DIGITAL SCHOLARSHIP RESOURCES

The OSU Library has worked to build capacity for digital scholarship, both through the creation of collaborative, technology-based work spaces and through professional development opportunities for faculty and staff.

The Edmon Low Creative Studios (ELCS) opened in August 2015 with a focus on making technology available to all OSU patrons. This is the one place on campus where media labs, 3D printers, and loanable technology are available to any OSU student, faculty, or staff member regardless of department or college affiliation. These studios make it possible for faculty to assign creative digital projects to their classes, knowing that students will be able to access the hardware, software, and expertise needed. The space includes Mac and Windows studios (three workstations each, with enhanced audio mixing capabilities), a recording and presentation space with a green screen, and a 3D printing studio. Faculty and students can also check out a range of equipment (from GoPros to telescopes) through the Tech2Go program at the ELCS.

The McCasland Foundation Data Visualization Studio is also located on the first floor of the Library and features a Microsoft Surface table linked to a wall-mounted touch screen. This is a new space for collaborative research among student and/or faculty groups, and it provides the software and hardware necessary to do comparative visualization of data. The Library’s new ELCS.

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DIGITAL SCHOLARSHIP TOOLKITS

Some very wise and experienced people (and groups thereof) have spent many hours compiling useful lists of open-access, freely available, and/or low-cost tools for digital scholarship. Reinventing the wheel in this case is unnecessary, but as aggregate lists of resources are often helpful, here are some examples of online toolkits:

DH Toychest: Digital Humanities Tools
http://dhresourcesforprojectbuilding.pbworks.com/w/page/69244519/Digital%20Humanities%20Tools
Curated by Alan Liu, one of the larger names in digital humanities, this particular set of resources is updated frequently, identifies high-impact and high-power tools, and points users to other tool lists. This site also contains a number of useful tutorials.

The Programming Historian
http://programminghistorian.org/lessons/
As with the previous site, this one has lovely tutorials, although at The Programming Historian they are in the form of very handy, pre-packaged lessons that translate seamlessly into classroom use. This all-volunteer effort has information on skills, technologies, and tools and is incredibly useful.

DataBasic
https://www.databasic.io/en/
This site offers three basic tools that allow students to quickly experiment with text and spreadsheet analysis.

DataBasic was created for classroom use, and the developers have included sample datasets so that users can easily get a sense of what a tool can do. There is a word counter/word cloud generator, WTFCsv (for quick spreadsheet overviews), and KDiff (for comparing two sets of text).

DIRT (Digital Research Tools)
http://dirtdirectory.org/
Coming out of Project Bambo, this is a very comprehensive site where you can sort the listed tools according to categories, tags, recent updates, or name.

Carolina Digital Humanities Initiative Tools
http://digitalhumanities.unc.edu/resources/tools/
This list was generated by the DH group at the University of North Carolina at Chapel Hill, and it contains links to everything, from more general DH platforms like Scalar and Omeka to tools for data building/cleaning, wireframing, collaboration, content management systems and web publishing, data visualization, creating timelines, mapping, and analyzing networks.

AREAS OF EXPERTISE

DATA MANAGEMENT
Data Management Plans, Data Storage, Metadata, Formats

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MAPPING AND VISUALIZATION

GIS, Digital Mapmaking, Story Mapping

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DATA ANALYSIS

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