

Digital Humanities and Heritage in Library Science

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ABSTRACT

Digital heritage is the use of digital media in the service of understanding and preserving cultural or natural heritage. The Charter on the Preservation of Digital Heritage of UNESCO defines digital heritage as embracing "cultural, educational, scientific and administrative resources, as well as technical, legal, medical and other kinds of information created digitally, or converted into digital form from existing analogue resources". The digitization of both cultural heritage and Natural heritage serves to enable the permanent access of current and future generations to culturally important objects ranging from literature and paintings to flora, fauna, or habitats. It is also used in the preservation and access of objects with enduring or significant historical, scientific, or cultural value including buildings, archeological sites, and natural phenomena. The main idea is the transformation of a material object into a virtual copy. It should not be confused with digital humanities, which uses digitizing technology to specifically help with research. There have been several debates concerning the efficiency of the process of digitizing heritage. Some of the drawbacks refer to the deterioration and technological obsolescence due to the lack of funding for archival materials and underdeveloped policies that would regulate such a process. Another main social debate has taken place around the restricted accessibility due to the digital divide that exists around the world. Nevertheless, new technologies enable easy, instant and cross boarder access to the digitized work. Many of these technologies include spatial and surveying technology to gain aerial or 3D images. Digital heritage is also used to monitor cultural heritage sites over years to help with preservation, maintenance, and sustainable tourism. It aims to observe any changes, diseases, or deterioration that may occur on objects.

KEYWORDS: Digital Humanities, Heritage, Library Science, Technology.

INTRODUCTION

Digital Heritage that is not born-digital can be divided into two separate groups: Digital Cultural Heritage and Digital Natural Heritage. Digital Cultural Heritage is the maintenance or preservation of cultural objects through digitization. These are objects, in some cases entire cities, that are considered of cultural importance. These objects are sometimes able to be digitized or physically represented in minute detail. Digital Cultural Heritage also includes intangible heritage. These are things such as "oral traditions, customs, value systems, skills, traditional dances, diets,

performances" and other unique features of a culture. Intangible heritage is particularly vulnerable to destruction due to urbanization.

"The digital humanity, also known as humanities computing, is a field of study, research, teaching, and invention concerned with the intersection of computing and the disciplines of the humanities. It is methodological by nature and interdisciplinary in scope.

Digital heritage is made up of computer-based materials of enduring value that should be kept for future generations. Digital heritage emanates from different communities, industries, sectors and regions.

BENEFITSOFDIGITALHUMANITIES

Quicker access to information through digital access - This means more people can review, see and learn from the project. You are also able to more easily search through the data, combine different data sources, hyperlink to relevant background materials, and more.

It's a versatile subject that sets you up for various career paths: A degree in Digital Humanities can lead to a wide range of careers; you could find work as a technical writer or data journalist, or work as a digital curator for a public library. The range of options can lead to an interesting and varied career. Digital humanities via the digitization of the global cultural heritage reshape the way art and knowledge is provided to the new generations, by creating new economies and new societies.

Examples of Digital Humanities methods, processes, and activities

- Recording source materials into a database, usually from an archive.
- Digitizing and preserving archives.
- Conducting interviews and ethnographic studies, usually coded for thematic and discourse analysis. In the Digital Humanities, methods like data analysis, data capture, and data structuring allow digital humanists to find patterns, search across large bodies of text, and engage in forms of scholarship that were not previously possible.

The phrase "digital humanities" refers to a range of new media applications that converge at the intersection of technology and humanities scholarship. It is an evolving notion and conveys the role of information technologies in humanities scholarship. Digital Humanities/History Projects. These DH projects were developed by scholars, students, archives, libraries, and information technologists in collaboration to provide electronic access to valuable primary sources and data for research. American Memory Digital Collections.

What can you do with a degree in Digital Humanities?

- Defining Digital Humanities.
- What jobs could I get with this degree?
- Digital Humanities Specialist:
- Web Designer:

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- Digital Communications:
- User Experience (UX) Designer:
- Archives Librarian:
- Use digital humanities to get your dream job.

The digital humanities is a rapidly growing field that blends life-long learning with the development of 21st century technological skills required for the global job market.

What distinguishes the “digital humanities” from regular humanities? According to the University of Oxford, “By digital humanities, we mean research that uses information technology as a central part of its methodology, for creating and/or processing data.

History. Digital humanities descends from the field of humanities computing, whose origins reach back to 1940s and 50s, in the pioneering work of Jesuit scholar Roberto Busa, which began in 1946, and of English professor Josephine Miles, beginning in the early 1950s.

The Digital Humanities and Digital Knowledge second cycle degree is a multi-disciplinary programme designed with the intention to promote knowledge integration and valorize advanced transversal competencies.

Getting Started in Digital Humanities

1. Determine what goals or questions motivate you. ...
2. Get acquainted with digital humanities. ...
3. Participate in the digital humanities community. ...
4. Stay informed. ...
5. Explore examples for inspiration and models. ...
6. Pursue training. ...
7. Learn standards and best practices. ...
8. Find collaborators.

WHAT IS DIGITAL HUMANITIES AND WHAT'S IT DOING IN THE LIBRARY?

DH projects involve archival collections, copyright/fair use questions, information organization, emerging technologies and progressive ideas about the role of text(s) in society, all potential areas of expertise within the field of librarianship.

IS DIGITAL HUMANITIES A SOCIAL SCIENCE?

Digital humanities and social sciences is a dynamic field of study that integrates the traditional liberal arts—anthropology, art, communication, English, history, literature, linguistics, museum studies, philosophy, and political science—with advanced digital skills found in computing, information sciences, game ...

TECHNOLOGIES USED IN DIGITAL HERITAGE

A 3D model of London, captured by aerial imagery in 2019.

The digitization of cultural heritage is attained through several means. Some of the main technology used is spatial and surveying technology.

- Space archaeological technology - Observations from space satellites are non-intrusive and can be integrated with other technologies on the ground. It is used to photograph vast areas of earth and help with research. Remnants of ancient civilizations or other human objects are also able to be spotted via satellite imaging.
- Unmanned aerial vehicles - UAV, such as drones, are commonly used in digitization of cultural heritage objects. The Great Wall of China is one such site that has been digitized and analyzed through unmanned aerial vehicle investigation. The resulting images, 3-D scans, maps, and other data are used to evaluate and maintain the Great Wall.
- Laser Scanning - Laser scanning is used to scan an area and recreate spatially accurate depictions, such as a 3D model.
- Virtual and Augmented Reality - VR is used primarily for education but does have uses for reconstruction and research. It is used to provide users with an immersive experience, as though they are actually at the site.
- Geographic Information systems - GIS are used primarily to study objects and sites over time. It is also important in studying the socioeconomic status of the past.
- 3D Modeling - 3D modeling has become more widely used due to an increase in technology that works specifically with heritage sites. It is often used in tandem with GIS to reconstruct objects for restoration, documentation, preservation, and educational purposes. Data is collected using satellite or other aerial imaging and ground-based imaging. There is some concern about the accuracy and authenticity of these types of digital reconstructions and their effects on the sites themselves.

A major barrier to digital heritage is the amount of resources it takes to undertake such projects, such as money, time, and technology. Money and the lack of qualified personnel are two that are considered the most obstructive. This is especially an issue in less developed areas or within underfunded groups such as minorities.

CONCLUSION

Digital heritage studies examine how people use the Internet to engage with elements of the past and attribute social and cultural meanings to them in the present. They also look into how concepts of history can change depending on the groups of people that engage with the objects or historical concepts. Digital heritage studies have also lead to investigations on heritage as experiences

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