# Spatial Narratives and Deep Maps: Explorations in the Spatial Humanities

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IUB Networks and Complex Systems Workshop
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# Developing the Humanities

#### **Nineteenth-century traditions**

Rationalism and empiricism

Scientific methods

#### Twentieth century maturation

Disciplinary focus

Professionalization of the disciplines

Cult of objectivity/influence of structuralism

Specialization/ fragmentation

Importance of experts

### The Post-Modern Shift

### Post-Modernism/Post-Structuralism

rejection of master narratives subjective, experiential contingency, ambiguity fluidity, simultaneity multiplicity, diversity emphasis on agency interdisciplinary

# **Current Perspectives**

#### What perspectives engage us?

Multiple realities

Interdependency

Intercultural and trans-cultural

Multi-scalar and inter-scalar

Hybridity and complexity

Ambiguity and nuance

### **Current Themes**

#### **Context**

Non-linear, simultaneous

Fuzzy, ambiguous, contingent

#### **Culture**

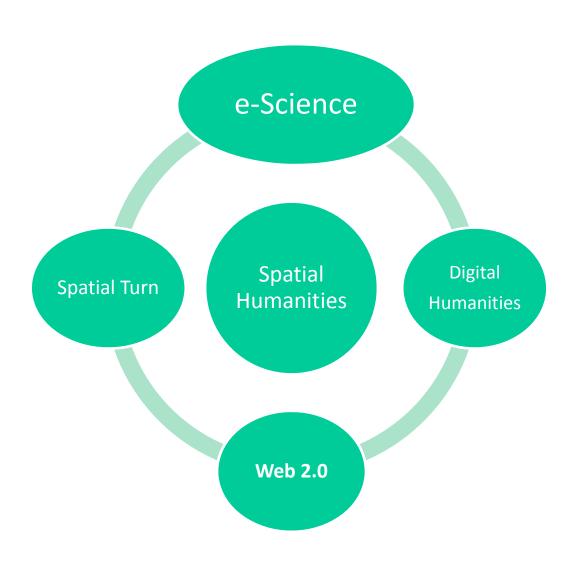
Variation

Diffusion

**Transmission** 

#### Convergence

# Convergence



### e-Science 1.0

# Digital libraries Initial goals focused on data

- Creation
- Access
- Preservation
- Exchange

#### e-Science 2.0

Now, e-Science (or cyberinfrastructure) means grid-based collaboration

- Technical collaboration (e.g., networks, exchange protocols, middleware, etc.)
- Procedural collaboration (e.g., standards for access and use)
- Scholarly collaboration
- ICT-discipline/domain collaboration

### e-Science 2.0





HOME

ABO

**APPLICATIONS** 

INFRASTRUCTURE

BLO

GET INVOLVED

Project Bamboo is building applications and shared infrastructure for humanities research.





#### Research Applications

Research environments and open source tools for collaboration, content-management, and analysis of humanities collections.

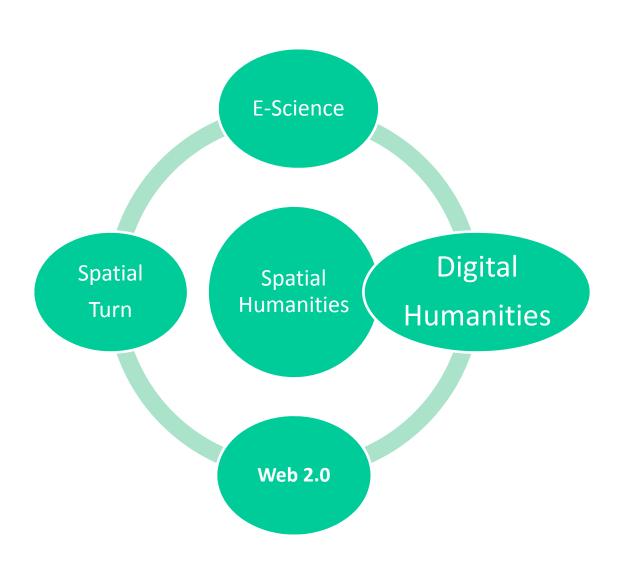


#### Shared Infrastructure

Web services and platforms to support and connect humanities tools and collections.



# Convergence



# **Digital Humanities**

Rapid increase in digital data Tools to address data deluge Infrastructure

Platforms for multidisciplinary discovery

Collaborative

Integrating frameworks

#### Successes

Rapid increase in digital materials (Project MUSE, JSTOR, databases, etc)

On-line access

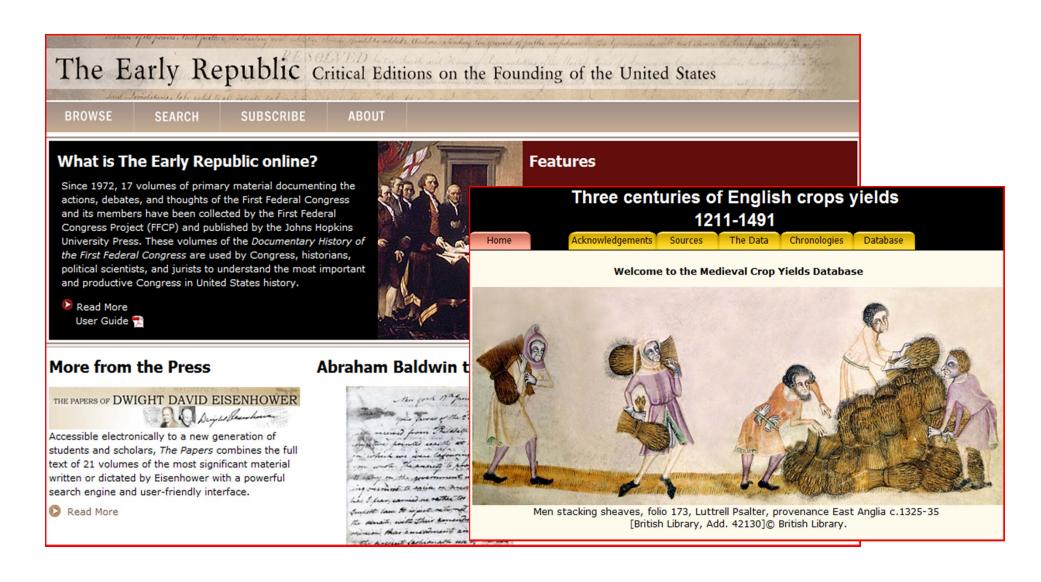
Convenient search tools

Digital archives and repositories

Highly visible projects (Valley of the Shadow, Vision of Britain, etc.)

New funding: NEH Digital Humanities (e.g., Digging into Data Challenge)

# Scholarly Editions and Databases



# Convergence



# The Appeal of Web 2.0

Ubiquitous

Speedy

Relatively non-technical

Connective

Collaborative

Open platforms

### Web 2.0 Platforms

Wikis

Mash-Ups

Blogs

Social networking sites

Volunteered video

**VREs** 

Games

Mobile devices

# Participatory Learning

"Participatory Learning includes the ways in which new technologies enable learners (of any age) to contribute in diverse ways to individual and shared learning goals. Through games, wikis, blogs, virtual environments, social network sites, cell phones, mobile devices, and other digital platforms, learners can participate in virtual communities where they share ideas, comment upon one another's projects, and plan, design, advance, implement, or simply discuss their goals and ideas together. "

McArthur Foundation, 2008

# Collaboration by Difference

Unstructured interactions

No disciplinary boundaries

Global potential

Does not privilege expert

Open to experiential knowledge

Based on contributed information

#### Wisdom of the Crowd

Aggregation of anonymously produced data Requirements:

Diversity

Independence

Decentralization

Means of reaching collective verdict

Games a key platform

Surowiecki, Wisdom of the Crowds (2004)

# Collective Intelligence

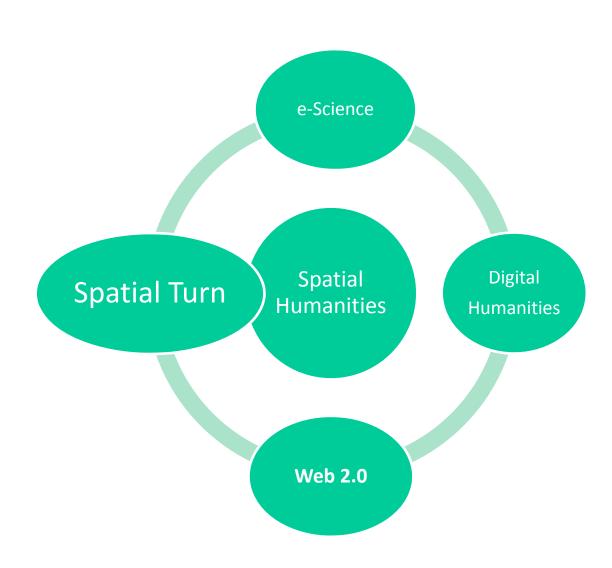
Harness the problem-solving capabilities of a networked and communicating group of participant-collaborators

Uses Web 2.0 and Grid technologies

Wiki is prime example: based on compromise and consensus (old tradition) but leading to new structures of knowledge

Levy, Collective Intelligence (1997)

# Convergence



# **Spatial Turn**

Increased attention to space and spatiality, beginning in 1960s

Affects both social sciences and humanities, although differently

New technologies support the spatial turn. GIS developed in 1960s for environmental sciences, urban planning; ubiquitous by 1990s

Emergence of GIScience

# Geographic Information Systems

GIS integrates and visualizes spatial data and its attributes

Key elements of GIS

Spatially-enabled data

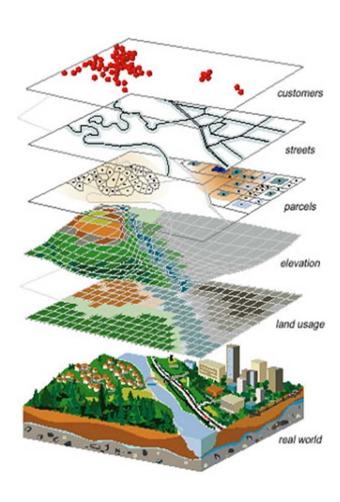
Geographically-referenced thematic layers

Software

Tool-kit

Approach

# Thematic Layering



#### **Tool-Kit**

Manage (sort, classify, control spatially)

Manipulate (calculate distances, change projection/scale, integrate data spatially)

Analyze (pattern analysis, spatial regressions, ESDA)

Visualize (maps, animations, 3-D)

# Approach

Explore the database spatially

Focus explicitly on spatial perspective

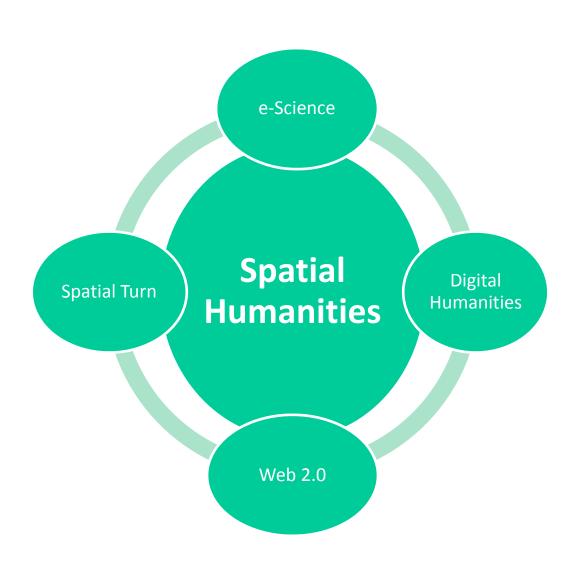
What are the implications of location?

What is the spatial context of an event?

How do spaces compare?

What is the effect of scale on the event?

# Convergence



# Spatial Humanities 1.0

Spatial turn in humanities in 1990s

Space offers opportunity for:

Integration

Visualization

**Analysis** 

GIS-facilitated tools and methods

Changing boundaries

Spatio-temporal integration

New genres of scholarship in history, archaeology, cultural studies, etc.

#### Infrastructure

#### International collaborations

ECAI, UK/EU/NEH initiatives, Expert Networks (EU)

#### **National Historical GIS**

US, Great Britain, Ireland, Belgium, Germany, China, etc. Strategic spatial datasets, including base maps (e.g., www.davidrumsey.org)

#### **ECAI**











#### Electronic Cultural Atlas Initiative

About ECAI

**Activities** 

Community

Atlases

Research

**Technology** 

**Participating** 



Link to example projects or browse cultural atlases in Google Earth

ECAI uses time and space to enhance understanding and preservation of human culture.

Highlights -

ECAI / PNC 2011 Joint Meetings October 19-21, 2011 Sasin Graduate Institute of Business Administration of **Chulalongkorn University** Bangkok, Thailand

Upcoming:

#### Past Events:

**Western Han Dynasty Exhibits Virtual Masterpieces From Ancient China** April 16-22, 2011 **CITRIS Tech Museum** 345 Sutardja Dai Hall, UC Berkeley

**ECAI Workshop: Visualization, Computation, and Analysis** in Large Text Corpora and Cultural Collections 16 March 2011

Academia Sinica, Taipei, Taiwan

Joint Conference with KAIST & VSMM October 2010 COEX Conference Center, Seoul, Korea

ECAI / PNC 2010 Joint Meetings Nov 30 - Dec 3, 2010 City University of Hong Kong, Hong

ECAI Workshop, in collaboration with the Central Library of **Fudan University** May 2010 Fudan University, Shanghai, China

Projects:

#### **Dynamic Map Catalog**



Search the ECAI <u>Clearinghouse</u> of cultural material which uses place and time as a common element.

Community



Participate in the ECAI community through twice yearly conferences and international working groups.

Technical Infrastructure



ECAI technical infrastructure illustrates the vision of sharing distributed data and using time enabled mapping tools.

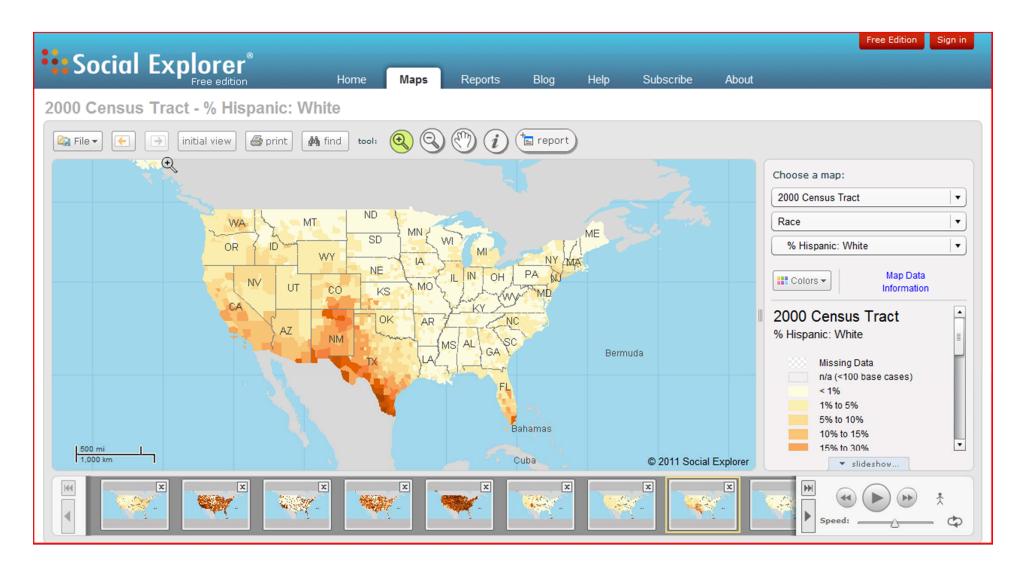
Research & Development

Collaborate to identify research topics and

### **National Historical GIS**



# Social Explorer



# Historical Maps



# **Projects and Publications**

#### **Projects with HGIS Components**

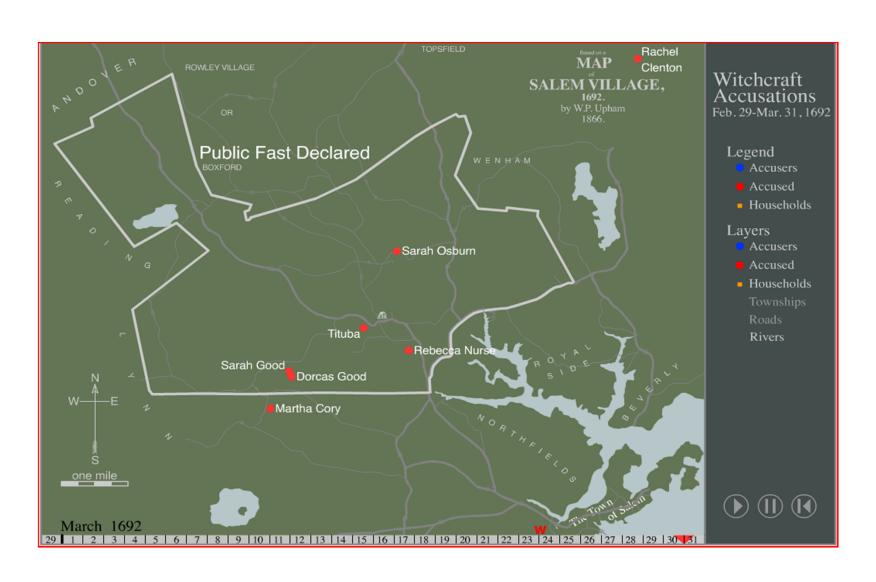
Salem Witchcraft Trials, e-Williamsburg, etc.

#### **Major HGIS Projects**

Stanford Spatial History Project, North American Religion Atlas, PhillyHistory, Irish Famine, Aurora Project (Dynamic Atlas of US History), Holocaust Project

Major Publications and Conferences in HGIS and Spatial Humanities

## Salem Witch Trials: Accusations



# **Spatial History Project**



### New Scholarship



### Critiques

Mostly mapping/spatial primitives
Limited functionality on Web HGIS
Difficult to sustain
About space, not place
Where is time?
Contributions to scholarship debated
Scanty uptake by humanists

### **Barriers**

**Systems** 

Data

Culture

Epistemology

Literacy

Spatial/Geographic

Visual

### Pareto GIS

Pareto principle (80/20): 80% of the effects come from 20% of the causes

We often do not need the full analytical functionality of ArcGIS to accomplish what humanists need

### Redefining GIS

Moving beyond ESRI

Making GIS truly multimodal

Opening GIS to VREs and immersive environments

Creating collaborative spaces (PGIS)

Developing a new epistemology (nonlinear, fluid, reflexive)

### Spatial Humanities 2.0

Spatial humanities is an explicit recognition of the reciprocal influence of geographic and constructed space on culture and society.

Embraces all spatial technologies but bends them toward the humanities.

Multidisciplinary and multimodal.

Links time, space, and culture dynamically.

Joins humanities and GIScience.

### Web 2.0 and Spatial Humanities

- Space as the meeting ground and offers an integrated perspective on place
- Web 2.0 as the toolkit; does not privilege a spatial technology or quantitative data
- Open, participatory framework for experts and non-experts

### **New Approaches**

Neogeography

**Participatory GIS** 

Volunteered Geographic Information (VGI)

Virtual globes and mash-ups

Gazetteers

Semantic searching

### Participatory GIS



Olliana Beach

By Sorin Adam Matei
Visible Past > Modern > 20th Century Omaha Beach

Visible Past utilizes as one of its showcase mapping environments a model of Omaha Beach fortifications at the time of the Allies' landing on the morning of June 6, 1944 (D-Day). The model was produced by the Visible Past team.

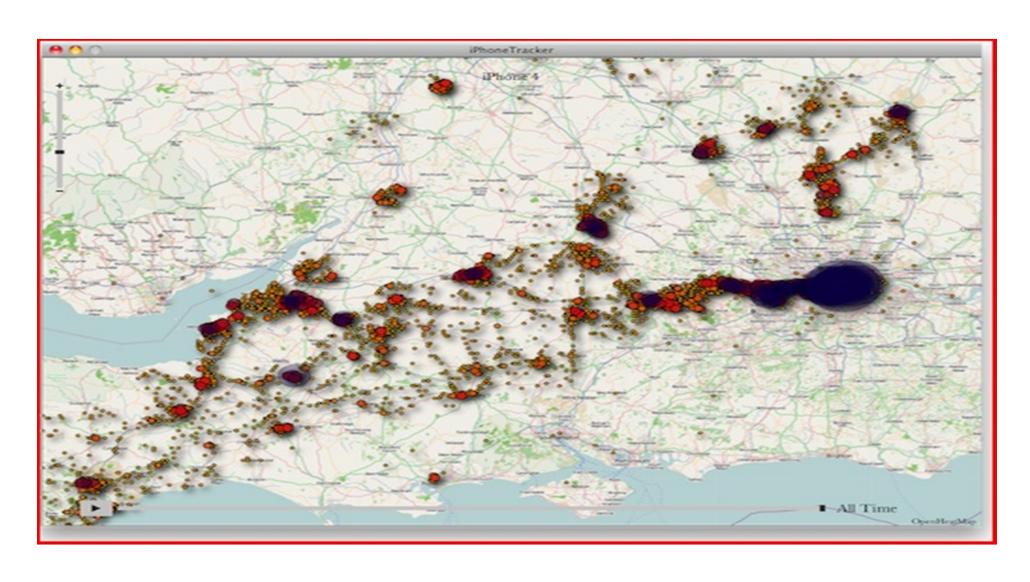
Virtual Omaha Beach was built in Sketch up, a modeling platform distributed by Google for creating models compatible with the Google 3D mapping application Goggle Earth. The model includes the full set of two dozen German fortifications (Wiederstandnest or in German military parlance WN) that the American 1st and 29th divisions encountered on the morning of 6 June 1944. Each WN includes a barbed wire enclosure and one or more points of fire: pillboxes, bunkers, mortar pits or field gun encasements. Many of the artifacts were provided by 3D weapons collections found at the Google Earth 3D Warehouse repository; some of them were reconstructions produced by the Visible Past team members. The 3D artifacts were selected and evaluated according to the historical literature dedicated to Omaha beach.

All artifacts were placed in the field according to information provided by historical

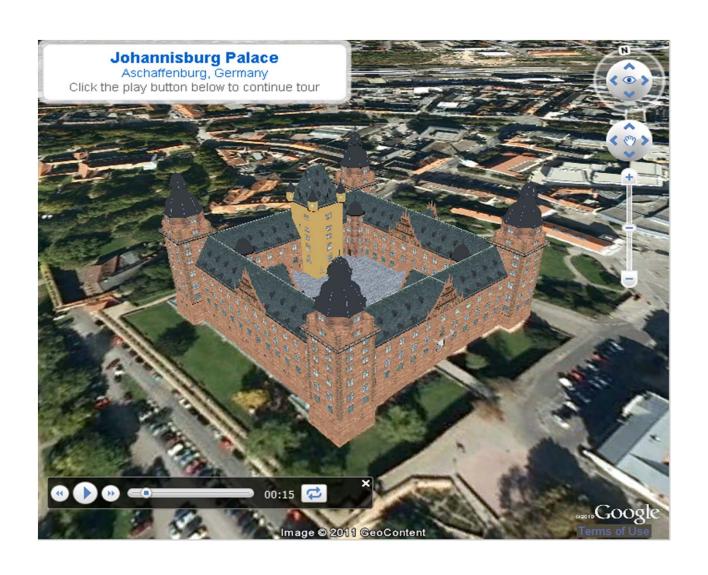
About this map:
Map of Omaha Beach German fortifications (blue dropets) laid over the American operational map for June 6, 1944 (misaligned due to Google Maps limitations). Clicking the button "Google Earth" will show the 3d Model of the German fortifications and will correctly align the overlay map. Use upper left wheel to tilt the image. You might be prompted to download the Google Earth 3D Plugin.

Name		
Mail		
Website		

# VGI: A Week's Journey in Britain



### Virtual Globes

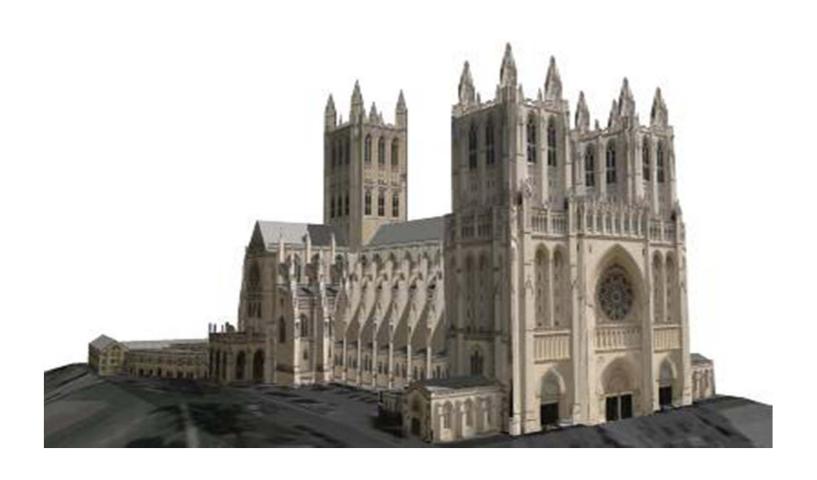


# Mash-ups

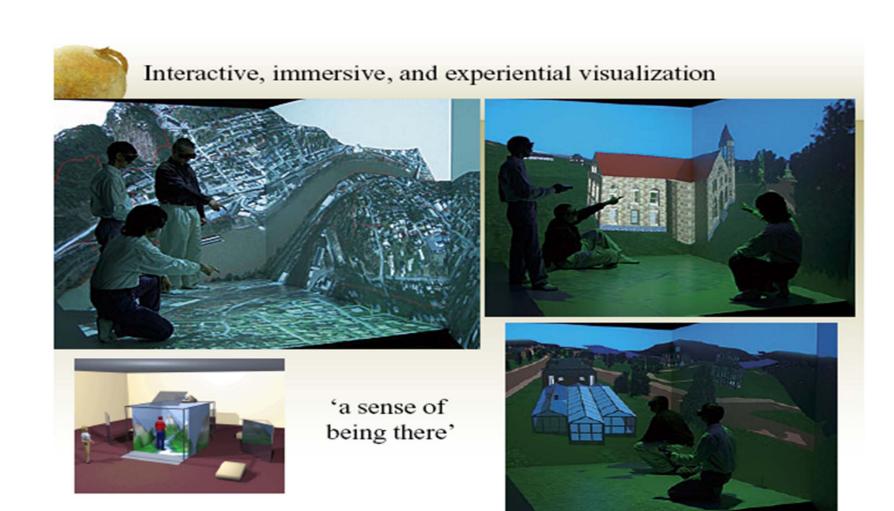


www.flickr.com

# Spatial 3D



### Immersive Visualization



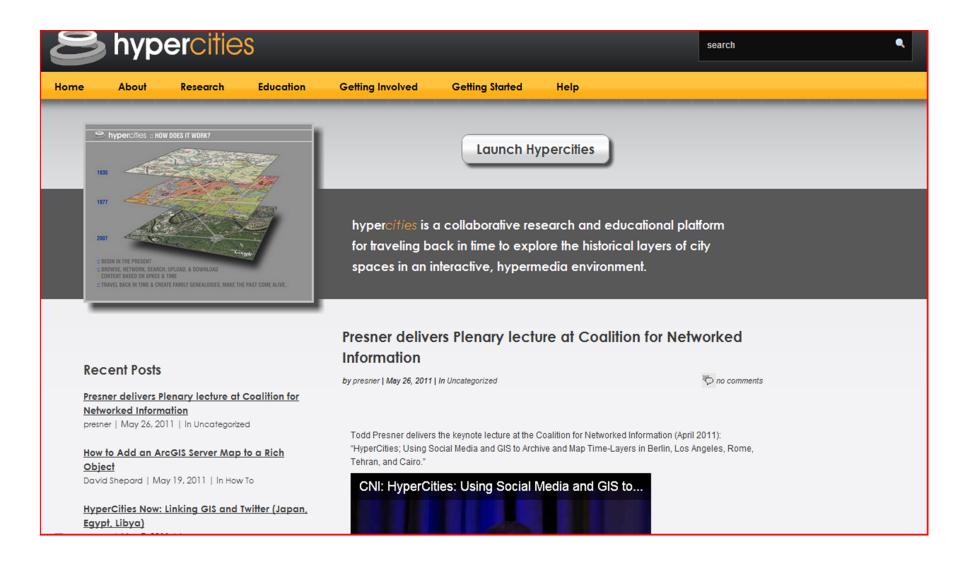
# **Spatial Gaming**



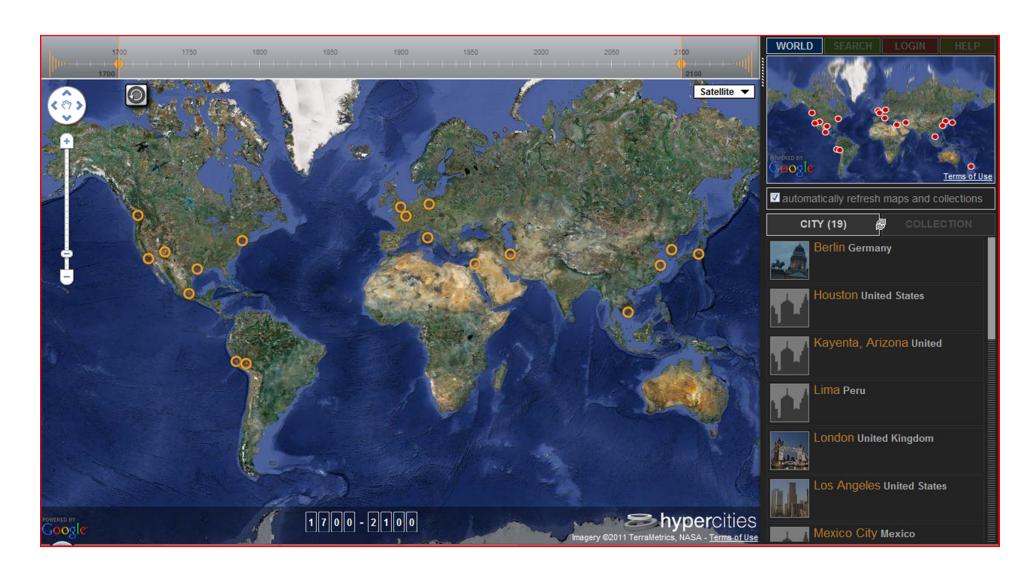
# Spatial VR



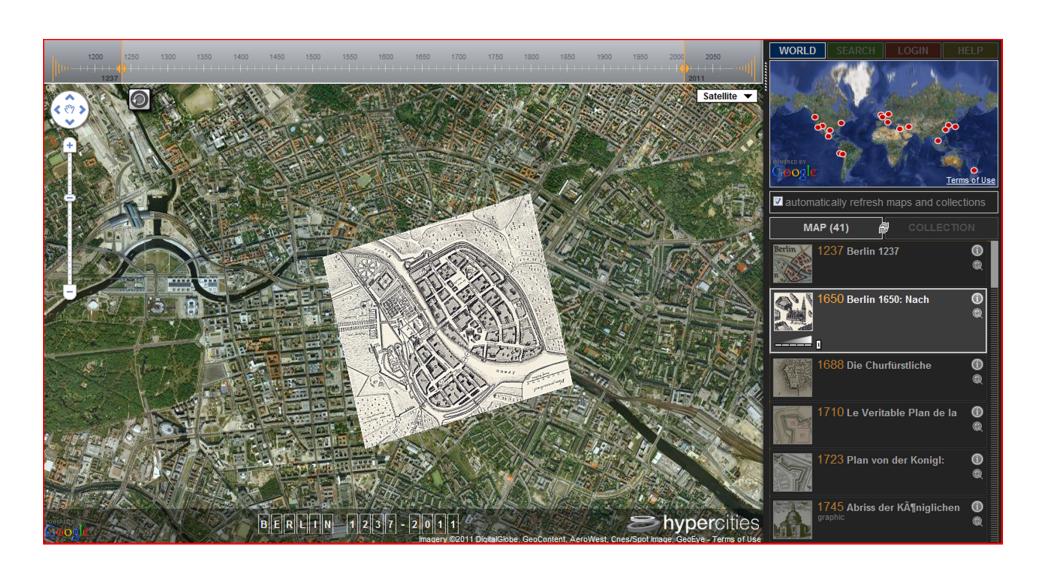
### HyperCities.com



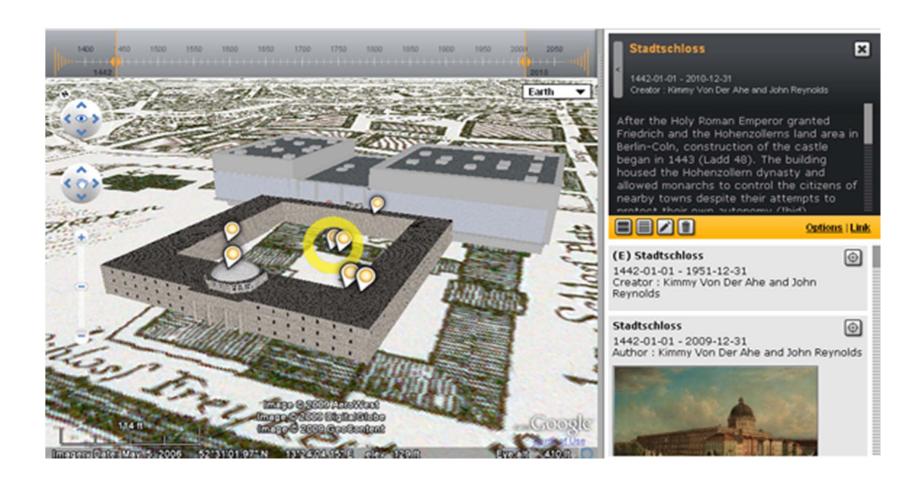
# Cities through time



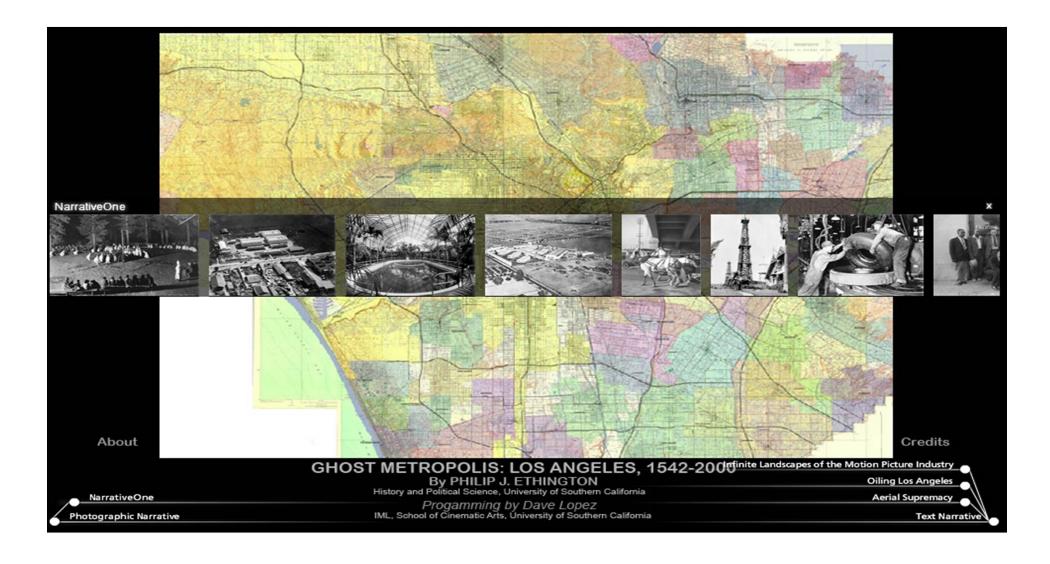
### Berlin 1650 and 2011



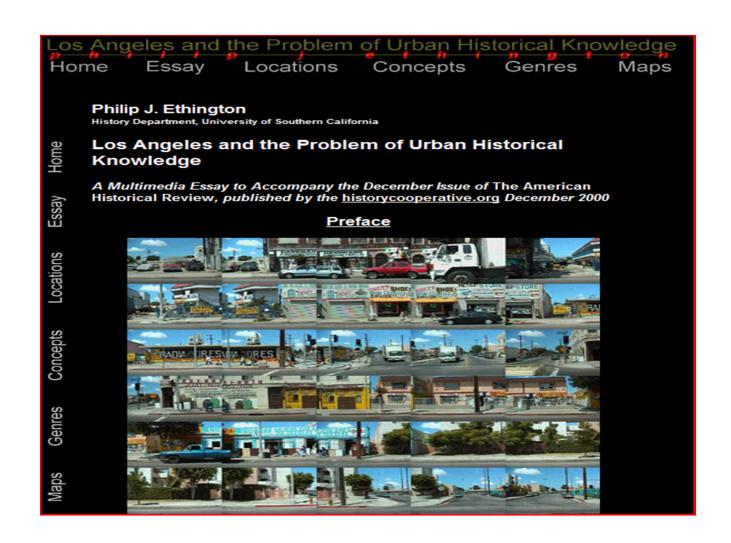
### Spatial 3D



## Integration



### New Forms of Scholarship



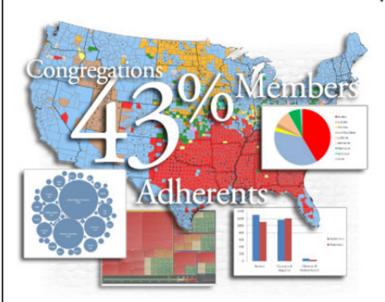




Religion by Region

Site Search

#### Your Tool for Visualization of Complex Data



#### Introductory Text

Sed quis ligula nulla, eget pharetra sapien. Morbi convallis adipiscing nisi vitae accumsan. Nullam ac libero at mi aliquam rutrum. Nam scelerisque placerat est ac cursus.







#### How to Use This Site:

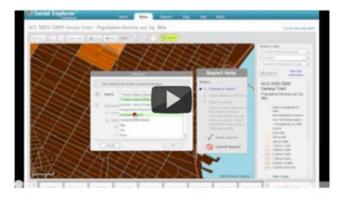
About

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Resources

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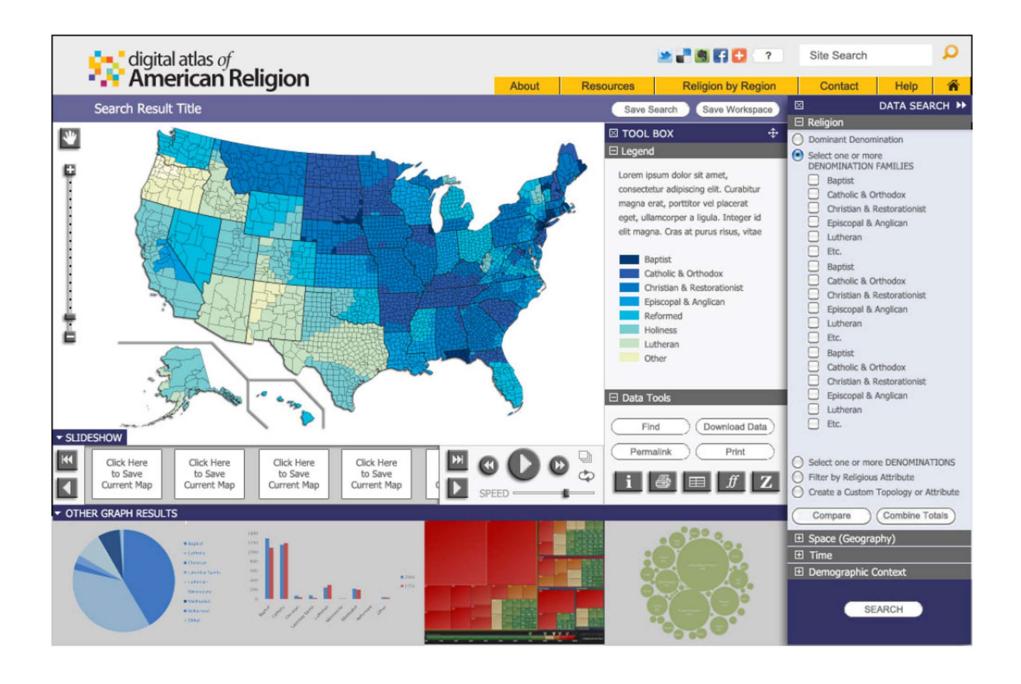


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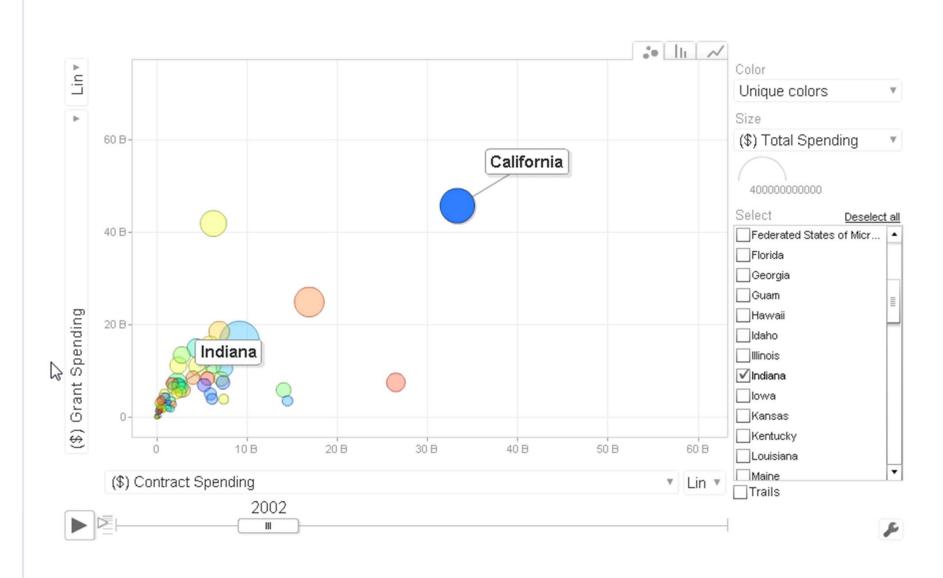
Demographic Context

SEARCH

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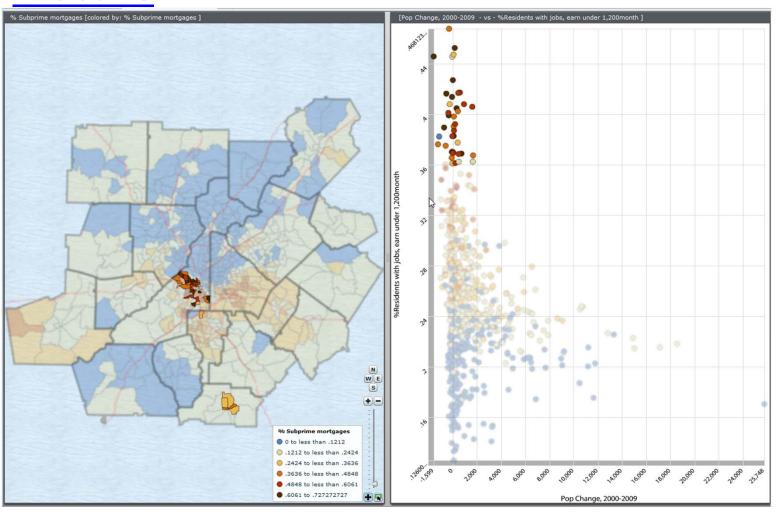


#### **Total Federal Spending**



# **Exploratory Spatial Data Analysis**

### Website



# **Technology Used**

	Digital Atlas of American Religion	Digital Scholars Lab
Databases	<ul> <li>PostgresSQL and MySQL relational databases</li> <li>Neo4J graph database</li> </ul>	<ul> <li>PostgresSQL and MySQL relational databases</li> </ul>
GIS Data and Spatial Functions	<ul> <li>PostGIS extension of PostgresSQL</li> </ul>	<ul> <li>PostGIS extension of PostgresSQL for point data;</li> <li>GeoServer for serving polygon and raster data</li> <li>Google Maps/Google Earth</li> </ul>
Programming	<ul><li>Microsoft .NET</li><li>Adobe Flex</li><li>SQL</li></ul>	<ul><li>Python</li><li>PHP</li><li>JavaScript</li><li>SQL</li></ul>

# Programs Used for Visualizations

#### Digital Atlas of American Religion

Visualization component	Adobe Flex	IBM Elixir	Weave
Maps	Х	х?	
Tree Map	Х	X	
Bar Charts	X	X	
Pie Charts	X	X	
Bubble Charts	x	х	
Line Charts	Х	Х	
Cartograms	?	?	
Exploratory Spatial Data Analysis	?		Х

#### Digital Scholars Lab

Visualization component	Adobe Flex	Google Charts/ Maps API	ArcGIS/ AfterEffects	JavaScript/ OpenLayers	Geo Server
Point Data Maps				х	
Heat Maps				X	Х
Line Graphs		X			
Animated maps			X		
Voting America Interactive	Х				

### Future of Spatial Humanities

A unique post-modern scholarship with real and conceptual space as an integrating and animating framework:

Visual and experiential

Multiple perspectives

Complex environments

Simultaneous events

### Opportunities for Spatial Humanities

Life paths and spatial narratives

**Networks** 

Virtual reality/immersion

Gaming and simulations

Practice theory

Deep mapping/deep contingency

### **New Vision**

### New collaboratories that allow

- Retrieval
- Contextualization
- Hypothesis building
- Flexible narration
- Integration into knowledge networks

### Virtual Research Laboratories (VRL)

GRID+Web 2.0+Spatial Technologies

# NEH Advanced Institute for Explorations in the Digital Humanities

# Spatial Narrative and Deep Maps: Explorations in the Spatial Humanities

June 18-29, 2012

The Polis Center, Indianapolis

### **Spatial Narratives**

Time geography

Text mapping

Geospatial semantic web

But how to:

Capture experiential/metaphorical space?

Enable deep contingency? Integrate structure, process, event? Space, time, place?

Understand the situatedness of the narrator(s)? Represent the narrative(s)?

### Deep Mapping

Multi-media

Multi-layered

Open to negotiation

Famed as conversation

Visual and immersive

Allows multiple narratives

Includes the discursive, ideological, and emotional meanings of place(s)

### **Themes**

Competing spatial schemes (geographical/conceptual)

Discontinuous space and time

Imagined communities

Negotiating space

Movement/flux

Scale (autonomous, discontinuous, intersecting, competing)

Spatio-temporal networks

Spatial and temporal fluidity

**Emergent realities** 

De-territorialization/re-territorialization

Recursivity/Process

# Dynamic Map Space

#### **Characteristics**

Alternate realities

Fluid conceptions of space

Simultaneity

Multi-nodal/multi-perspective

Multi-scalar

Movement

Alternate mapping schemes

Linked space /time

Discontinuous time/space/scale

Robust visualizations

