

**NETWORKING THE DIGITAL ENVIRONMENTAL HUMANITIES
Irish Research Council New Foundation Award**

18 JUNE 2015, TRINITY LONG ROOM HUB

WORKSHOP SCHEDULE (12.00-5.00pm)

Session 1 (12-1 pm) Digital Environmental Humanities Overview

12.00- 12.20: Professor Poul Holm (Trinity College Dublin) **"Digital environmental humanities - What is it and why do we need it?" (Workshop Keynote)**

If these statements are correct: 1. the digital replaces the analogue; 2. Design thinking / post-secularism supplants tradition, and 3. Human perception and agency are the main factors of planetary change - then we are challenged with a transformation of human collective intelligence. I argue that digital environmental humanities are the academic response to these challenges. It is a rich research agenda and we need to articulate it. First and foremost we need a step change in humanities research. We may learn from experiences of scaling up methodological breakthroughs. I will point to lessons from the scaling up of molecular biology and argue for the need for integrative platforms for digital environmental humanities.

12.20- 12. 40: Alexander von Lünen (University of Huddersfield) **"We are reading time in space" Or: the end of history?**

In his much-discussed book "The End of History" from 1992 Francis Fukuyama tried to assert German philosopher Hegel in claiming that after the end of the Cold War, liberal democracy had triumphed and that – according to Hegel – humanity had reached its final, optimal political order. Thus, history – as a socio-political process, not as academic discipline – had reached its end. While Fukuyama tried to make a case for liberal democracy, his assumption is inevitably flawed. History will never be at an end, never reach saturation – history is, to use a mathematical term, asymptotic. At the same time, history as an academic discipline has to deal with this dynamic environment and try to manage to distil it into something static: a book, or more recently: a digital output. The past manifests itself in human culture in a variety of forms, but nowhere as immediate as in space: landscapes and urbanscapes alike have been moulded over centuries, i.e. humanity has left a cultural imprint on these spaces. Architects have coined the term "fluid architecture" to describe this phenomenon: a constant change in perceptions of and interactions with the (built) environment. How could this dynamism reconciled with the "age of the complete" (Nicolas Temple)? The age of Big Data lures with its promise of an all-encompassing data collection and complete databases. No detail left out, no surprise permitted. This notion is also visible in various attempts to create a "World Historical GIS" or a "World Historical Gazetteer". It insinuates that there could be a Historical GIS, or more generally a historical database, that would reach a state of saturation. Aside from the obstacle that is almost impossible to tell when such state is reached – for we don't know when we will know everything – how does this fit with the dynamics of history? Even when the data/knowledge about history is fixed, interpretation will be in flux. History – as an academic endeavour – is never at rest, but constantly (re)interpreting the past; it is not a science, but a debate. History, if you will, is thus the juxtaposition of the static (data) with the dynamic (interpretation). Maybe looking at an art style that has fluidity might help. The Fluxus movement of the 1960s/70s had this very issue of societies and spaces in flux in mind. German artist Joseph Beuys in his major works juxtaposed static objects with dynamic ones, such as the Fat in the Corner installation in which he pressed several kilograms of margarine into the corner of his workshop. The corner (i.e. the building) is static, the fat is dynamic; it changes its viscosity under temperature, it rots, it ferments. By this contrasting of organic vs inorganic materials in his work Beuys wanted to demonstrate the nature of societies: some opinions change, some don't, or at least much slower than others; all social processes involve a constant re-negotiation of the relationship between the static and the dynamic. This paper will discuss the concept of fluid spaces as encountered in architecture, historical geography or Fluxus art

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in order to make a point about the static vs dynamic dichotomy in the Digital Humanities. I will argue that DH is the corner, and historians (or other scholars) are the fat.

12.40-1.00 pm: Charles Travis (Trinity College Dublin) The digital environmental humanities and GIS: Discursive, Cultural and Social Media Integrations

Boyd and Crawford (2012) observe that working with Big Data is often very subjective and issues such as apophenia (seeing patterns and connections where none exist) and the scale of data access and analysis raise questions about the ability to represent the complexity of human dynamics in GIS. These ontological and epistemological questions are explored in a Environmental Digital Humanities GIS model of discursive, cultural and social media practices over space and time. The model ontologically considers and sources James Joyce's *Ulysses* (1922) as a "Big Data" novel (18 episodes, 933 pages, 265,000 words, and a lexicon of 30,030 terms, titles and expressions). Joyce's "Big Data" source is juxtaposed against live "small data" Twitter, Flickr and YouTube activity on Bloomsday 2014 (the annual celebration of Joyce's novel) to explore interconnectivities between actual and virtual spaces, language and socio-cultural behaviors on local and global scales during a 24 hour period. The paper discusses how such spatiotemporal analysis of human activities can be applied to social-media "storms" and "squalls" erupting from events such as the Ferguson Police Shooting Protests, Hong Kong Democracy movements, the Ebola Crisis of 2014, and others. This DHGIS model offers an alternative means to answer questions about how new Big Data knowledge systems and distinct human contingencies and social and cultural factors come to bear in contextualizing GIS approaches to the uncertain geographies of uneven development, smart city planning and transport, public health and safety, sustainability, disaster preparedness, as well as problems of social and environmental conflict and justice.

Lunch 1.00-1.30 pm (Catered)

Session 2 (1.30-2.30 pm) Deep Maps, Narratives and Heritage

1.30-1.50 pm: Professor David Bodenhamer (Polis Center, Indiana University Purdue) Connecting Material and Metaphorical Space: Deep Maps and Environmental History

Geo-spatial technologies such as Geographical Information Systems (GIS) have transformed how the world is perceived and how cartographic (mapping) practices are conducted. But these tools are rooted in a positivist vision of the way the world is; they demand precise, measurable, abstract data. Although valuable for certain domains, they do not allow for a more complex understanding of the world as experience, expressed through emotions, values, poetics, memory, and other characteristics that define space as place. In other words these technologies largely fail to represent other ways of knowing. *Deep mapping* responds to the critique that spatial technologies privilege scientific knowledge to the detriment of narratives based in experiential knowledge. But it does not reject these technologies as much as it repurposes them in a form of counter-mapping that reclaims the map for humanists. Deep mapping uses new geo-spatial technologies and associated media to weave together multiple narratives in an effort to capture experiential/emotional/sensual/metaphorical space. It fuses highly structured, mathematically precise cartographic exercises with more subjective and discursive mapping methods. Framed as an open-ended conversation, subject to negotiation, it uses multi-media and multi-layers to allow for multiple narratives to co-exist. There is a stark contrast between working from inside a landscape, an experiential view, and working from outside it through the abstracted, objective view offered by topographic maps and aerial photography. Instead of binaries of truth and fiction, sacred and profane, individual and collective, deep mapping can link paradigmatic and narrative ways of knowing; it makes meaning by connection, not differentiation. Deep mapping is therefore a dynamic exploration of spatial narratives whose deepest signature is fluidity, circulation, and flow. As a result, it should allow us to explore the sensory and perceptual qualities of environmental history, past and present, alongside the scientific by connecting the material and metaphorical.

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1.50-2.10 pm: Mads Haar (Trinity College Dublin) Literary Play: Locative Game Mechanics and Narrative Techniques for Cultural Heritage

This presentation reports on our ongoing efforts to build a suite of location-based augmented-reality games for a new type of engagement with cultural heritage. Rather than being strongly historical, our games are based on original as well as adapted literary content of particular relevance to the chosen sites. This presentation reports on our game mechanics and narrative techniques and discusses the applicability of the approach to other sites and to more historical content.

2.10- 2.30 pm: Theresa O'Connor (Skellig Foundation) Joyce's Brain Atlas: A Deep Map of the Anthropocene and a Roadmap for the Environmental Humanities

"Marshall McLuhan's *The Gutenberg Galaxy*, a book which redirected the way that artists, critics, scholars, and communicators viewed the role of technological mediation in communication and expression, had its origin," as Donal F. Threall notes in James Joyce's *Techno-Poetics*, in "McLuhan's desire to write a book to be called "The Road to Finnegans Wake." My focus in "Joyce's Brain Atlas: A Deep Map of the Anthropocene and a Roadmap for the Environmental Humanities," is on the roads in *Finnegans Wake*, roads Joyce describes as "neuropaths": where do they lead? *Finnegans Wake*, arguably the ur-text of the Environmental Humanities, offers a dynamic new concept of place as a hypertext: an in-between place that can be mapped only via what David J. Bodenhamer describes as deep mapping. Joyce's fascination with maps and mapping may have been inspired by the fact that his family were employed by the daughter of Petty, the political economist and map-maker to Cromwell. Yet, *Finnegans Wake* is a work of what might be described as un-mapping. It circles and re-circles landscapes mapped by Petty only to undo the work of the mapmaker: it looks to technology to "wake" the "deep" maps of the indigenous tradition, dynamic maps constructed via performance and preserved in the *Seanchas*, in particular, the place lore tradition known as *Dindshenchas*.

Session 3 (2.30-3.10 pm) Educational and Ethical Considerations

2.30- 2.50 pm: Annaleigh Margey (Dundalk Institute of Technology) Moving from Digital Creation to the Classroom: Utilising the 1641 Depositions as a Pedagogical Tool

In 2007, historians from Trinity College Dublin, the University of Aberdeen and the University of Cambridge began a project that digitised, transcribed and published the 1641 Depositions online. The 1641 depositions are the witness testimonies of mainly Protestant settlers to the rebellion that erupted in Ireland in October 1641. They have since become one of the most controversial sources in Irish history, and had often been used as evidence for the highly contested assumption of a massacre of Protestant settlers by mainly Catholic rebels. Much of this assumption was based upon several contemporary, and later, published extracts of the Depositions. The project aimed to make the entire corpus of material available for consultation for the first time, bringing almost 20,000 pages of testimonies to the public for the first time. This paper aims to outline the process of bringing these materials from the page to the computer screen, by addressing key elements of our practice, decisions and final publication. This will form the backdrop to a wider discussion, as to how the 1641 Depositions and the Project itself can be used as a pedagogical tool for both digital humanities and early modern history. Using the example of the BA in Digital Humanities at Dundalk Institute of Technology, this will elucidate how the project serves as a key introduction for students beginning their studies in digital humanities and how history students can access a rich primary resource to aid their studies.

2.50- 3.10 pm: Francesco De Pascale and Vincenzo Pileci (Department of Languages and Educational Sciences University of Calabria) Geoethics and neogeographical education in an interdisciplinary study

Geoethics deals with the ethical, social and cultural implications of research and of geological and geographical practice, representing a meeting point of Geosciences, Geography, History, Philosophy

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and Sociology. Through the identification of principles that should support our actions towards the geosphere, Geoethics may provide an opportunity for scientists to become more aware of their social responsibilities and can become a tool to inform the society about the issues related to the defense against natural hazards, the sustainable use of resources and environmental protection. Geoethics can contribute to the construction of a proper social knowledge, strengthening the connection with the territory, as a common heritage to share. Geoethics can promote a cultural renewal in the way we relate to the planet and a growing awareness of the defense of life and richness of system Earth in all its forms (Peppoloni, Pievani, 2013). It is necessary to take advantage of new technologies in order to have a greater “geoethical control” of the most significant environmental emergencies and to preserve cultural heritage. Neogeography plays a fundamental role in providing new challenges to scholars and territorial planners in order to address territorial issues and a new asset of updated data, usually created by people who are interested in geographically related phenomena. More attention has been devoted to the creation and display of geographic contents, in this case, by children, who become the real key players and producers of data and information, thus enriching any eventual maps with their feelings and perceptions.

3.10-3.30 BREAK

Session 4 (3.30- 4.30 pm) Ireland and the Digital Environmental Humanities

3.30-3.50 pm: Mary Kelly (Kingston University London): Mapping correspondence on famine and famine relief in Ireland, 1845-1846

Despite the recent interest in geographies of the Irish famine, spatial analyses of relief efforts and relief policy continue to be a neglected topic. This paper uses GIS to map qualitative and quantitative information contained in the British Parliamentary Papers Relief Correspondence from November 1845 to August 1846 to investigate this topic. In doing so the paper explores the spatiality of destitution (as it was known) alongside an evolving relief policy and examines the relationship between unfolding knowledge about food scarcity in Ireland and the development of policy to deal with it.

3.50-4.10 pm: Rachel Murphy (University College Cork) Digital approaches to the study of landholding in Ireland

This presentation, which is based on ongoing doctoral research, will explain how geographical information systems are being used to analyse the nature of landholding on an Irish landed estate from the mid-nineteenth century to the early twentieth century. The presentation is based on a study of the Courtown Estate which, during the period under review, comprised some 23,000 acres of land across the counties of Wexford and Carlow in Ireland, and Cheshire in England. While it focuses on experiences relating to one particular project, it aims to draw out some themes that may be relevant to other digital projects, in particular on a practical level. The presentation commences with a brief overview of landholding in Ireland during this period, and the records that are available to the researcher. It goes on to describe how data from some of these sources has been digitised, and the tools and methodologies that have been employed. Following this, some preliminary research findings will be presented. The paper concludes with some general observations that have resulted from working on this project which, it is hoped, will contribute to further discussion relating to the emerging field of digital environmental humanities.

4.10-4.30 pm: Hannah Smyth (Trinity College Dublin) The Forgotten Majority: Mapping the Civilian Casualties of the 1916 Rising

The Irish rebellion of Easter Week 1916 lasted for six days during which, or as a direct result of the violence, 485 people lost their lives. Just over half of those killed were Dublin civilians, most of whom were accidentally caught in the crossfire. The majority of the casualties of the rebellion were interred

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at Glasnevin Cemetery who's fastidiously recorded burial registers have been the touchstone for the 1916 Rising Casualties Mapping Project which will form part of the Glasnevin 2016 commemorative programme. The object of this mapping project is to create a database of all the casualties and geo-references their place of death and their addresses at the time of the Rising, as well as incidental biographical information, to be represented in a geographical information system available to the public through the Glasnevin Trust website. This paper will outline the motivation for the mapping project, the methodological approach to the research, and the social impact it aims to achieve. The paper will demonstrate how creating this freely available historical tool can shift the commemorative focus to the forgotten majority in order to paint a truer picture of the events of Easter Week 1916; the history of Easter Week 1916 can only be enriched by the inclusion of the many, voiceless civilian casualties. It will be argued that Historical GIS is the ideal conduit for helping to generate new trajectories in the public understanding of the 1916 Rising and the people who experienced it and were affected by it. The world public knows the violent political conflicts of today through the faces of civilian victims across a multiplicity media platforms; making the story of Easter Week 1916 more accessible to the public, literally and emotionally, through a Historical GIS visualization may help to renew and re-focus public engagement with the most significant watershed in modern Irish history.

4.30-5.00 pm Discussion / Wrap Up