jhu.edu/article/666547/pdf>.

Anna Nilsson Hammar. 'Digital History'. Scandia, 2015.

<http://search.ebscohost.com/login.aspx?direct=true&db=30h&AN=115272672&site=ehost-live>.

Bacevic, Jana, and Chris Muellerleile. 'The Moral Economy of Open Access'. *European Journal of Social Theory* 21, no. 2 (May 2018): 169–88.

<https://doi.org/10.1177/1368431017717368>.

Besek, June M. 'Copyright Issues Relevant to the Creation of a Digital Archive: A Preliminary Assessment'. Copublished by the Council on Library and Information Resources and the Library of Congress, n.d. <https://www.clir.org/pubs/reports/pub112/contents/>.

Bodenhamer, David J. 'Beyond GIS: Geospatial Technologies and the Future of History'. In *History and GIS*, edited by Alexander von Lünen and Charles Travis, 1–13. Dordrecht: Springer Netherlands, 2013. https://doi.org/10.1007/978-94-007-5009-8_1.

Brabham, Daren. 'Chapter 1: Concepts, Theories, and Cases'. In *Crowdsourcing*, n.d. <https://search.proquest.com/docview/2134284810/bookReader?accountid=14782&ppg=26>.

Brophy, Peter, and Jenny Craven. 'Web Accessibility'. *Library Trends* 55, no. 4 (2007): 950–72. <https://doi.org/10.1353/lib.2007.0029>.

Brown, Vincent. 'Mapping a Slave Revolt'. *Social Text* 33, no. 4 125 (December 2015): 134–41. <https://doi.org/10.1215/01642472-3315826>.

Charlesworth, Andrew. 'Digital Curation, Copyright, and Academic Research'. *International Journal of Digital Curation* 1 (2 December 2008): 17–32. <https://doi.org/10.2218/ijdc.v1i1.3>.

Davis, Stephen Boyd, Emma Bevan, and Aleksei Kudikov. 'Just in Time: Defining Historical Chronographics'. In *Electronic Visualisation in Arts and Culture*, edited by Jonathan P. Bowen, Suzanne Keene, and Kia Ng, 243–57. London: Springer London, 2013. https://doi.org/10.1007/978-1-4471-5406-8_17.

Davis, Stephen BoydKräutli, Florian. 'The Idea and Image of Historical Time: Interactions between Design and Digital Humanities'. *Visible Language* 49 (n.d.): 101–19. <https://search.proquest.com/docview/1765623916/fulltext/A33FF962AC7945E6PQ/1?accountid=14782>.

'Digital NZ Copyright Status Flowchart', n.d. <https://digitalnz.org/make-it-digital/enabling-use-re-use/copyright-status-flowcharts>.

'Digital NZ Public Domain Guide', n.d. <https://digitalnz.org/make-it-digital/enabling-use-re-use/public-domain-guide>.

Higashi, Julie. 'The Destruction and Creation of a Cityscape in the Digital Age: Hiroshima Peace Memorial Museum'. *Museum International* 70, no. 1–2 (January 2018): 104–13. <https://doi.org/10.1111/muse.12196>.

Hitchcock, Tim. 'Confronting the Digital'. *Cultural and Social History* 10, no. 1 (March 2013): 9–23. <https://doi.org/10.2752/147800413X13515292098070>.

IAN N. GREGORY and ALISTAIR GEDDES. 'Introduction: From Historical GIS to Spatial Humanities: Deepening Scholarship and Broadening Technology', n.d. https://www.jstor.org/stable/j.ctt16gz7s5.4?refreqid=excelsior:55a8b8f471f2137b6bbc8eb93dd27ad8&seq=1#metadata_info_tab_contents.

'Introduction to XML for Text', n.d. <http://www.ultraslavonic.info/intro-to-xml/>.

Laura M. Stevens. 'From the Editor: Getting What You Pay For? Open Access and the Future of Humanities Publishing'. *Tulsa Studies in Women's Literature* 32, no. 1 (2013): 7–21. https://www.jstor.org/stable/43653362?seq=1#page_scan_tab_contents.

Mills, Kelly T. 'Making: DIY History?' In *Teaching History in the Digital Age*, 102–25. University of Michigan Press, 2013. https://www.jstor.org/stable/j.ctv65swp1.10?seq=1#metadata_info_tab_contents.

Mitchell, Leah. 'Crowdsourcing the Art Museum'. In *Defining Memory: Local Museums and the Construction of History in America's Changing Communities*, edited by Amy K. Levin and Joshua G. Adair, n.d. <https://search.proquest.com/docview/2133359832/bookReader?accountid=14782&ppg=253>.

Newman, Michael. 'Preface'. In *Video Revolutions: On the History of a Medium*, vii–xii. Columbia University Press, 2014. https://www.jstor.org/stable/10.7312/newm16951.3?refreqid=excelsior%3Ad86b27ce84ad77c76c8ca66ef09ee3ec&seq=1#metadata_info_tab_contents.

Owens, Trevor. 'Making Crowdsourcing Compatible with the Missions and Values of Cultural Heritage Organisations'. In *Crowdsourcing Our Cultural Heritage*, edited by Mia Ridge, 269–79. Farnham, Surrey: Ashgate, 2014.

'Papers Past Copyright Guide', n.d. <https://paperspast.natlib.govt.nz/copyright>.

Peter B. Kaufman. 'Oral History in the Video Age'. *The Oral History Review* 40, no. 1 (2013): 1–7. https://www.jstor.org/stable/43863451?seq=1#metadata_info_tab_contents.
Prescott, Andrew. 'I'd Rather Be a Librarian'. *Cultural and Social History* 11, no. 3 (September 2014): 335–41. <https://doi.org/10.2752/147800414X13983595303192>.

Ruiz, Belén, José Luis Pajares, Francisco Utray, and Lourdes Moreno. 'Design for All in Multimedia Guides for Museums'. *Computers in Human Behavior* 27, no. 4 (July 2011): 1408–15. <https://doi.org/10.1016/j.chb.2010.07.044>.

Spring, Dawn. 'Gaming History: Computer and Video Games as Historical Scholarship'. *Rethinking History* 19, no. 2 (3 April 2015): 207–21. <https://doi.org/10.1080/13642529.2014.973714>.

Tanaka, Stefan. 'Pasts in a Digital Age'. In *Writing History in the Digital Age*, edited by Jack Dougherty and Kristen Nawrotzki, 35–46. University of Michigan Press, 2013. <https://doi.org/10.2307/j.ctv65sx57.8>.

Taylor, Joel, and Laura Kate Gibson. 'Digitisation, Digital Interaction and Social Media: Embedded Barriers to Democratic Heritage'. *International Journal of Heritage Studies* 23, no. 5 (28 May 2017): 408–20. <https://doi.org/10.1080/13527258.2016.1171245>.

'TEI by Example', n.d. <http://teibyexample.org/TBE.htm>.

Tweedie, Frith, and Grace Abbott. 'Does New Zealand's Copyright Regime Need Updating for the Digital Age? - CIO New Zealand', 3AD. <https://www.cio.co.nz/article/659521/does-new-zealand-copyright-regime-need-updating-digital-age/>.

'Update on Vlogging for Academic Purposes | Carl Gombrich', n.d. <http://www.carlgombrich.org/update-on-vlogging-for-academic-purposes/>.

'V. A Gentle Introduction to XML - The TEI Guidelines', n.d. <https://tei-c.org/release/doc/tei-p5-doc/en/html/SG.html>.

Veletsianos, George. 'Assumptions and Challenges of Open Scholarship'. *International Review of Research in Open and Distance Learning* 13, no. 4 (n.d.): 166–89. https://search.proquest.com/docview/1361832576?rfr_id=info:xri/sid:primo.

'Vlogging and Academic Work | Carl Gombrich', n.d. <http://www.carlgombrich.org/vlogging-and-academic-work/>.

Wellington, Shannon, and Gillian Oliver. 'Reviewing the Digital Heritage Landscape: The Intersection of Digital Media and Museum Practice'. In *The International Handbooks of Museum Studies*, edited by Sharon Macdonald and Helen Rees Leahy, 577–98. Oxford, UK: John Wiley & Sons, Ltd, 2013. <https://doi.org/10.1002/9781118829059.wbihms225>.

Wright, Esther. 'On the Promotional Context of Historical Video Games'. *Rethinking History* 22, no. 4 (2 October 2018): 598–608. <https://doi.org/10.1080/13642529.2018.1507910>.

Zhang, Jane. 'Digital Archival Representation: Approaches and Challenges'. In *Organization, Representation and Description through the Digital Age*, edited by Christine M. Angel and Caroline Fuchs, 89–101. Berlin, Boston: De Gruyter, 2018. <https://doi.org/10.1515/9783110337419-007>.