Dr. Amanda Wyatt Visconti
Curriculum Vitae

Portfolio: AmandaVisconti.com
Research Blog: LitteratureGeek.com
DH Code: Github.com/AmandaVisconti
Social Media: @LiteratureGeek
Email: Visconti@Virginia.edu

EDUCATION

Literature Ph.D.
University of Maryland, Department of English (*September 2010-May 2015*)
Digital Dissertation: *Infinite Ulysses*

Information M.S. (*Specialization: Digital Humanities Human-Computer Interaction*)
University of Michigan, School of Information (*September 2008-April 2010*)

SCHOLARLY EMPLOYMENT

Managing Director; Scholars' Lab, University of Virginia Library (*2017-current*)
Innovative leadership, both visionary and practical, of an internationally recognized digital and experimental humanities research center.
- Expanding our wide scholarly collaboration network and deep research portfolio
- Leadership of digital humanities projects, practitioners, and infrastructure
- Developing the next generation of DH practitioners (~65 named student roles/year)

"[Visconti] brings a high level of qualities seldom found in one person: intellectual commitments and depth, knowledge, and training in humanities; versatile and robust technical skills and experience collaborating on advanced digital research; immersion in the library world of information, teaching, service, and research; gifts in creative community building, especially through social media; imagination, integrity, and effective management." —Academic Director Alison Booth

Tenure-track assistant professor & digital humanities specialist librarian; Purdue University, Libraries and Information Science Department (*2015-2017*)
Envisioning, prototyping, and analysis of digital humanities scholarly learning interfaces and their user communities
- Led an R1, Big Ten university in its first cross-campus digital humanities initiative

SCHOLARLY RECOGNITIONS (highlights)

Invited leadership & keynotes
- *Invited research review* for an Ivy university faculty tenure case *(2023)*
- *External review* of R1 DH research center for Vice Provost for Research *(2020)*
- *Keynotes:* Washington & Lee University; Vanderbilt University
- *Invited leader & speaker for pan-university inaugural digital scholarship institutes:* University of Wisconsin Green Bay; University of North Carolina Wilmington

Invited scholarly speaking
- University of Chicago "Library Futures" Series (2023)
- UCLA; Brown University; MIT Media Lab; Digital Library Federation eResearch Network; Northeastern University; CUNY; Folger Shakespeare Institute; NYU; UMD; Universities of Iowa, Nebraska, Victoria
- English Departments: NYU (2021; 2015); UMD (2023; 2015; 2011); University of Iowa (2016)

Scholarly organization leadership
Appointed:
- Officer for the North American DH scholarly organization (Association for Computers and the Humanities; Executive Council Secretary, *2022-current*)
- Modern Language Association Committee on Information Technology (*2017-2020*)
- Faculty Mentor for inaugural Mellon Digital Ethnic Futures Consortium (*2021-2022*)
- Humanities Commons Technical Advisory Board contributor *(2021-current)*

Elected:
- Association for Computers and the Humanities (ACH) Executive Council Representative (*2016-2020*) and Nominations Committee Chair (2018-2019)

WRITTEN & SPOKEN PUBLICATION (highlights)

Active mid-stage scholarly publishing
- *Literature Geek* **digital essay collection**
  - My ongoing research blog collects scholarly essays, research reading notes, peer-reviewed articles and tutorials, and other digital humanities written publications.
  - Over 120 written pieces, spanning feminist textual scholarship, digital humanities human-computer interaction, Joycean theory, and more.
  - 19 of my scholarly blog posts have been highlighted by the *Digital Humanities Now* aggregator of quality DH blogging; my scholarship has also been highlighted 13 times by *DH+Lib*, a scholarly platform amplifying work at the intersection of digital humanities and libraries.

Selected conference speaking (thematic examples)
- "Inviting everyone: A spectrum of meaningful scholarship between academic rhetoric and tagging"; **Modern Language Association 2019** annual conference
  - Accepted panel member for the MLA Committee on Scholarly Editions and Association for Computers and the Humanities panel on "Porous Editions"
- "Less intent, more impact: Transforming public DH projects toward access, care, and inclusion"; **Digital Humanities 2017** long paper
- "Hack, Yack, Stack: Access, Culture, and DH Infrastructure"; **Digital Humanities 2017** panel co-authored with Laura Braunstein and Thomas Padilla
- "Bring a text, leave with a minimal digital edition"; **Society for Textual Scholarship 2017** workshop co-leader with Alex Gil
- "Minimal Editions"; **Society for Textual Scholarship 2017** panelist
- Folger Shakespeare Institute-sponsored "Digital Agendas" panel; invited panelist, **Renaissance Society of America 2016**
- "Digital dissertations in an increasingly welcoming landscape"; invited speaker, **Coalition for Networked Information 2015**

Peer-reviewed writing
Solo
- "Experimenting in community: speculative approaches toward just & joyful research centers". *Journal of Electronic Publishing* article for special issue "On Gathering: Exploring Collective and Embodied Modes of Scholarly Communication and Publishing". (*Forthcoming Fall 2024*)
- "Database & makerspace: a recipe amplifying a more varied basket of (b)reads: Half-baked prototypes toward an inclusively non-book-centric special reference collection". Invited *dh+lib* article for special issue "Making Research Tactile: Critical Making and Data Physicalization in Digital Humanities". (*Forthcoming March 2024*)
- "Building a static website with Jekyll and GitHub Pages". *The Programming Historian* (*2016*), ed. Jessica Parr.
- "Infinite Ulysses". *Studies in the Novel* "Digital Humanities & the Novel" online special section, ed. Kathryn Huie Harrison. (*December 2016*)
- "Grangerizing". *Archbook: Architectures of the Book Online Encyclopedia* (*July 18, 2013*)
  - Essay on historical book arts phenomenon with rich bibliography.
Collaborative
- "Running a Collaborative Research Website and Blog with Jekyll and GitHub", with Brandon Walsh and the Scholars' Lab Community. *The Programming Historian* (*2020*), ed. Fred Gibbs.

- "'[Making the Digital Humanities More Open': Modeling Digital Humanities for a Wider Audience](#)". With research team; team-authored, peer-reviewed poster and abstract. *Journal of Digital Humanities Vol. 3, No. 1 Spring 2014*.
    - ○
- With various groupings of the UMD Alternate Reality Game research team's scholars: Bonsignore et al. "[Playing for real: designing alternate reality games for teenagers in learning contexts](#)". *Proceedings of the 12th International Conference on Interaction Design and Children* (237-246)

    ---. "Story Shards: Assemblage of Curiosities from the Arcane Gallery of Gadgetry". *Proceedings GLS 9.0 Games+Learning+Society Conference*, 2013 (577)

    ---. "Designing Reusable Alternate Reality Games". *Online Tech Report*, Human-Computer Interaction Lab, 2012

    ---. "Alternate Reality Games: Platforms for Collaborative Learning". *Proceedings of the Tenth International Conference of the Learning Sciences* (International Society of the Learning Sciences), 2012

    ---. "Game design for promoting counterfactual thinking". *CHI '12 Proceedings of the SIGCHI Conference on Human Factors in Computing Systems*, 2012 (2079-2082)

    ---. "The Design of an Alternate Reality Game: The Arcane Gallery of Gadgetry (AGOG)". *Human-Computer Interaction Lab 2011 Annual Symposium*, 2011

Invited guest blog posts

- "[How the Digital Humanities are using Slack to support and build a geographically dispersed intellectual community](#)". London School of Economics *Impact* blog (*July 2016*)
- "[Add The Programming Historian to Your Library's Catalogue](#)". *The Programming Historian* peer-reviewed DH publication (*June 2016*)
- "[Better tech via annotation: using Hypothesis to improve your technical documentation, code, and tutorials](#)". *Hypothes.is* blog (*March 2016*)
- "[What if we build a digital edition and everyone shows up?: *Infinite Ulysses*, Klein, and exploring complex modernisms together through participatory editions](#)". *Editing Modernism in Canada* site (*October 2013*)
- "[Pulling Stories into Visual Design](#)". *MediaCommons* (*May 2012*)

DIGITAL HUMANITIES PROJECTS (highlights)

[Digital Humanities Slack](#)
Created and manage a dynamic online community of over 3,000 digital humanists (2015-current).

Infinite Ulysses ([InfiniteUlysses.com](#) and [Dr.AmandaVisconti.com](#))
I successfully completed the first fully digital humanities dissertation: using all DH methods, an English dissertation formally evaluated solely on its DH methods and outputs, without a proto-monograph. [Dr.AmandaVisconti.com](#) collects the scholarly design, coding, blogging, user testing, statistical analysis, and a whitepaper written in the project's final month, all around the participatory digital edition I designed and built myself: [InfiniteUlysses.com](#).

- University of Maryland's 2015 Distinguished Dissertation Award for Arts & Humanities winner
- [InfiniteUlysses.com](#) drew over 13k unique visitors from the Americas, Europe, and Asia in its first month, and 24k unique visitors in its first year
- Cited in *The New York Times Sunday Book Review* (*July 17, 2016*)
- Cited by Hans Walter Gabler (lead scholarly editor of *Ulysses*) at the 2016 annual International Joyce Symposium in London, as an example of the future of Joyce Studies

- Documented the entire DH dissertation process in real-time, effectively creating a guidebook to help faculty advisors and graduate scholars coming after me to navigate the institutional challenges of forging new ground

"Shuffle, Fragment, Sort, Hack this Bibliography"
A digital project allowing interaction with my "Book Hacking: Rewiring, reconsidering, and rebelling against the conventions of the traditional print codex" annotated bibliography, which surveys critical work on artists' books, William Blake's recreation of the codex, and digital editions as electronically exploded meta-books.

Frankenstein Manuscript Transcription and Digital Encoding
With the Maryland Institute for Technology in the Humanities (MITH), I transcribed and digitally encoded portions of the original 1816 hand-written manuscripts of _Frankenstein_ into TEI markup language via Oxygen and GitHub for scholarly preservation and large-scale textual analysis; contributions were part of an ongoing project with The Shelley-Godwin Archive.

View DHQ
Winner of an inaugural Association for Computing in the Humanities Microgrant, the _View DHQ_ project used Gephi to visualize the online DH journal _Digital Humanities Quarterly_'s citation networks with an eye toward identifying key digital humanities texts (_March-July 2012_).

"Songs of Innocence and of Experience:" Amateur Users and Digital Texts
A user and usability research study and humanities scholarly analysis of small design changes to open scholarly digital editions to public audiences. Downloaded by others over 4,000 times from the University of Michigan institutional repository since deposited.

Digital Dos Passos
A digital engagement with the media of Dos Passos' U.S.A. trilogy, using the Omeka CMS with a customized non-linear entry into the collection's items (_September 2010-June 2011_).

Ulysses Usurped: Very Serious Experiments in Rewriting Joyce's _Ulysses_
Short literary experiments intervening in the "Telemachus" episode of James Joyce's _Ulysses_.

"O rocks! Tell it to us in plain images"
Led a THATCamp session on structuring and visualizing character interaction data from James Joyce's _Ulysses_, resulting in a Gephi visualization of character interactions in the "Wandering Rocks" episode.

Alternate Reality Games in the Service of Education and Design
Collaborative, National Science Foundation-funded research team exploring alternate reality games for design and learning scholarship, including through creation of an online platform and two-week game pilot with students. By incorporating counterfactuals and re-imagining the past, AGOG is designed to lead players into a newly enfranchised relationship with history, teach them STEM and information literacy skills, and help them discover the secret stories outside most history books.

Scholarly open-access coding
- https://github.com/amandavisconti/ham4corpus
  - Data scraping, cleaning, analysis of _Hamilton: The Musical_ lyrics, used in the creation of Shirley Wu's "An Interactive Visualization of Every Line in Hamilton" in _The Pudding_
- https://github.com/amandavisconti/ulysses
  - Work toward a reliable OA digital text of James Joyce's novel _Ulysses_, based on fixes to Patrick Belk and Matthew Kochis' _Modernist Versions Project_ transcription (e.g. error corrections, HTML/CSS typographical highlights).

- https://github.com/Gorcenski/whentheycamedown
  - Contributions to website data and tutorial for scholars participating in Emily Gorcenski's crowdsourced documentation of racist statue removals
- chnm / serendipomatic:
  - Development team member for NEH-funded "serendipity engine" that takes in your chosen text, extracts key terms, delivers similar results from the vast online collections of the Digital Public Library of America, Europeana, and Flickr Commons.
- amandavisconti / ScholarlyEditingScripts:
  - Scripts to help scholars and readers work with textual transcriptions and other digital files.
- amandavisconti / SGAPedagogyPage and amandavisconti / markup-pedagogy:
  - Digital teaching for TEI and scholarly digital editing with *The Shelley-Godwin Archive*.

Collaborative projects at the Maryland Institute for Technology in the Humanities (MITH):
I collaborated on the following DH projects, giving graduate research assistance through roles such as an IMLS Model DH Intern and MITH's first webmaster. The depth of my work varied, ranging from light (e.g. web development to keep a project's scholarly digital forum spam-free) through intense (e.g. web design and documentation for the Mellon-funded BitCurator digital preservation project).

- *The Deena Larsen Archive*
- *The Bill Bly Archive*
- THATCamp Games
- THATCamp #TransformDH 2015
- *Foreign Literatures in America*
- *BitCurator*
- *The Shelley-Godwin Archive*
- *Editing Modernism in Canada*
- *Modernist Versions Project*
- NEH Advanced Institute on Topic Modeling
- *Text-Image Linking Environment*
- *Angles*
- *Black Gotham Archive*
- *BrailleSC* & *Making Digital Humanities More Open*
- *Digital Mishnah*
- *MONK* (*Metadata Offer New Knowledge*)
- *Review, Revise, Requery: New Methods for Studying Ekphrasis*
- *Romantic Circles*
- *Theatre Finder*
- *Visual Accent and Dialect Archive*
- Inaugural *Digital Humanities Winter Institute* (DHWI, later HILT)
- *Shared Horizons*
- *Personal Digital Archiving 201*

INTERVIEWS & CITATIONS

- *Putting the Humanities PhD to Work: Thriving in and beyond the Classroom.* Katina Rogers: Duke UP, 2020.
  - Discusses and quotes my scholarship on multiple pages
- "The equivalence of books: Monographs, prestige, and the rise of edge cases". James O'Sullivan in *Convergence: The International Journal of Research into New Media Technologies*, Vol 24, Issue 5, (*2018*).
  - This peer-reviewed journal article by James O'Sullivan looks at scholarly "edge cases" that retain the prestige of academic books, but move beyond the monograph form in interesting ways. My *Infinite Ulysses* is one of the cases explored, and this study includes my written answers to O'Sullivan's research case study interview.
- "The Digital Humanities as Public Humanities". *Inside Higher Ed* citation
- "Digital Dissertations in an Increasingly Welcoming Landscape". *EDUCAUSE* audio interview
- *The newly composed PhD: Writing across careers* podcast. University of Iowa HistoryCorps
- "Can't Get Through 'Ulysses'? Digital Help Is on the Way". *The New York Times* Sunday Book Review (in *print: July 17, 2016*). *Infinite Ulysses* citation.
- *Chronicle of Higher Education* interviews:
  - "Ph.D.s Embrace Alternative Dissertations. The Job Market May Not"
  - "The Dissertation Can No Longer Be Defended"

- "[Guidelines for Digital Dissertations in History](#)", Sharon Leon; as explored in "[George Mason History Department adopts digital dissertation guidelines](#)". *American Historical Association "Perspectives on History",* Seth Denbo

TEACHING

- **Praxis Fellows: Graduate digital humanities seminar** (Fall 2017-Spring 2022, Fall 2023-Spring 2024). Taught 12 semesters as of Spring 2024.
- **Mellon Digital Ethnic Futures Consortium:** Faculty Mentor (Spring-Fall 2022)
- **NEH Black Spatial Humanities Advanced Institute** invited faculty
- **"Digital Storytelling: Persuasive Authoring and Digital Spaces"** (UMD; Honors Digital Cultures and Creativity undergraduates)
- **"Literature in a Wired World"** (UMD; English Department undergraduates**)**

<u>Syllabus inclusion (highlights)</u>*:* Princeton University, Dartmouth College, Northeastern University NULab, Washington State University, Catholic University of America, University of North Carolina, Northwestern University, University of Maryland, Pratt Institute

CAMPUS/FIELD SERVICE (recent highlights)

University of Virginia scholarly service
- Principal Investigator on an NEH CARES grant proposal, facilitating several related projects by UVA English faculty and librarians being proposed under a tight timeframe early during the pandemic *(2020)*
- Participation in the UVA Med-Makerspace COVID-relief initiative, applying makerspace skills and materials to UVA Health PPE and prototype needs *(2020)*
- UVA Digital Humanities
  - Certificate Faculty Advisory Committee *(2020-2022)*
  - Internal Review Committee *(2019-2020)*
  - Steering Committee (UVA Deans, VPs, and Directors overseeing DH programs; *2017-2020*)

Conference & event organization
- **Feminist DH at UVA Symposium IV** *(currently planning for Spring 2023)*
- **Association for Computers and the Humanities 2021, 2023 conferences**
- **"Possibilities for DH social justice pedagogy in the library" mentorship initiative**
  - Successfully invited and orchestrated 15 digital humanities experts offering their mentorship to scholars from less-resourced institutions during the Summer 2021 Association for Computers & the Humanities conference
- **Feminist DH at UVA Symposium III** *(Spring 2020)*
- **"Puzzles, Bots, and Poetics Symposium"** *c*o-organizer with Brad Pasanek et al. *(2018)*
- **"Scholars' Lab Fall Symposium: Story Circuits: Creating & Recovering Embodied Memory"** co-organizer (*2017*)
- **"The Humanity in the Digital Humanities"** co-organizer
  - Purdue African American Studies & Research Center's three-day symposium on DH

Invited or selective scholarly advising & participation
- IMLS National Forum on Web Archiving for Social Media
- NEH Black Spatial Humanities Advanced Institute
- *The Programming Historian* editorial board (2016-2017), article editor
- NEH "Speaking in Code" and "Topic Modeling" Advanced DH Institutes
- Mellon "Digits" and "Digits II" advisory boards (2017-2018), ombudsperson (2016-2019)
- Central Online Victorian Educator (COVE; 2015-2019) advisory board and technical editor
- MIT CODEX Hackathon