

# HIST423

Readings for HIST423 - Digital History, 2019

View Online



---

[1]

T. Hitchcock, 'Confronting the Digital', *Cultural and Social History*, vol. 10, no. 1, pp. 9-23, Mar. 2013, doi: 10.2752/147800413X13515292098070.

[2]

A. Prescott, 'I'd Rather be a Librarian', *Cultural and Social History*, vol. 11, no. 3, pp. 335-341, Sep. 2014, doi: 10.2752/147800414X13983595303192.

[3]

Anna Nilsson Hammar, 'Digital history', *Scandia*, 2015, [Online]. Available: <http://search.ebscohost.com/login.aspx?direct=true&db=30h&AN=115272672&site=ehost-live>

[4]

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

[5]

'TEI by Example', [Online]. Available: <http://teibyexample.org/TBE.htm>

[6]

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

[7]

J. Zhang, 'Digital Archival Representation: Approaches and Challenges', in *Organization, Representation and Description through the Digital Age*, C. M. Angel and C. Fuchs, Eds. Berlin, Boston: De Gruyter, 2018, pp. 89–101. doi: 10.1515/9783110337419-007.

[8]

S. Wellington and G. Oliver, 'Reviewing the Digital Heritage Landscape: The Intersection of Digital Media and Museum Practice', in *The International Handbooks of Museum Studies*, S. Macdonald and H. Rees Leahy, Eds. Oxford, UK: John Wiley & Sons, Ltd, 2013, pp. 577–598. doi: 10.1002/9781118829059.wbihms225.

[9]

J. Higashi, 'The Destruction and Creation of a Cityscape in the Digital Age: Hiroshima Peace Memorial Museum', *Museum International*, vol. 70, no. 1–2, pp. 104–113, Jan. 2018, doi: 10.1111/muse.12196.

[10]

S. Tanaka, 'Pasts in a Digital Age', in *Writing History in the Digital Age*, J. Dougherty and K. Nawrotzki, Eds. University of Michigan Press, 2013, pp. 35–46. doi: 10.2307/j.ctv65sx57.8.

[11]

S. B. Davis, E. Bevan, and A. Kudikov, 'Just in Time: Defining Historical Chronographics', in *Electronic Visualisation in Arts and Culture*, J. P. Bowen, S. Keene, and K. Ng, Eds. London: Springer London, 2013, pp. 243–257. doi: 10.1007/978-1-4471-5406-8\_17.

[12]

Davis, Stephen BoydKräutli, Florian, 'The Idea and Image of Historical Time: Interactions between Design and Digital Humanities', *Visible Language*, vol. 49, pp. 101–119, [Online]. Available: <https://search.proquest.com/docview/1765623916/fulltext/A33FF962AC7945E6PQ/1?accountid=14782>

[13]

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*, vol. 32, no. 1, pp. 7–21, 2013, [Online]. Available: [https://www.jstor.org/stable/43653362?seq=1#page\\_scan\\_tab\\_contents](https://www.jstor.org/stable/43653362?seq=1#page_scan_tab_contents)

[14]

J. Bacevic and C. Muellerleile, 'The moral economy of open access', *European Journal of Social Theory*, vol. 21, no. 2, pp. 169–188, May 2018, doi: 10.1177/1368431017717368.

[15]

Veletsianos, George, 'Assumptions and Challenges of Open Scholarship', *International Review of Research in Open and Distance Learning*, vol. 13, no. 4, pp. 166–189, [Online]. Available: [https://search.proquest.com/docview/1361832576?rfr\\_id=info:xri/sid:primo](https://search.proquest.com/docview/1361832576?rfr_id=info:xri/sid:primo)

[16]

Andrew McGregor, 'The Power of Blogging: Rethinking Scholarship and Reshaping Boundaries at Sport in American History', *Journal of Sport History*, vol. 44, no. 2, pp. 239–256, 2017, [Online]. Available: <https://muse.jhu.edu/article/666547/pdf>

[17]

'Vlogging and academic work | Carl Gombrich'. <http://www.carlgombrich.org/vlogging-and-academic-work/>

[18]

'Academic vlogging II | Carl Gombrich'. <http://www.carlgombrich.org/academic-vlogging-ii/>

[19]

'Update on vlogging for academic purposes | Carl Gombrich'. <http://www.carlgombrich.org/update-on-vlogging-for-academic-purposes/>

[20]

P. Alegi, 'Podcasting the Past: Africa Past and Present and (South) African History in the Digital Age', *South African Historical Journal*, vol. 64, no. 2, pp. 206–220, Jun. 2012, doi: 10.1080/02582473.2011.640344.

[21]

E. Wright, 'On the promotional context of historical video games', *Rethinking History*, vol. 22, no. 4, pp. 598–608, Oct. 2018, doi: 10.1080/13642529.2018.1507910.

[22]

D. Spring, 'Gaming history: computer and video games as historical scholarship', *Rethinking History*, vol. 19, no. 2, pp. 207–221, Apr. 2015, doi: 10.1080/13642529.2014.973714.

[23]

A. Martin Wainwright, 'Teaching Historical Theory through Video Games', *The History Teacher*, vol. 47, no. 4, 2014, [Online]. Available: [https://www.jstor.org/stable/43264355?seq=1#metadata\\_info\\_tab\\_contents](https://www.jstor.org/stable/43264355?seq=1#metadata_info_tab_contents)

[24]

P. Brophy and J. Craven, 'Web Accessibility', *Library Trends*, vol. 55, no. 4, pp. 950–972, 2007, doi: 10.1353/lib.2007.0029.

[25]

B. Ruiz, J. L. Pajares, F. Utray, and L. Moreno, 'Design for All in multimedia guides for museums', *Computers in Human Behavior*, vol. 27, no. 4, pp. 1408–1415, Jul. 2011, doi: 10.1016/j.chb.2010.07.044.

[26]

J. Taylor and L. K. Gibson, 'Digitisation, digital interaction and social media: embedded barriers to democratic heritage', *International Journal of Heritage Studies*, vol. 23, no. 5,

pp. 408–420, May 2017, doi: 10.1080/13527258.2016.1171245.

[27]

D. Brabham, 'Chapter 1: Concepts, Theories, and Cases', in *Crowdsourcing*, [Online].

Available:

<https://search.proquest.com/docview/2134284810/bookReader?accountid=14782&ppg=26>

[28]

T. Owens, 'Making Crowdsourcing Compatible with the Missions and Values of Cultural Heritage Organisations', in *Crowdsourcing our cultural heritage*, M. Ridge, Ed. Farnham, Surrey: Ashgate, 2014, pp. 269–279.

[29]

L. Mitchell, 'Crowdsourcing the Art Museum', in *Defining Memory: Local Museums and the Construction of History in America's Changing Communities*, A. K. Levin and J. G. Adair, Eds. [Online]. Available:

<https://search.proquest.com/docview/2133359832/bookReader?accountid=14782&ppg=253>

[30]

IAN N. GREGORY and ALISTAIR GEDDES, 'Introduction: From Historical GIS to Spatial Humanities: Deepening Scholarship and Broadening Technology', [Online]. Available:

[https://www.jstor.org/stable/j.ctt16gz7s5.4?refreqid=excelsior:55a8b8f471f2137b6bbc8eb93dd27ad8&seq=1#metadata\\_info\\_tab\\_contents](https://www.jstor.org/stable/j.ctt16gz7s5.4?refreqid=excelsior:55a8b8f471f2137b6bbc8eb93dd27ad8&seq=1#metadata_info_tab_contents)

[31]

D. J. Bodenhamer, 'Beyond GIS: Geospatial Technologies and the Future of History', in *History and GIS*, A. von Lünen and C. Travis, Eds. Dordrecht: Springer Netherlands, 2013, pp. 1–13. doi: 10.1007/978-94-007-5009-8\_1.

[32]

V. Brown, 'Mapping a Slave Revolt', *Social Text*, vol. 33, no. 4 125, pp. 134–141, Dec. 2015, doi: 10.1215/01642472-3315826.

[33]

A. Charlesworth, 'Digital Curation, Copyright, and Academic Research', *International Journal of Digital Curation*, vol. 1, pp. 17–32, Dec. 2008, doi: 10.2218/ijdc.v1i1.3.

[34]

J. M. Besek, 'Copyright issues relevant to the creation of a digital archive: a preliminary assesment'. <https://www.clir.org/pubs/reports/pub112/contents/>

[35]

F. Tweedie and G. 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/>

[36]

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

[37]

'Digital NZ copyright status flowchart'.  
<https://digitalnz.org/make-it-digital/enabling-use-re-use/copyright-status-flowcharts>

[38]

'Digital NZ public domain guide'.  
<https://digitalnz.org/make-it-digital/enabling-use-re-use/public-domain-guide>

[39]

M. Newman, 'Preface', in *Video Revolutions: On the History of a Medium*, Columbia University Press, 2014, pp. vii–xii. [Online]. Available:  
[https://www.jstor.org/stable/10.7312/newm16951.3?refreqid=excelsior%3Ad86b27ce84ad77c76c8ca66ef09ee3ec&seq=1#metadata\\_info\\_tab\\_contents](https://www.jstor.org/stable/10.7312/newm16951.3?refreqid=excelsior%3Ad86b27ce84ad77c76c8ca66ef09ee3ec&seq=1#metadata_info_tab_contents)

[40]

Peter B. Kaufman, 'Oral History in the Video Age', *The Oral History Review*, vol. 40, no. 1, pp. 1-7, 2013, [Online]. Available:  
[https://www.jstor.org/stable/43863451?seq=1#metadata\\_info\\_tab\\_contents](https://www.jstor.org/stable/43863451?seq=1#metadata_info_tab_contents)

[41]

K. T. Mills, 'Making: DIY History?', in *Teaching History in the Digital Age*, University of Michigan Press, 2013, pp. 102-125. [Online]. Available:  
[https://www.jstor.org/stable/j.ctv65swp1.10?seq=1#metadata\\_info\\_tab\\_contents](https://www.jstor.org/stable/j.ctv65swp1.10?seq=1#metadata_info_tab_contents)