디지털 인문학 수업의 실제

- 서경숙
- sksook@hanmail.net

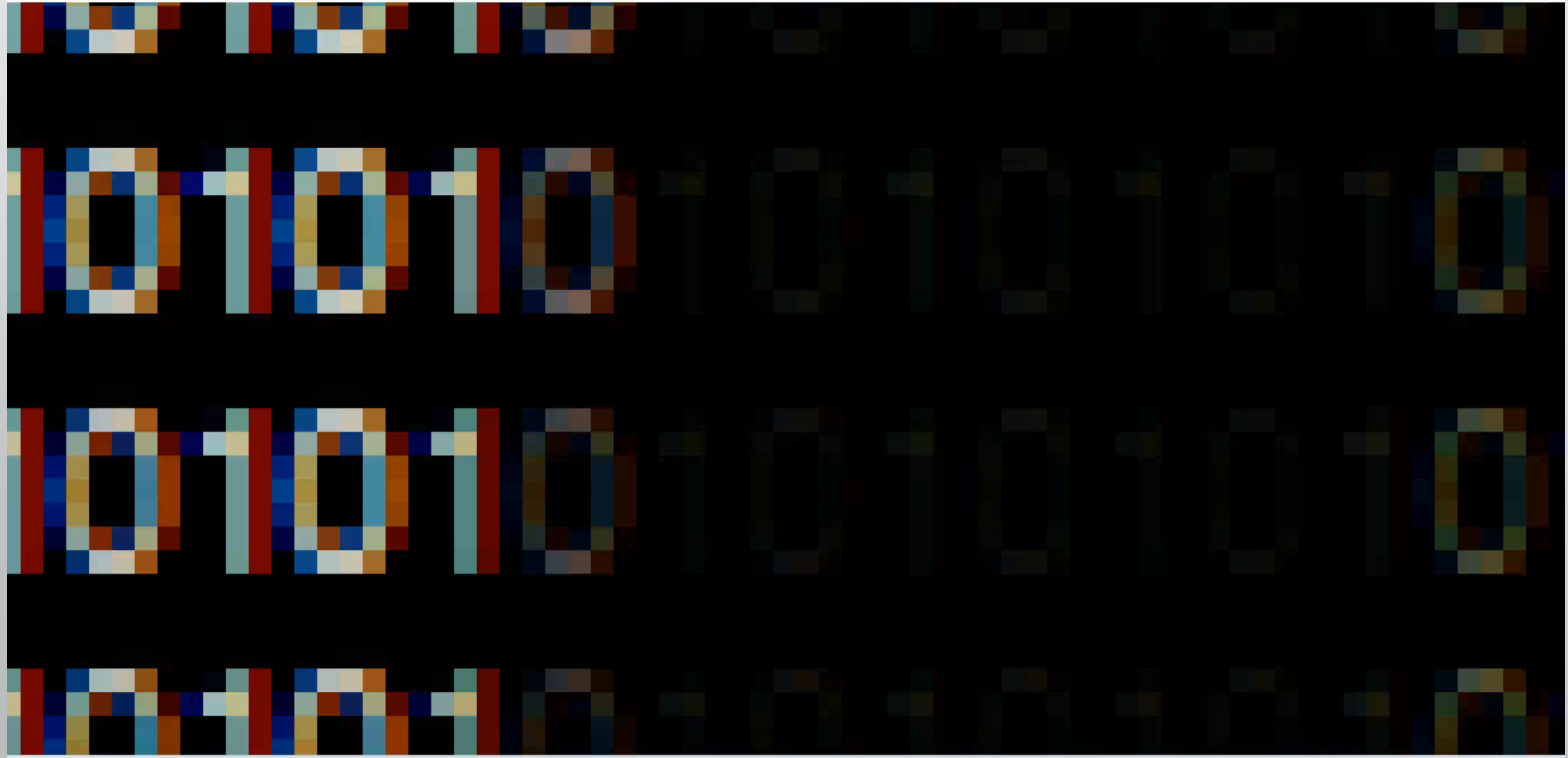
디지털 시란 무엇인가?

발표순서

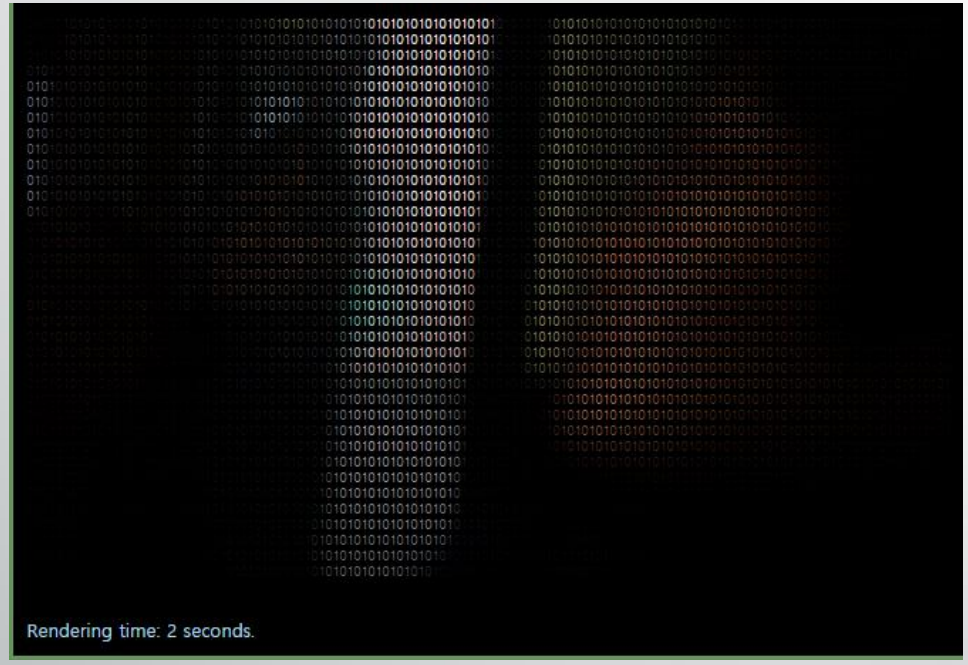
- Warm-up (1010111 1100001 1110010 1101101 1110101 1110000)
- Digital Humanities 와 디지털 시
- 디지털시의 정의
- 디지털시의 종류
- 디지털 시 교육

Warm-up (1010111 1100001 1110010 1101101 1110101 1110000)

- 미국 시트콤, 빅뱅이론(*Big Bang Theory*) (https://www.youtube.com/watch?v=Gjdkea1ARcg)



Screencast-O-Matic.com


Rendering time: 2 seconds.

Digital Humanities와 디지털 시

"Digital Humanities is building something."

-Stephen Ramsey-

"Who's In and Who's Out" (2011 MLA conference)

Digital Humanities 와 디지털 시

- 디지털 인문학(DH)의 3분야

✓ 디지털 기술을 접목한 인문학 연구

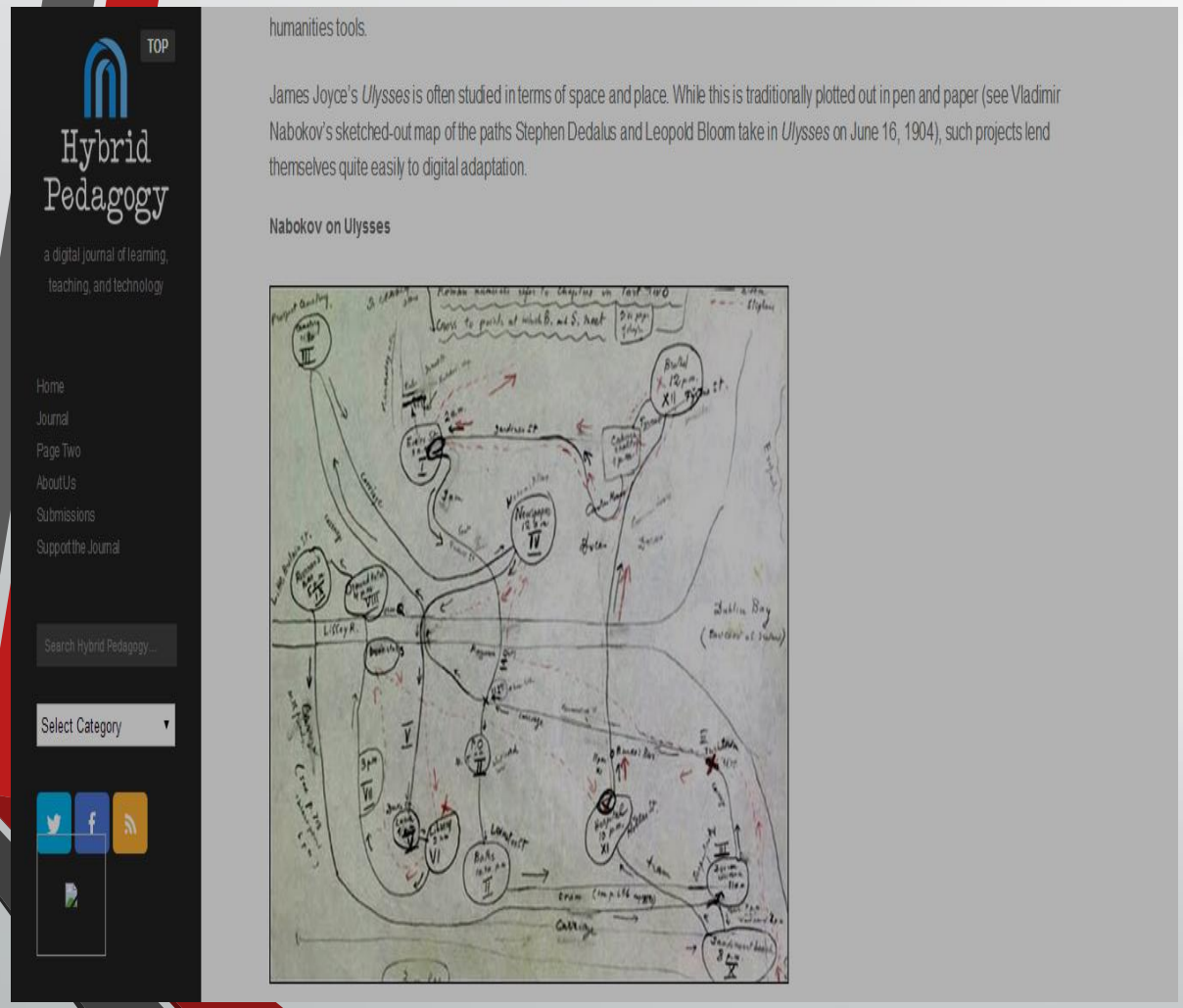
✓ 디지털 기술을 접목한 교수법

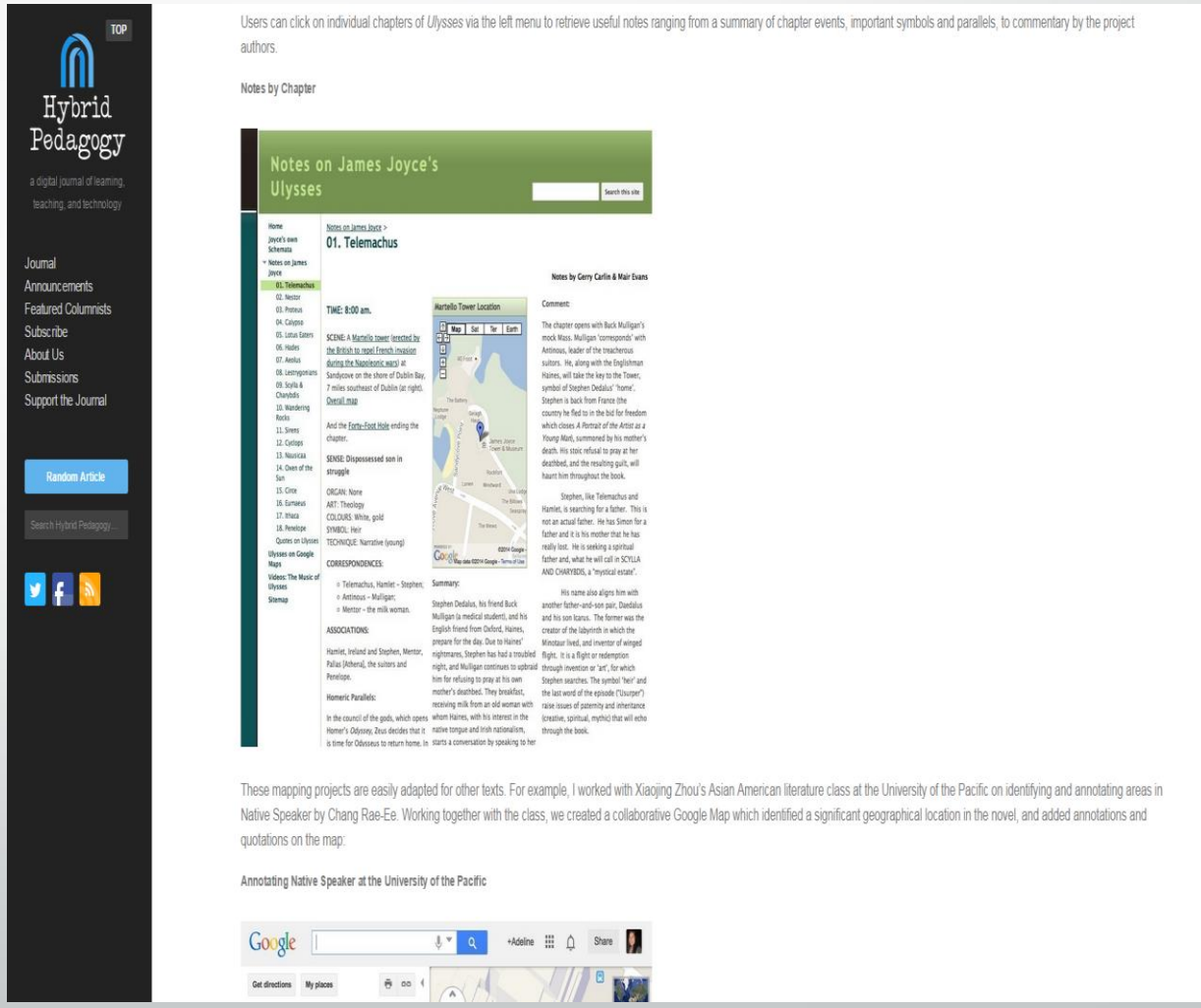
✓ 디지털 기술을 이용한 문학 및 예술 창작활동

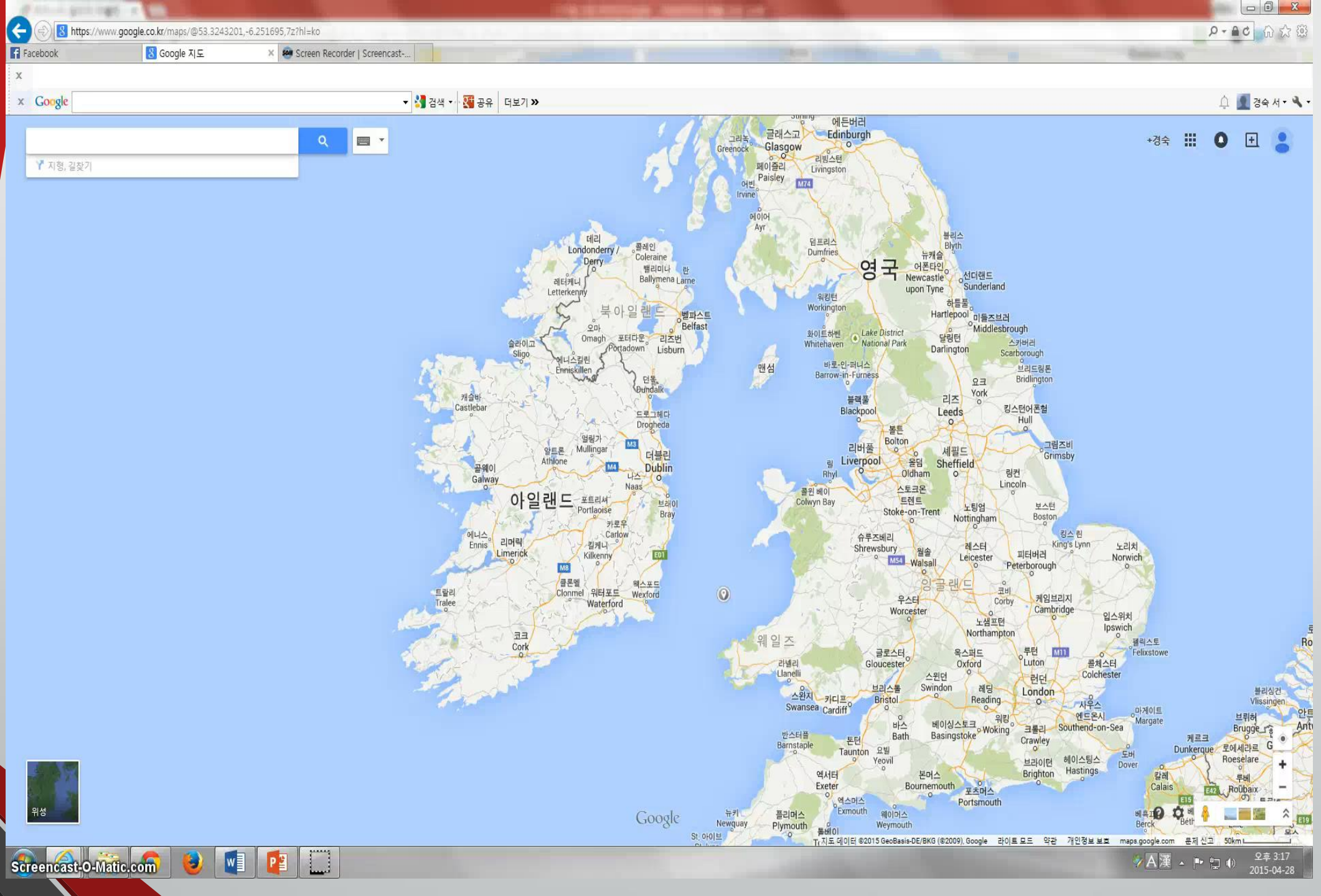
디지털 기술을 이용한 인문학 프로젝트

Visualizing Cultures

디지털 기술을 접목한 교수법
Digital Humanities Pedagogy



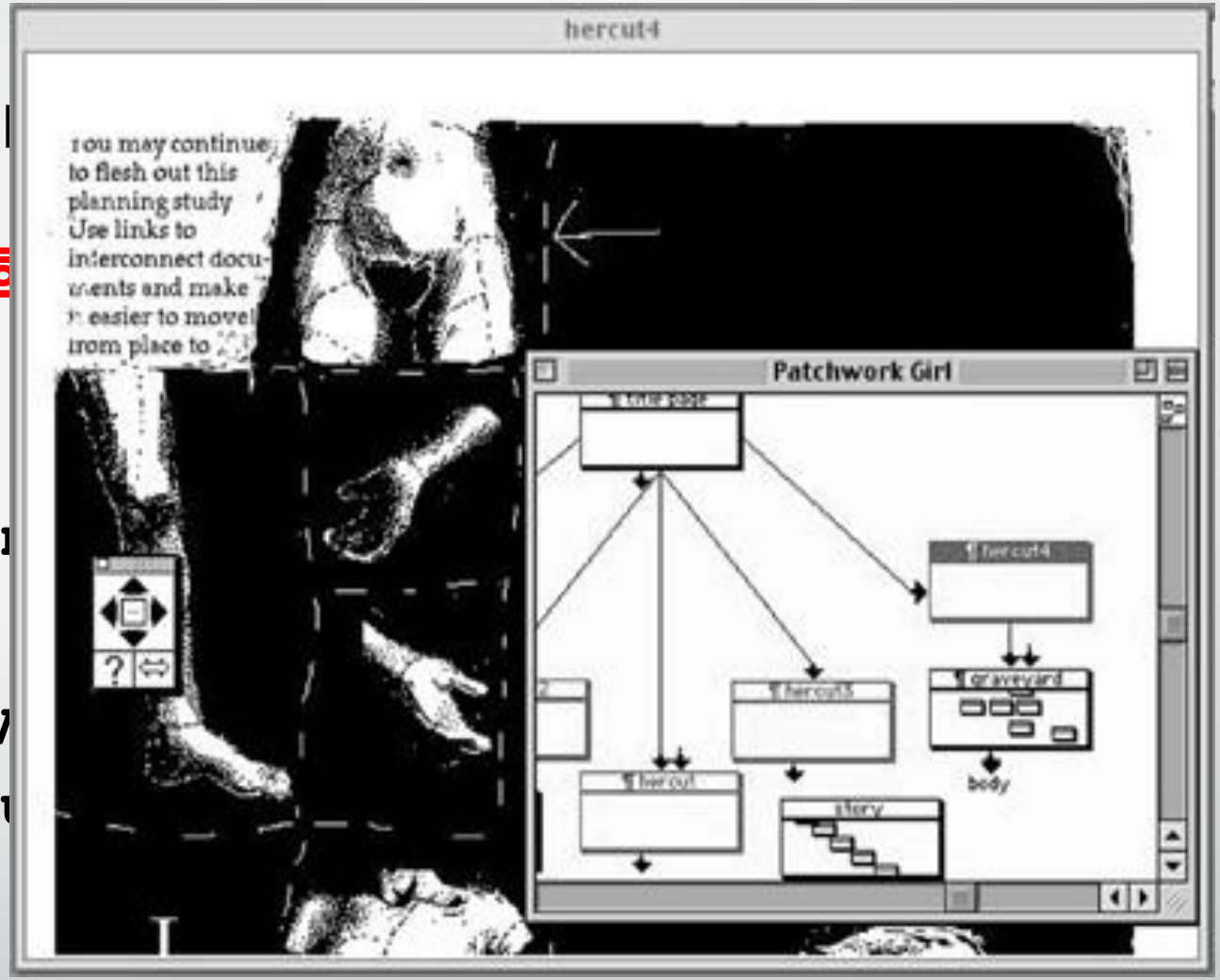



https://www.google.co.kr/maps/@53.3243201,-6.251695,7z?hl=ko
Facebook
Google 지도
Screen Recorder | Screencast-...
Google
검색
공유
더보기
경숙 서
지형, 길찾기
+경숙
영국
아일랜드
북아일랜드
잉글랜드
웨일즈
Edinburgh
Glasgow
Newcastle upon Tyne
Sunderland
Hartlepool
Middlesbrough
Darlington
Scarborough
Bridlington
York
Leeds
Hull
Grimsby
Sheffield
Bolton
Liverpool
Oldham
Lincoln
Stoke-on-Trent
Nottingham
Boston
King's Lynn
Norwich
Shrewsbury
Walsall
Leicester
Peterborough
Worcester
Corby
Cambridge
Ipswich
Northampton
Felixstowe
Gloucester
Oxford
Luton
Colchester
Swindon
London
Bristol
Reading
Swansea
Cardiff
Bath
Basingstoke
Woking
Crawley
Southend-on-Sea
Margate
Barnstaple
Taunton
Yeovil
Exeter
Bournemouth
Portsmouth
Brighton
Hastings
Dover
Calais
Dunkerque
Roeselare
Roubaix
Berck
Newquay
Plymouth
Exmouth
Weymouth
Lake District National Park
Dumfries
Workington
Whitehaven
Barrow-in-Furness
Blackpool
Rhyl
Colwyn Bay
Ayr
Irvine
Greenock
Paisley
Livingston
Blyth
Londonderry / Derry
Coleraine
Ballymena
Larne
Letterkenny
Belfast
Omagh
Portadown
Lisburn
Sligo
Enniskillen
Dundalk
Castlebar
Drogheda
Mullingar
Athlone
Galway
Dublin
Naas
Bray
Portlaoise
Carlow
Ennis
Limerick
Kilkenny
Clonmel
Waterford
Wexford
Tralee
Cork
Google
위성
Screencast-O-Matic.com
오후 3:17
2015-04-28

Digital Hu

✓디지털 기술을 이용한 문학

1. E-Literature
   1) Hypertext Fictio
   2) E-Poetry
2. Electronic Arts: V
   Art, Digital Sculpt



디지털 시 태동의 근거

- “이미지와 수행 사이에 놓인 E-Poetry: 문화 분석”

  --젠 베이튼스(Baetens)와 젠 반 루이(Looy)

” 디지털 시 (E-poetry)는 일반적으로 서구 아방가르드 시로 불리는 것과 크게 다르지 않다. 즉, 디지털 시는 서구의 실험적 문학형식의 일부분으로 파악할 수 있다. “

디지털시의 정의

"포에시스: 디지털 시의 미학" (poes1s: Aesthetics of Digital Poetry)--프레드릭 블록(Block):

"디지털 시는 컴퓨터와 디지털 네트워크에서 언어와 언어를 기반으로 하는 커뮤니케이션에서의 매체의 변화를 다루는 예술적 프로젝트이다. 그러므로 디지털 시는 프로그래밍, 멀티미디어, 애니메이션, 상호작용과 네트커뮤니케이션과 연관된 창의적이고 실험적이며 유희적이고 비판적인 언어 예술이라 할 수 있다."

http://www.vispo.com/animisms/SeattleDrift.html (1997, 캐나다 시인, 프로그래머, 예술가인 짐 앤드류스 작품, DHTML 사용)

poetry
digital
works
poems
language
computer
text
poets
Digital
forms
Poetry
visual
many
texts
words
www
used
kinetic
methods
form
poem
elements
different
new
produced
technology
poetic
Computer
art
genre
programming
hypertext
techniques
reader
literature
hypermedia
development
software
made
graphical
Press
artists
Hypertext
interactive
New
within
creative
contemporary
sense
also
presented
work
computers
various
process
sometimes
literary
media
use
fixed
previously
computerized
Poems
since
ways
programs
using
historical
writing
artistic
one
challenge
authors
University
production
working
may
Writing
others
make
often
attributes
means
type
practice
create
John
set
Melo
Joyce
technological
written
even
two
found
era
Le
images
years
expression
verbal
Language
aspects
least
animated
multimedia
readers
mechanically
meaning
concrete
general
program
audience
became
like
code
well
despite
Castro
Ed
York
Poetics
earlier
always
types
sound
database
object
Malarmé's
though
Text
created
knowledge
particularly
multiple
important
contain
composition
writers
terms
machine

디지털시의 종류와 특징

- hypertext **poetry:** 닫힌 종결을 지향하고 기존의 일방향성 글 읽기에 도전, 독자의 능동적 참여 요구. 본래의 텍스트에 하이퍼링크를 걸어 독자 자신이 의미를 생성하도록 함.
- 시의 저자가 링크의 수를 결정하긴 하지만 독자가 선택하는 링크의 패턴이 시의 의미를 결정한다.
- 예) "The Love Song of J. Alfred Pruflock" T. S. Eliot
- http://www.cs.amherst.edu/ccm/prufrock.html
- Hypertext fiction authoring program: HypeDyn, Twine (http://twinery.org/)

디지털시의 종류와 특징

- 학생 작품의 예 (악몽 소개)
- file:///C:/Users/SAMSUNG/Downloads/%EC%95%85%EB%AA%BD.html

디지털시의 종류와 특징

- Computer poetry : 이미 정해진 일정한 단어의 세트를 순서대로 나열하는 조합방식(combinatoric), 주어진 요소들을 새로운 낱말이나 문장으로 재결합하는 순열방식(permutational) 또는 단어들을 구문 형판(syntactic template)에 끼워 넣는 방식
- 예) Permutations (http://permutations.pleintekst.nl/) ex) Brion Gison의 "Cuts-up"

- 미국의 비트작가인 윌리엄 바로우 (Williams S. Burroughs)와 브라이언 기신 (Brion Gysin)

IN THE BEGINNING WAS THE WORD

IN THE BEGINNING WAS WORD THE

IN THE BEGINNING WORD THE WAS

IN THE BEGINNING WORD WAS THE

IN THE THE BEGINNING WAS WORD

IN THE THE BEGINNING WORD WAS

IN THE THE WAS BEGINNING WORD

IN THE THE WAS WORD BEGINNING

IN THE THE WORD BEGINNING WAS

디지털시의 종류와 특징

- kinetic poetry (motion poetry): computer generated animation, digital visual poetry라고도 함: 내용과 형식의 조합을 꾀했던 비주얼 시는 1960년대 중반 이 후 그래픽이나 동적 요소가 가미되면서 시적 비디오 아트나 여러 종류의 키네틱 시들의 탄생을 도왔다.

디지털 시의 종류와 특징

- https://www.youtube.com/watch?v=SwjUfPhGvyo (Digital Poem: Her Waiting Face)
- After that (The Quiet World) https://www.youtube.com/watch?v=4PtCtidklcc
- 장영혜 중공업 http://www.yhchang.com/
- 서경숙 "The Ghost Hunting"

- 기타: code poetry등

TWOFACED

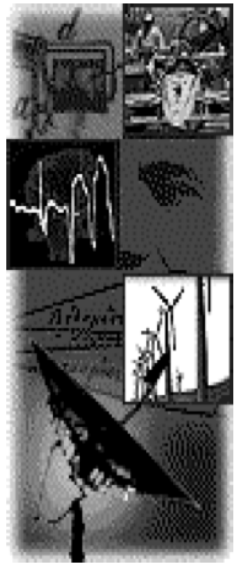
```
public class TwoFaced {
    public String greet() {
        return "Hi! So great to see you!";
    }

    private String think() {
        return "Fucking bitch.";
    }
}
```

- Jason Kopylec
  // Java

WEEK #	TOPICS	ASSIGNMENTS
1	D: Introduction to Digital Poetry with Discussion of History of New Media Poetry, Definition of Key Terms, and Discussion of Computational Models of Writing (Bush, Nelson, Joyce) D: Discussion of Remediation in Poetry	A: Remediation of George Herbert's poem "The Altar" into a soundscape
2	D: Image and Metaphor in Poetry and Digital Forms D: Discussion of Relevant Mass-media Forms (Graphic Novels, Comics, the Photographic Essay) W: Soundscape Poem	A: Remediation of first assignment into a digital visual environment (may include audio)
3	D: Hypertext and Non-linear Compositional Techniques W: Visual Poem	A: Hypertext version of first two poems
4	D: Wikis and Collaborative Authoring Over Networks, Authorial Imperative Versus Reader-centered Writing	A: Start Wiki poem General questions you should consider: 1) What generative devices do you associate with poetry? That is, what mechanics of writing do you recognize as means to get a poem going? 2) What mechanics of games do you think are applicable to poetry? What other aspects of games? 3) What, if any, relationships exist between the traditions of "found poetry" and the kind of digital poems you have been creating? 4) What elements of the oral poetry traditions we briefly alluded to in class last week could be extended to forms of digital poetry? What about location-based poems? Performance poetry? 5) What other kinds of "interaction" beyond those you used in your hypertext poems might be used in creating digital poems?
5	D: Processuality, OuLiPo Experiments, "Listening Post" (Check the List Visual Art Gallery Online Archive For Discussion of this Installation) W: Hypertext Poem	A: Process poem
6	D: Interactivity in New Media Poems, Digital Poetry and Games W: Process Poem	A: Game poem
7	D: Location-based Writing and Mobile Digital Devices D: Podcasting W: Game Poem	A: Location-based poem
8	D: Installation and Performance Poetry D: Code Poems W: Location-based Poem	A: Installation performance poem or code poem
9	D: Hypermediality, Digital Video W: Installation or Code Poem	A: Video poem
10	D: Analysis of Hypermediality from Author and Audience Perspectives W: Video Poem	A: Begin final project A: Complete Wiki poem
11	D: Analysis of Collaboration in Creation and Reception of Digital Poetry W: Wiki Poem	A: Final project A: Hardcopy portfolio review
12	Review Final Projects	
13	Review Final Projects (cont.)	

- 습을 병행
- 르셀로나, 파
  al, sound, 와
- 디지털 문화

The Seven Cs – 21st Century Lifelong Skills



Seven Cs	Component Skills
Critical Thinking-and-Doing	Problem-solving, Research, Analysis, Project Management, etc.
Creativity	New Knowledge Creation, "Best Fit" Design Solutions, Artful Storytelling, etc.
Collaboration	Cooperation, Compromise, Consensus, Community-building, etc.
Cross-cultural Understanding	Across Diverse Ethnic, Knowledge and Organizational Cultures
Communication	Crafting Messages and Using Media Effectively
Computing	Effective Use of Electronic Information and Knowledge Tools
Career & Learning Self-reliance	Managing Change, Lifelong Learning and Career Redefinition

호흡,
갔도
들의