Welcomes
UC Santa Cruz
welcome
Noah, Michael, Chaim, Robin, Jane, Irena, Kate, Mike, Eric, April, & Bryan
NEA
welcome
Joan & Bill
NEH
welcome
Brett & Jason
NSF welcome
Janet
Microsoft
welcome

Kent & Donald
Pamela welcome

Original NSF program officer
Workshop introduction & structure
Why are we here?

Conversation
Why are we here?

Good question
What unites all this work?

digital humanities
game creation
software & platform studies educational innovation
interactive entertainment
interactive installations
design augmentation
transmedia narrative
digital art
reimagining scholarly publishing
feature film production
art history & visual studies artificial intelligence
cultural probes
computer science
Why do connections seem to be forming?

- NSF/NEA “Re/Search” convening
- NSF/NEH “Digging Into Data” challenge
- Microsoft Kinect collaborations with universities and hackers
- MIT Press software/platform studies
- MacArthur Digital Media and Learning
- NEH forms Office of Digital Humanities
- NEA Media Arts includes games
- NSEAD & XSEAD initiatives
- much more!
Seeing computational processes as part of culture
We need each other to move forward
What will we do here?
What will we do here?

• Discuss five themes
• Develop white paper priorities
• Develop multi-institution project ideas
• Have a conversation with field builders
• Select, refine, and develop project plans
Theme I:
Lessons Learned
Lessons Learned

DUCK DUCK
YOU ARE MY LITTLE AFFECTION:
MY BEAUTIFUL APPETITE: MY EAGER
HUNGER. MY COVEIOUS LOVE LUSTS
FOR YOUR INFATUATION. MY YEARNING
ANXIOUSLY CLINGS TO YOUR FELLOW
FEELING.

YOURS EAGERLY
M. U. C.

We’ve had digital art since we’ve had digital computers
Lessons Learned

We’ve had digital interactive entertainment since we’ve had digital computers, and made media with computer systems for decades.
Lessons Learned

We have well-developed examples of humanities interpreting and contributing to the design of computational systems for decades.
Lessons Learned

• What lessons have we learned?
• What recommendations might we make, based on these lessons?
• What future projects should we do, based on these lessons, or to communicate these lessons?
Theme 2: Operationalization and Beyond
Or, how to get arts/humanities ideas into computational systems — and use systems to think about arts/humanities ideas
Operationalization and Beyond
Operationalization and Beyond

Models from other arts point to powerful possibilities for computational systems — building and interpreting those systems may change how we see their inspirations.
Operationalization and Beyond

• What are different ways that computational systems can embody/express arts and humanities ideas?

• How can building computational systems give us new ways to reflect on arts/humanities ideas?

• What are powerful approaches for interpreting the ideas computational systems express?
Theme 3:
Guiding and Evaluating
Computer science has tools for evaluating things like efficiency. How do we guide and evaluate work as meaningful media?
Guiding and Evaluating

Drawing on software studies, I’ve tried to use close reading
Guiding and Evaluating

- What methods are we using (officially and unofficially) for guiding and evaluating?
- What new ones should we be trying?
- How can we evaluate our new strategies? Do they help make more compelling work?
- How can we change the field to make successful strategies more widespread?
Theme 4: Media Technology Innovation
The arts and humanities suggest things current media technology can’t reach. What are strategies for inventing this next-generation media?
Media Technology Innovation
Media Technology Innovation

• What role do arts/humanities inspirations play in different technology development approaches and contexts?

• How can we form and support teams to accomplish this work?

• How can media technology move forward — incrementally and radically?
Theme 5:
Field Building Models
How can we build projects that will transform the field?

Especially when things are built for the projects we have now?
Presentations of three projects that are models of potential transformation
How we will use time
How we will use time

• Framing session for each theme — presenting, interrupting, discussing

• Breakout groups for first four themes:
  • Recommendations to specific constituencies for moving this work forward, related to current theme
  • Potentially transformative projects, related to theme, bigger than what one lab or institution might do on their own
How we will use time

• Sharing 2-3 developed project ideas after each breakout group

• Mixing together in different groups: on shuttles, at receptions, during meals — this is time to talk about potential collaboration

• Discussion with field builders

• Full group project focusing

• Small group project development
What kinds of projects?
Projects I couldn’t imagine on my own!

But here are some examples anyway.
Next-generation transmedia narrative

• Retain mystery, spectacle, real-world integration & social interaction of ARGs

• Add meaningful choices and individualized narrative progression — CS research toward new arts tools based on humanities interpretation of genre structures

• Dynamically matchmake each person with others who should be part of their story?
Interdisciplinary computational thinking

• Retain tools with powerful encapsulation of computational thinking approaches

• Add focus on expressing student ideas about the world, requires art/design critique and new tool possibilities

• Add historical context and critical interpretation of what processes express — student ones and those found in society
Software scholar’s workbench

• Retain careful interpretation of computational systems and platforms

• Add the ability to snapshot, share, and cite system states. Tools for extracting system resources, exploring source repositories, citing files/lines, decompilation, visualizing activity, tracking shared dependencies, etc

• Prototype “self-interpreting” critical editions of operating software?
Now for theme I