Real-world digital curation: Maine MILL, UNH Dimond Library, & UNH Art & Art History
Meetings with clients Oct. 8th, Oct. 17th/22nd, 31st
Projects due Nov. 5th for review, final presentations/submissions to client Nov. 12th

"I see a curator as a catalyst, generator and motivator - a sparring partner, accompanying the artist while they build a show, and a bridge builder, creating a bridge to the public."
-Hans-Ulrich Obrist

Purpose
Now that we have developed a greater understanding of Digital Humanities and the materials, processes, and presentation involved in a DH project, we are ready to put these into practice. In unit 3 you will be "creating a bridge to the public," working with Maine MILL, UNH Dimond Library, or UNH Art & Art History Department. This team project, either a collection of media for a digital memorial, a historical timeline of UNH, or a curated art collection, will be included on (or eventually a part of) the client websites (or published on JSTOR). You will see DH in action, from gathering digital materials, to project planning, process, and presentation. You will also be a part of building and sharing history and art with a broader community, seeing first-hand the role that DH plays in disseminating voices and working within communities. You will be developing vital teamwork skills throughout this unit, but the project also includes a final individual reflection on your team and individual contributions.

Method
We will be looking at the current Maine MILL site in class, examples of digital memorials, as well as some timelines and JSTOR collections. You will apply your knowledge of databases, metadata, digitization, data modeling, digital heritage, and presentation to these projects.

You will meet with your clients on several occasions (and via email):

October 8th (everyone): Pre-planning and instructions. This meeting is about listening to the client's needs and asking clarifying questions. You may also introduce your plans and how you will organize your team, and address/ask questions about what materials you need to collect and how to collect and digitize them.

October 17th and/or 22nd: This meeting(s) is to collect materials, go over your process, update plans, and report progress to and ask questions of the client. For the art department and Dimond library, you will be on site collecting materials and processing them. You may add meeting dates or emails if teams need further clarification or feedback.

October 31st: Potential check-in date for last minute questions, etc. and to check cataloguing. (via email for Maine MILL).

November 12th: This is your final presentation and submission of the project to the client (after it has been submitted for review and revised).

We will choose teams early and they will be as evenly split as possible. Details will be provided in Canvas discussion forums for each team. Here is a rough outline for each team:

Maine MILL digital memorial materials collection:
This team will be researching, collecting, summarizing, and categorizing materials for the Maine MILL digital memorial for the Lewiston, Maine shooting. This collection was started by the Spring 2024 DH course, so you will be adding reputable news media—print and video, to the collection. This is a sensitive topic and you will be reading the news stories and collecting articles, images, and videos from the event. You also want to take care in working with the clients—your will be working with Rachel Ferrante, executive director of the Maine MILL Museum and Anna Faherty, a specialist in archives management from the University of Southern Maine. This is significant historical work, as you will see from other digital memorials.

UNH Art & Art History Department permanent collection cataloguing in JSTOR:
For this project, you will work directly with Otto Luna and interns in the Department of Art and Art History to digitize and catalogue Japanese prints in the UNH Gallery of Art's permanent collection. This includes a peek at the history and process that went into creating these works of art and a behind-the-scenes look at the permanent collection storage. Through the process you will learn about cameras and methods for handling and digitizing original artwork, post-processing photo editing, and digitally cataloguing and curating through JSTOR. This collection will be published (by you) at the end of the project.

University Archives History of UNH Timeline: This team will be working with Archivist Kai Uchida in Dimond Library's University Archives to compose a historical timeline of UNH using Knightlab's Timeline. This will include visits to Special Collections and University Archives on the first floor of the library to choose historical media, images and documents, and an "Archives 101 crash course" to search the databases, publications, and digital and physical collections for records and items that relate to your chosen events. You will also be conducting hands-on archival research. You will then build a Timeline as a team highlighting your events that will be published (by you) at the end of the project.

The projects will be submitted to me on **November 5th** for review. I will get back to you with comments, which you will then use to revise before the **final meeting with your client on November 12th to celebrate your projects!** Reflections are also due on the 12th.

Audience
Your clients are your main priority. All communication and work will be professional and polished. Your audience includes the communities of Lewiston/Auburn, Maine, UNH, visitors to the UNH and JSTOR websites, researchers, the writers and artists you are curating, and a potential global audience.

Length & Format
This is an ongoing project. You will be working in teams in class but may need to meet/communicate outside of class as well. Teams will be working toward unique goals, but

team members should be doing an equal amount of work (I will try to divide teams as fairly as possible). Teams may divide work on number of artifacts/works of art or based on team member strengths, but these choices must be justified in your planning meeting(s) and final reflections.

Individual reflections: This is a 2-3 page self-analysis of your team's project, how it went at all stages of the process from materials to presentation, as well as your individual contributions to the project, including any obstacles or issues that you want me to be aware of. Your reflection should also address specific DH terms, concepts, chapters or sections in the textbook relevant to your team's project and individual learning. Submitted by each member of the team individually by **Nov. 12ᵗʰ**.

This assignment, including the reflection, is worth **20%** of your final grade. Grades may differ between members of the same team, depending on group dynamics, workload, and reflections.

This unit and project will be graded on the following:

- group dynamics, distribution of workload, execution, and use of group time in class,
- professionalism with and response to the client and their needs,
- response to and execution of client, peer, and instructor revision feedback,
- final outcome of the projects: organization, design, usability, meeting client's needs,
- student learning assessed through the reflections, including referencing course readings.