
Contents

Notes on Contributors	viii
Foreword: Perspectives on the Digital Humanities <i>Roberto A. Busa</i>	xvi
The Digital Humanities and Humanities Computing: An Introduction <i>Susan Schreibman, Ray Siemens, and John Unsworth</i>	xxiii
PART I History	
1 The History of Humanities Computing <i>Susan Hockey</i>	3
2 Computing for Archaeologists <i>Harrison Eiteljorg, II</i>	20
3 Art History <i>Michael Greenhalgh</i>	31
4 Classics and the Computer: An End of the History <i>Greg Crane</i>	46
5 Computing and the Historical Imagination <i>William G. Thomas, III</i>	56
6 Lexicography <i>Russon Wooldridge</i>	69
7 Linguistics Meets Exact Sciences <i>Jan Hajič</i>	79
8 Literary Studies <i>Thomas Rommel</i>	88

9	Music <i>Ichiro Fujinaga and Susan Forscher Weiss</i>	97
10	Multimedia <i>Geoffrey Rockwell and Andrew Mactavish</i>	108
11	Performing Arts <i>David Z. Saltz</i>	121
12	"Revolution? What Revolution?" Successes and Limits of Computing Technologies in Philosophy and Religion <i>Charles Ess</i>	132
 PART II Principles		
13	How the Computer Works <i>Andrea Laue</i>	145
14	Classification and its Structures <i>C. M. Sperberg-McQueen</i>	161
15	Databases <i>Stephen Ramsay</i>	177
16	Marking Texts of Many Dimensions <i>Jerome McGann</i>	198
17	Text Encoding <i>Allen H. Renear</i>	218
18	Electronic Texts: Audiences and Purposes <i>Perry Willett</i>	240
19	Modeling: A Study in Words and Meanings <i>Willard McCarty</i>	254
 PART III Applications		
20	Stylistic Analysis and Authorship Studies <i>Hugh Craig</i>	273
21	Preparation and Analysis of Linguistic Corpora <i>Nancy Ide</i>	289
22	Electronic Scholarly Editing <i>Martha Nell Smith</i>	306
23	Textual Analysis <i>John Burrows</i>	323
24	Thematic Research Collections <i>Carole L. Palmer</i>	348

25	Print Scholarship and Digital Resources <i>Claire Warwick</i>	366
26	Digital Media and the Analysis of Film <i>Robert Kolker</i>	383
27	Cognitive Stylistics and the Literary Imagination <i>Ian Lancashire</i>	397
28	Multivariant Narratives <i>Marie-Laure Ryan</i>	415
29	Speculative Computing: Aesthetic Provocations in Humanities Computing <i>Johanna Drucker (and Bethany Nowviskie)</i>	431
30	Robotic Poetics <i>William Winder</i>	448
 PART IV Production, Dissemination, Archiving		
31	Designing Sustainable Projects and Publications <i>Daniel V. Pitti</i>	471
32	Conversion of Primary Sources <i>Marilyn Deegan and Simon Tanner</i>	488
33	Text Tools <i>John Bradley</i>	505
34	“So the Colors Cover the Wires”: Interface, Aesthetics, and Usability <i>Matthew G. Kirschenbaum</i>	523
35	Intermediation and its Malcontents: Validating Professionalism in the Age of Raw Dissemination <i>Michael Jensen</i>	543
36	The Past, Present, and Future of Digital Libraries <i>Howard Besser</i>	557
37	Preservation <i>Abby Smith</i>	576
	Index	592