

Dr. Amanda Wyatt Visconti

Curriculum Vitae

Portfolio: AmandaVisconti.com
Research Blog: LiteratureGeek.com
DH Code: [Github.com/AmandaVisconti](https://github.com/AmandaVisconti)
Social Media: [@LiteratureGeek](https://twitter.com/LiteratureGeek)
Email: Visconti@Virginia.edu

EDUCATION

Literature Ph.D.

University of Maryland, Department of English (September 2010-May 2015)

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 of an internationally recognized digital and experimental humanities research center, in partnership with Faculty Director Dr. Alison Booth.

- Vision, strategy expanding our wide scholarly collaboration network and deep research portfolio
- Leadership of digital humanities projects, practitioners, and infrastructure

"[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 a 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)
- English Departments: NYU; UMD; University of Iowa
- UCLA; Brown University; MIT Media Lab; Digital Library Federation eResearch Network; Northeastern University; CUNY; Folger Shakespeare Institute; NYU; UMD; Universities of Iowa, Nebraska, Victoria

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.

Conference speaking (theme 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

- "[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. *Journal of Digital Humanities* Vol. 3, No. 1 Spring 2014.
 - Team-authored, peer-reviewed poster and abstract.
- 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 this online community of over 3,000 digital humanists.

[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

["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 work on Maryland Institute for Technology in the Humanities DH projects:

- | | |
|--|---|
| 1. <i>The Deena Larsen Archive</i> | 14. <i>BrailleSC & Making Digital Humanities More Open</i> |
| 2. <i>The Bill Bly Archive</i> | 15. <i>Digital Mishnah</i> |
| 3. THATCamp Games | 16. <i>MONK (Metadata Offer New Knowledge)</i> |
| 4. THATCamp #TransformDH 2015 | 17. <i>Review, Revise, Requery: New Methods for Studying Ekphrasis</i> |
| 5. <i>Foreign Literatures in America</i> | 18. <i>Romantic Circles</i> |
| 6. <i>BitCurator</i> | 19. <i>Theatre Finder</i> |
| 7. <i>The Shelley-Godwin Archive</i> | 20. <i>Visual Accent and Dialect Archive</i> |
| 8. <i>Editing Modernism in Canada</i> | 21. <i>Inaugural Digital Humanities Winter Institute (DHWI, later HILT)</i> |
| 9. <i>Modernist Versions Project</i> | 22. <i>Shared Horizons</i> |
| 10. NEH Advanced Institute on Topic Modeling | 23. <i>Personal Digital Archiving 201</i> |
| 11. <i>Text-Image Linking Environment</i> | |
| 12. <i>Angles</i> | |
| 13. <i>Black Gotham Archive</i> | |

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

- **Scholars' Lab Praxis Fellows Program**, teaching team member (2017-current)
- **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)

Appearances on others' university syllabi include: 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)

UVA 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"** co-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

- | | |
|--|---|
| <ul style="list-style-type: none"> • IMLS National Forum on Web Archiving for Social Media • NEH Black Spatial Humanities Advanced Institute • <i>The Programming Historian</i> editorial board (2016-2017), article editor • NEH "Speaking in Code" and "Topic Modeling" Advanced DH Institutes | <ul style="list-style-type: none"> • 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 |
|--|---|