

# The Importance of Reflection: A Call for *Slow* Digital Humanities

<http://bit.ly/cb-df19>

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Thanks for this thread @setsukoyokoyama! I'd love to see a reading list on #slowdh, are there any? I'm especially taken by how much emphasis at #ach2019 there is on prioritizing process over results, pedagogy before and beyond the dream of worldchanging research or tools.



**Setsuko Yokoyama** @setsukoyokoyama · Jul 27

In light of proactively practicing #slowDH in the best of my abilities, here are \*some\* of the remarks and moments that got me thinking--with heart--at #ACH2019 🍷

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**Alex Wermer-Colan** @AlexWermerColan · Jul 27



Replying to @AlexWermerColan

A contradiction I'm trying to tease out: #slowdh seems the right way to resist social/professional pressures to rush and finish before we fail. But how best do we preserve space for the nimble tents strategy, minimal and collaborative, yet ready to quickly respond to emergencies?



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So what is #SlowDH?

# Deliberate Choices About Our Values

Similar to other “slow” movements, like slow food, fashion, etc.

- Treating our sources (and data) ethically
- Spending time with our materials
- Keeping sustainability in mind
- Practitioner focused

Why should we slow down our digital humanities?

“[S]low-paced play is not because slowness is equivalent to meaningfulness, but rather because the process of making meaning through reflection does take time at a human pace...slowness is one the affordances of reflective experiences” (Fullerton, 2019)

“I wanted to live deep and suck out  
all the marrow of life.” - Thoreau

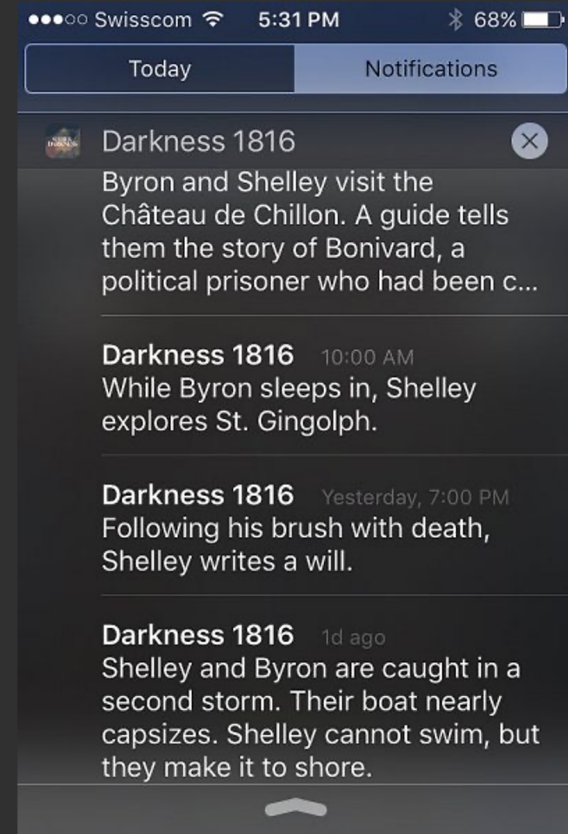
How can we encourage slowness in our users?

Time

# Summer of Darkness

<https://summerofdarkness.com/>

“Conceived to celebrate the 200th anniversary of The Year Without Summer, this iPhone/iPad app tells the story of the famous summer Lord Byron, Percy Shelley, Mary Shelley, and their companions spent in Switzerland — the summer the world was supposed to end.”



Anindita Basu Sempere and Andrew  
Sempere  
Digital Scenography

# transit and place

<https://anchor.fm/transit>

“The students involved wanted to linger on spaces, materials, and histories quickly passed through on Providence’s public transportation: the Kennedy Plaza bus hub, the history of the RIPTA organization, the “Poetry in Motion” public art initiative aimed at passengers.”  
(McGrath, 2019)



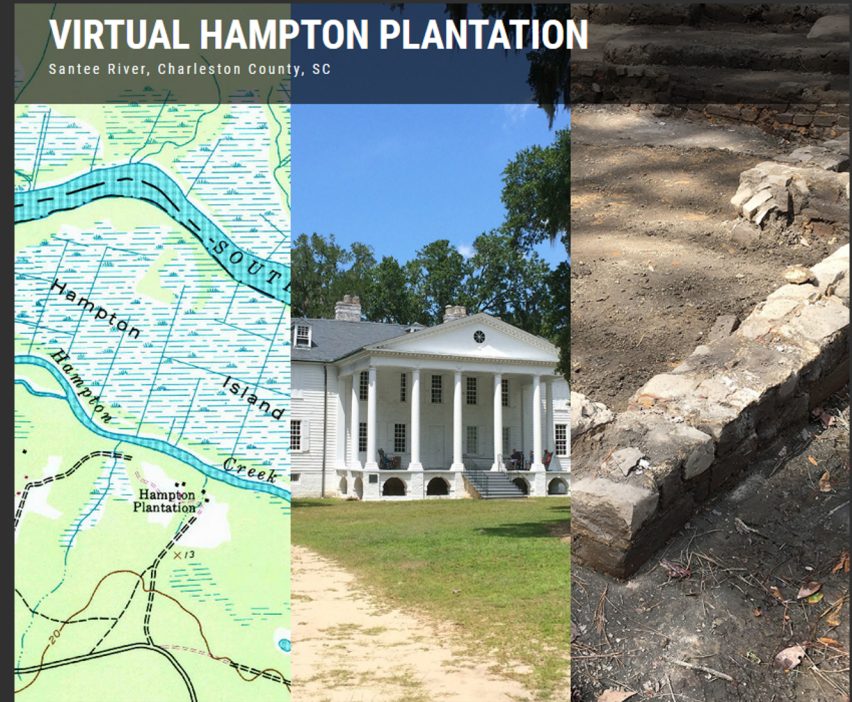
Chandra Dickey, Nina Goetzen, Aly Myers,  
and Meera White  
Brown University

Space

# Virtual Hampton

<http://virtualhampton.org/>

“The second phase of the project has built on this prototype and focuses on the development of the spatial narrative elements that present the intertwined stories of the people who lived and worked at Hampton Plantation and the natural and cultural landscape they inhabited.”



Susan J. Bergeron and Alli Crandell  
Coastal Carolina University/Athenaeum  
Press

Interaction

# Walden, a game

<https://www.waldengame.com/>

“[It] is an exploratory narrative and open world simulation of the life of American philosopher Henry David Thoreau...The game follows the loose narrative of Thoreau’s first year in the woods, with each season holding its own challenges for survival and possibilities for inspiration.



Tracy Fullerton  
Game Innovation Lab  
University of Southern California

Combinations of all three (and more?)

Can this help create a sense of immersion in our projects?

# What else does slowness add?

- More time spent with the projects
- More meaningful relationships with the topic(s)
- Makes projects potentially accessible outside of the academy
  - Shouldn't all digital humanities also be digital public humanities?

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