Design for Digital Humanities Project Management

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Framing Questions

PM methodology at CDH

1. Transparent Documentation
2. Critique Culture
3. Self-Reflective Processes in Design and DH
4. Communication Facilitation as a Social Process

Q & A
What does DH teach us about PM?

Digital Humanities
principles, methods, tools

inform and transform

Project Management
methods, techniques
What’s different about PM for DH?

- **Process-oriented**: Generating new knowledge
- **Self-reflexive**: Thinking about how we think
- **Dialectic**: Moving between the real and the preferable
How do we adapt PM techniques to DH projects?

• Consider the PM process as essential to knowledge production
• Preserve free space for experimentation
• Conceptualize PM as inherently social
PM methodology at CDH

1 Transparent Documentation
PROJECT TEAM

- Faculty Project Director(s)
- Graduate Student Project Manager
- Student Research Assistant(s)

CDH STAFF

- Technical Lead
- Database Specialist
- Designer
- Developer(s)
- Project Manager
- ...

1 Transparent Documentation
1  Transparent Documentation

Consultations
- Call for Application
- Peer Review
- Planning Meetings
- Design Review
- Project Charter
- Project Meetings
- Grant Cycle Starts
- Acceptance
- PM Group Meetings
- Project Launch
- Grant Cycle Ends

Supporting Project Actors
- Documention
- Planning Meetings
- Design Review
- Project Charter
- Project Meetings
- Acceptance
- PM Group Meetings
- Project Launch
- Grant Cycle Ends

Data Collection
- Use Cases
- Sample Content
- Data Entry
- QA Testing
- Peer Review
- Acceptance
- Grant Cycle Stars
- Acceptance
- PM Group Meetings
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Documention
- Supporting Project Actors
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Usability Testing
- User Research
- Art Direction
- Design
- Mockups
- Publicity Material
- Interface
- Wireframe
- Site Flow

Implement Front-end Interface
- Implement Back-end Admin Interface
- User Stores
- Releases
- Tech Design
- Plan Feature List

DH 2018
Natalia Ermolaev  Rebecca Munson  Xinyi Li  Center for Digital Humanities at Princeton University
Evolving Role of Design

Problem-solver  →  Author, Activist  →  Facilitator, Integrator

form   →   content   →   context
Design Today

DESIGNER
Leading through the process

Identify objectives → Arrive at design solutions
1 Transparent Documentation
Derrida's Margins Sitemap V1

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Derrida's own copy of De la grammatologie

Instance of Citation

Book

not in PML

info

Citation View

Library

Citation List

Visualization

Overworks

Pages

Annotations

Related books

Annotated Books

- info

- annotation

- insertions

- relevant marking

Overview img

Insight

Related books

Annotated pages

Insertions

Relevant marking

Overview img

Derrida’s Margins Sitemap V2
1  Transparent Documentation
1  Transparent Documentation

As well as being famous for the world over for his highly renowned children's tales - all published by Puffin - Roald Dahl is also known for his captivating and twisted short stories, all of which are published in Puffin-an paperback. This collection gathers together three similar tales that fully exhibit Dahl’s mastery of suspense and his unparalleled ability to tease the reader until the very last sentence.

TIME: SIX—EIGHT O’CLOCK
POST MERIDIEM

celebrate the publication of —

STYLING NATURE:
A MASTERFUL APPROACH TO FLORAL ARRANGEMENTS

Rizzoli Bookstore
La pensée sauvage

Claude Lévi-Strauss

1962 · Copy 2

De la grammatologie

Claude Lévi-Strauss

1960-1980

L'opposition entre nature et culture, sur laquelle nous avons jadis insisté, nous semble offrir une valeur.

Je ne sais comment cela se fait, mais je sais bien que la valeur des mots, selon le goût, est de se friponner le plus.

Les comptes de livres de compte sont précisément celles où l'on friponne le plus.

Cf. aussi p. 169

La pensée sauvage, sous un titre séduisant, Le temps retrouvé.
1  Transparent Documentation

The Winthrop Family on the Page, Data managing interface

The Winthrop Family on the Page, Annotation editing interface
1 Transparent Documentation
PM methodology at CDH

2 Critique Culture
1  Transparent Documentation

PM
- Call for Application
- Peer Review
- Planning Meetings
- Design Review
- Project Charter
- Project Meetings
- PM Group Meetings
- Project Launch
- Acceptance
- Grant Cycle Starts
- Grant Cycle Ends

DESIGN
- Sitemap
- Site Flow
- Interface Wireframe
- Art Direction
- Design Mockup
- Publicity Material
- Review and Critique
- Usability Testing
- User Research

DEVELOPMENT
- Feature List
- Tech Design Plan
- User Stories
- Implement Back-end Admin Interface
- Implement Front-end Interface
- Releases
- Acceptance Testing
- QA Testing
- Technical Documentation

COLLABORATORS
- Project Proposal
- Use Cases
- Sample Content
- Data Collection
- Data Entry

Supporting Project Actors

Documention

DH 2018

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Critique Culture

Spatialized Memory
Types of Feedback

Judgemental Feedback
To express opinions
I don’t like it.
This feedback is a particular subjective observation and reaction of a project, and is evaluative assessments.

Directive Feedback
On design choices
A book will be a more appropriate medium for this project.
Directive feedback is specific advice about an aspect of design. It is purposeful, and most of it focuses on the formal aspect of design.

Interpretative Feedback
On design semantics
This image has negative connotations. This reads as...
This feedback is also subjective but the reason behind is given. It also provides interpretations form the angle of audience.

Investigative Feedback
To understand or questioning
Why did you...
To better understand the intention and design decisions of a project, investigative feedback could be used to question certain aspects of project. Direct answers of the question are expected from the students.

Suggestive Feedback
On designer approach
I would suggest...
You should try...
While directive feedback is specific and direct, suggestive feedback focuses more on the design approach and process.

Associative Feedback
To suggest examples
It reminds me of...
This feedback is free associations the critics came up with upon viewing the project with less strategic address.

Ethical Feedback
On designer ethos
What is the intended impact?
How do you relate this to...
What motivates you to...
This feedback prompts thoughts about the role as designer, especially in a larger context.

Generative Feedback
To diverge or converge
What about...
If...
How might we...
This feedback provides future possibilities of the project. It is open-ended suggestion and is intended to trigger thoughts rather than giving answers.

Comparative Feedback
To situate the design
How does it relate to...
What is the difference between...
Comparative feedback makes the reason and logic of why bringing in examples apparent. It is more strategic than free association. Comparative feedback provides student an opportunity to see their project in relation to others’ design.
MEMBERS

Abreu, Simone (Bretteville) de
Alderman, Pauline
Aldington, Richard
Alexandre
Alvear, Elvira de
Aragon, Louis
Arvanon, Cyrille
Auger, Pierre
Baker
Baldwin, Helen (Green)
Batrounitis, Helene (Focillon)
Bazin de Jessey, Fiamette (de Thierry)
Beach
Beach, Sylvia
Beaulieu, Benoit de
Bouvolo, Simone de
Bedouret, Lionel
Benjamin, Walter
Bemheim, Antoinette
Bemheim, Françoise
Bidoire, (Bouleanger)
Bird, William
Blackner, Alan
Bless, Madeleine
Bloch, Marguerite (Herzog)

Books Borrowed
- Rezia Two Painters
- Being Glummes Together
- Listen in the Wind
- Young Cinema
- Monarchy
- Aqua Elters
- Mides Touch
- Death of a Heart
- Impressions Monuments
- Three Marriages
- I think added in America

Filter
- Sex

Type
- Member with extant card
- Member in logbook only
- Other

Nationality

Profession

Subcription years
1930 to 1943

Arrondissement

Books Borrowed
- Points Two Painters
- Being Glummes Together
- Listen in the Wind
- Young Cinema
- Monarchy
- Aqua Elters
- Mides Touch
- Death of a Heart
- Impressions Monuments
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PM methodology at CDH

3 Self-Reflective Processes in Design and DH
Iteration and Agile

Real → Preferable

Preferable → Real
Iteration and Agile
Iteration and Agile

Multistage of synthesis and refinement
Self-Reflective Processes in Design and DH

Types of Design Research

- Research into design
- Research for design
- Research through design

Scholarly Merits of a Digital Humanities Project

- The built tool itself
- Findings generated with the product
- Reflections of the process working with the interdisciplinary team

Christopher Frayling, *Research in Art and Design*, 1993
Research through *doing*

“*building as a distinct form of scholarly endeavor*”


“*where the thinking is ... embodied in the artefact*”

Tacit knowledge vs. Explicit knowledge

Externalization for production-based practice
PM methodology at CDH

5 Communication Facilitation as a Social Process
PM for DH is an inherently social process.

- Majority of communication work is undocumented
- Relies on invisible “carework”
- Awareness of this labor places value on process of facilitation
- This shared knowledge becomes an outcome of a DH project
Thank you

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