# **Data-Intensive Digital Humanities**

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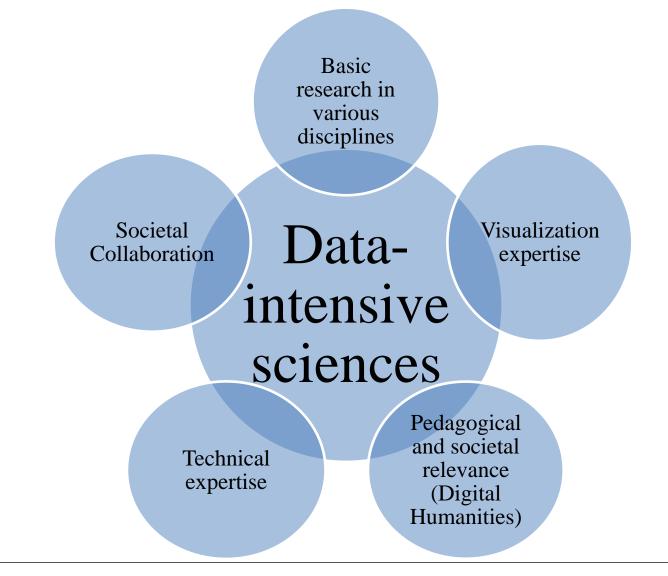


# What is digital humanities?

- The application and use of new computational tools and systems for research in humanities and social sciences
  - Sociology
  - Social psychology
  - Linguistics
  - Political science
  - Etc.
- We make use of new state-of-the-art computational methods and digital technologies for collecting, managing, analyzing and mining data



### Data-intensive digital humanities





# Basic research



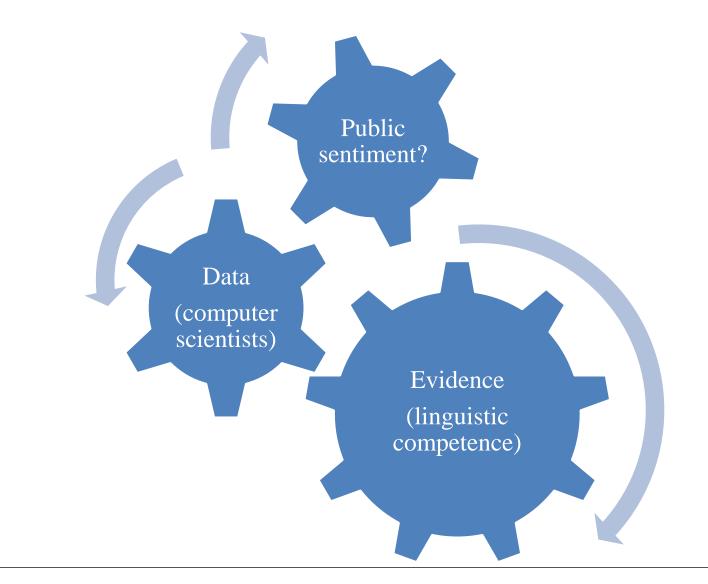
Big language data



- What if we could...
- Analyze for instance what people in Sweden talk about in public?
- Strict ethical guidelines: focus on macro-level patterns not individuals
- Exploring the relationship between language and thought

   public sentiment, consumer trends
- Text and data mining tools to analyze big and complex data sets







# Big language data



- The Nordic Twitter Stream initiative
- A robot to monitor geocoded Tweet stream in five Nordic countries
- Real-time window to the world
- User-generated content what do we talk about on a really big scale?
- A consortium of linguists and computer scientists
- NTS some statistics
  - Tweet Count (last Thu): 7,827,042
  - C. 75 million words
  - Tweets from 202,097 users
  - Metadata points: nearly half a billion
  - Adding daily



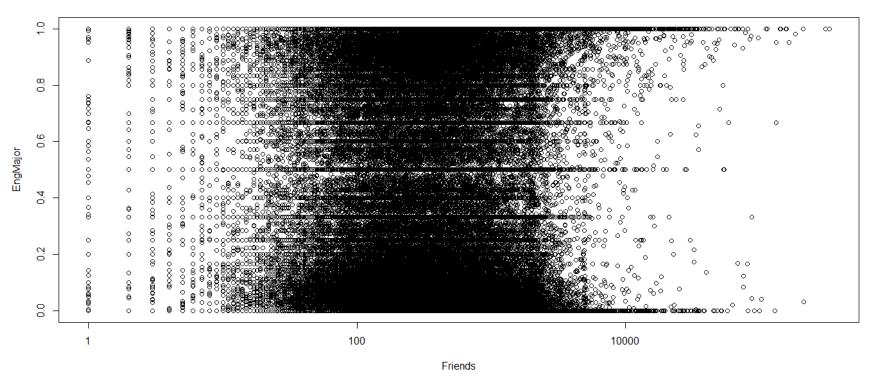
# Moving beyond public sentiment

- Making use of big and rich language data
- Who are those individuals who act as "bridges", who are the early adopters of an innovation?
  - Very early stages visualization expertise needed
  - A massive and rich dataset



#### Some findings

#### Scatterplot\_accounts





# Pedagogic and societal relevance



# DIGITAL HUMANITIES INITATIVE AT LNU https://lnu.se/en/digihum/

- Has so far built an impressive international and cross-sector network of about 100 partners
- LNU the first Swedish university, thereby making Sweden the second Nordic country, to have joined DARIAH-EU

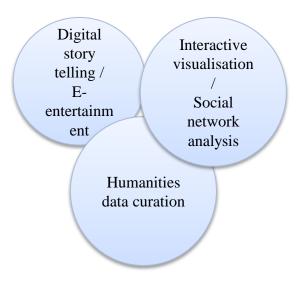




### Stage 1: 2016

technology social interactive social social social biogram bio

- Strategy creation
- Dissemination / networking
- A Master proposal submitted to FKH Education Board
- 8 pilot projects
- Two proposals funded





# ...Stage 1: Pilot project examples

- PEAR: Augmented Reality for Public Engagement (Växjö Kommun, Media Technology Department)
- Digital story telling (Smålands Musikarkiv, Det fria ordets hus, Media Technology Department)
- Data curation needs and use cases
  - Växjö Kommun, Cultural Sciences Department
  - LNU Library, Lund University Library, Cultural Sciences Department
- More at

https://mymoodle.lnu.se/mod/page/view.php?id=10194 19







## **Engaging companies**



- OnSpotStory, Stockholm: Erasmus+
  - GLAM collaboration



- Exploring collaboration with companies working with the GLAM sector
  - In IEC
  - Involved in LNU's current projects
    - Archeology
    - Marketing



# **Planning for the future**



#### • Long-term vision:

- Create a leading **education**, **development** and **research** regional centre
- **Co-creation** with public and private sector from the surrounding society
- Addressing future societal challenges by highly skilled professionals (whose education has been markedly practice-informed education) and joint, cross-sector innovation
- DARIAH-EU Nordic Hub collaboration on research and education
- **Strategic values** to be developed:
  - Uniting and consolidating the expertise we already have to create **new constellations** for collaboration leading to new knowledge and products (**expertise, education, research, public** and **commercial services** relevant for the region), resulting in **a return on investment**
  - A (re)-affirmation of the value of humanities in particular, and academic practices in general



#### **New projects**

- Developing attractive information landscapes for the mapping of cultural events using web technologies

   Nya Småland
- LNU as a unique iSchool

