

DH6117 *Final Portfolio*
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Contemporary Practices in Publishing and Editing

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What is editing? What is the role of the editor? Are we not all editors now?

Going through 'From Gutenberg to Google' and 'Digital Publishing Platforms Comparison' article;

Here are some key points:

- The idea of Digital Publishing is that the online content that people can view, download, print and/or share and they can access through different devices.
- I didn't think before about how the websites are usually powered, and I was somehow surprised reading that approximately 27% of the internet websites are powered by WordPress!
- I believe one of the main advantages of Digital Publishing is that we can attract a larger audience as well as engage with them. Moreover, we can always go back and fix mistakes easily if there are any. (Thanks to auto correct and the opportunity to review before publishing.) Hence, the capability to integrate media in the published content and changing its visuals according to trends which has a great effect on the e-commerce field for example. Perhaps 'computers have altered the way people interact with texts thus have changed both textual uses and users.'

I believe the role of an editor is quite different. Editors are responsible for the content that is published; therefore, they have to understand the language that they are editing in-depth as well as the point needed from the content.

However, there are steps and stages that editors go through which basically includes copyediting and proofreading. There are types of editors as well according to the job they are actually doing.

Everyone is responsible for his own content and usually people review their content before publishing even through their online personal accounts. Everyone is both; creators and editors.

I think I have taken the Editor's role in some group work I've been through while attending University. However, I didn't understand that this specific thing I am doing is Editorial. I didn't have idea at that time. However, personally I usually review my writings and the punctuation used, also the font type and the overall look of what I am posting.

I don't think that we are all editors. Also, the role of the editor might be in different types of roles, different types of publications and forms as well.

Participatory Editing:

Web 2.0:

Web 2.0 is an improved version of Web 1.0 where people/users not only generate content but also contribute to it. So, perhaps with the growth of social-media, Web 2.0 is a user-generated content.

I remember trying to learn how to design a blog when I was young, but I couldn't and I didn't know much about the technology used, I had no idea about the web 1.0 that was used at that time. However, now I use online platforms such as Facebook, Instagram, Twitter and WordPress where I can use and post through in whatever design I like. Moreover, I searched about Web 3.0 to find out it is already nearby, I found out that some of its examples are: Google Voice search and Apple's Siri. I read that its idea is based on the information that is stored to be understood by computers and devices on their own. Looking forward to it!

Participatory Culture:

It is a concept which describes the process of generating/producing and using/consuming, which I believe describes the web 2.0 or maybe its components as a whole, as it includes the network effect where people participate so the outcome of that contribution becomes valuable as it would have made no sense if there were no participants to it or only a few. Also, describing the platforms where people create their environments through and do what they want to. And collecting people's thoughts, ideas and reviews as well.

As for Jenry Henkins: In the process, everyone becomes a produser (producer and user).

Crowdsourcing:

A multiple benefit. (For both, the institute or company and the person contributing/doing the work)

It is powered by new technology and web 2.0, and we can get numerous different ideas from many different people and most importantly, doesn't require a lot of time.

Advantages can include all of the skills of different people contributing together in a short period of time. However, one of the main disadvantages of crowdsourcing can be that no one will put all of their expertise for free, which will probably affect the quality of the information there and it is not promised to get the exact information you need.

Example: Open street map, and one of its advantages is that it is mostly always updated.

Participatory Editing and Wikipedia:

Tools^[edit]

Raghdha Mawlana

Digital humanities scholars use a variety of digital tools for their research, which may take place in an environment as small as a mobile device or as large as a **virtual reality lab**. Environments for "creating, publishing and working with digital scholarship include everything from personal equipment to institutes and software to cyberspace."^[49] Some scholars use advanced programming languages and databases, while others use less complex tools, depending on their needs. DiRT (Digital Research Tools Directory)^[50] offers a registry of digital research tools for scholars. TAPoR (Text Analysis Portal for Research)^[51] is a gateway to text analysis and retrieval tools. An accessible, free example of an online textual analysis program is **Voyant Tools**,^[52] which only requires the user to copy and paste either a body of text or a URL and then click the 'reveal' button to run the program. There is also an online list^[53] of online or downloadable Digital Humanities tools that are largely free, aimed toward helping students and others who lack access to funding or institutional servers. Free, open source web publishing platforms like **WordPress** and **Omeka** are also popular tools.

يستخدم علماء العلوم الإنسانية الرقمية مجموعة متنوعة من الأدوات الرقمية لإبحاثهم ، والتي قد تحدث في بيئة صغيرة مثل جهاز محمول أو كبيرة مثل مختبر الواقع الافتراضي. تشمل بيانات "إنشاء المنح الرقمية ونشرها والعمل بها كل شيء من المعدات الشخصية إلى المعاهد والبرمجيات إلى الفضاء الإلكتروني." يقدم DiRT (دليل أدوات البحث الرقمي [50]) سجلاً لأدوات البحث الرقمية للباحثين. TAPoR (بوابة تحليل النصوص للأبحاث [51]) هي بوابة لتحليل النصوص وأدوات الاسترجاع. من الأمثلة المجانية التي يمكن الوصول إليها لبرنامج التحليل النصي عبر الإنترنت أدوات [52] ، [Voyant] والتي تتطلب فقط من المستخدم نسخ ولصق إما نص أو عنوان URL ثم النقر فوق الزر "كشف" لتشغيل البرنامج. هناك أيضًا قائمة على الإنترنت [53] لأدوات العلوم الإنسانية الرقمية عبر الإنترنت أو القابلة للتنزيل والتي تكون مجانية إلى حد كبير ، وتهدف إلى مساعدة الطلاب وغيرهم ممن يفتقرون إلى التمويل أو الخوادم المؤسسية. منصات النشر على الويب المجانية ومفتوحة المصدر مثل WordPress و Omeka هي أيضًا أدوات شائعة.

إنسانيات رقمية

الرقمية كلاً من المواد الرقمية (المعالجة) والمولدة وتجمع بين المنهجيات من التخصصات الإنسانية التقليدية (مثل البلاغة، والتاريخ، والفلسفة، والقوانين، والأدب، والفن، وعلوم الآثار، والموسيقى، والدراسات الثقافية) والعلوم الاجتماعية.^[49] مع الأدوات التي توفرها الحوسبة (مثل النصوص، والبيانات، واسترجاع المعلومات، واستخراج البيانات، والإحصاءات، والتقيب عن النصوص، ورسم الخرائط الرقمية) والنشر الرقمي. ظهرت حقول فرعية ذات صلة بالإنسانيات الرقمية مثل دراسات البرامج، ودراسات المنصات، ودراسات الكود الحرة. تشمل المجالات التي توازي الإنسانيات الرقمية دراسات الوسائط الجديدة، وعلوم المعلومات بالإضافة إلى نظرية التكوين للوسائط، ودراسات الألعاب، لا سيما في المجالات المتعلقة بتصميم وإنتاج المشاريع في الإنسانيات الرقمية، والتحليلات الثقافية. لكل مجال تخصص ولكل دولة تاريخها الفريد في الإنسانيات الرقمية.^[49]

اقترح بييري وفاجيروود أن طريقة إعادة تصور العلوم الإنسانية الرقمية يمكن أن تكون من خلال "كرومة العلوم الإنسانية الرقمية". يجادلون بأن "هذا النوع من المخططات شائع في الحساب وعلوم الكمبيوتر لإظهار كيفية" تكبير "التقنيات فوق بعضها البعض في مستويات متزايدة من التعرير. وهذا ، [م] يستخدمون الطريقة بمعنى أكثر توضيحاً وإبداعاً لوضع مجموعة الأشكال والممارسات والمهارات والتقنيات والبيئات التي يمكن القول إنها تشكل العلوم الإنسانية الرقمية ، بهدف توفير خريطة عالية المستوى. " في الواقع ، " يمكن قراءة الرسم التخطيطي على أنه الجزء السفلي تشير المستويات إلى بعض العناصر الأساسية لمكتسب العلوم الإنسانية الرقمية ، مثل التفكير الحسابي وتعميل المعرفة ، ثم العناصر الأخرى التي تبني عليها لاحقاً ."

الأدوات

يستخدم علماء العلوم الإنسانية الرقمية مجموعة متنوعة من الأدوات الرقمية لأبحاثهم ، والتي قد تحدث في بيئة صغيرة مثل جهاز محمول أو كبيرة مثل مختبر الواقع الافتراضي. تشمل بيانات "إنشاء المنح الرقمية ونشرها والعمل بها كل شيء من المعدات الشخصية إلى المعاهد والبرمجيات إلى الفضاء الإلكتروني." يقدم DiRT (دليل أدوات البحث الرقمي) سجلاً لأدوات البحث الرقمية للباحثين. TAPoR (بوابة تحليل النصوص للأبحاث) هي بوابة لتحليل النصوص وأدوات الاسترجاع. من الأمثلة المجانية التي يمكن الوصول إليها لبرنامج التحليل النصي عبر الإنترنت أدوات [52] ، [Voyant] والتي تتطلب فقط من المستخدم نسخ ولصق إما نص أو عنوان URL ثم النقر فوق الزر "كشف" لتشغيل البرنامج. هناك أيضًا قائمة على الإنترنت لأدوات العلوم الإنسانية الرقمية عبر الإنترنت أو القابلة للتنزيل والتي تكون مجانية إلى حد كبير ، وتهدف إلى مساعدة الطلاب وغيرهم ممن يفتقرون إلى التمويل أو الخوادم المؤسسية. منصات النشر على الويب المجانية ومفتوحة المصدر مثل WordPress و Omeka هي أيضًا أدوات شائعة.

انظر أيضًا ^[ع]

- أثر وولوجيا رقمية

المراجع ^[ع]

- ^{*} "معلومات عن إنسانيات رقمية على موقع jstor.org". *jstor.org*. مؤرشف من الأصل في 29 أبريل 2019.
- ^{*} "معلومات عن إنسانيات رقمية على موقع id.loc.gov". *id.loc.gov*. مؤرشف من الأصل في 10 ديسمبر 2019.
- ^{*} "معلومات عن إنسانيات رقمية على موقع d-nb.info". *d-nb.info*. مؤرشف من الأصل في 10 ديسمبر 2019.
- ^{*} "علم «الإنسانيات الرقمية».. مستقبل البشرية الذي يجاهدته العرب" *الشرق الأوسط*، مؤرشف من الأصل في 25 أكتوبر 2016، اطلع عليه بتاريخ 18 أغسطس 2019.

I've already tried Google Docs several times and I know how useful it can be, especially when it comes to collaborations and for getting good amount of work done in few seconds. I also like that I can save the document and continue working on it later on through a different device. So, I tried editing the Wikipedia page on Google Docs first, then I thought about the positive impact I may do if I tried contributing to editing the Arabic version of the actual website of Wikipedia, so I tried!

I thought of how useful it can be; how collaboratively in few seconds we can have most of the page translated into Arabic. I believe the idea of collaboration and adding to the Arabic version of Wikipedia is a huge addition for the Arabic culture and world. I also had a feeling like a reminder that I can add and I can improve where I come from, some feeling of belonging to that culture.

But I struggled a bit with editing the Arabic version of Wikipedia, not sure if that is because not so many people contribute to it or there is another reason. I didn't find much paragraphs or references and I couldn't put my own reference which is the English version. However, I believe if contributions are made regularly, it surely will be improved. And I think that applies to the Arabic version of Wikipedia and not only the page of Digital Humanities.

Zooniverse:

I chose Poets & Lovers Talk to give it a try and transcribe it and went through the initial tasks which included checking if all the transcription underline marks are turned grey (which means it is done) and if they are underlined in pink (it means they still need transcribing) and checked if there are any (Drawings / Non-English language / Personal name(s) / Printed matter / Text too difficult to transcribe)

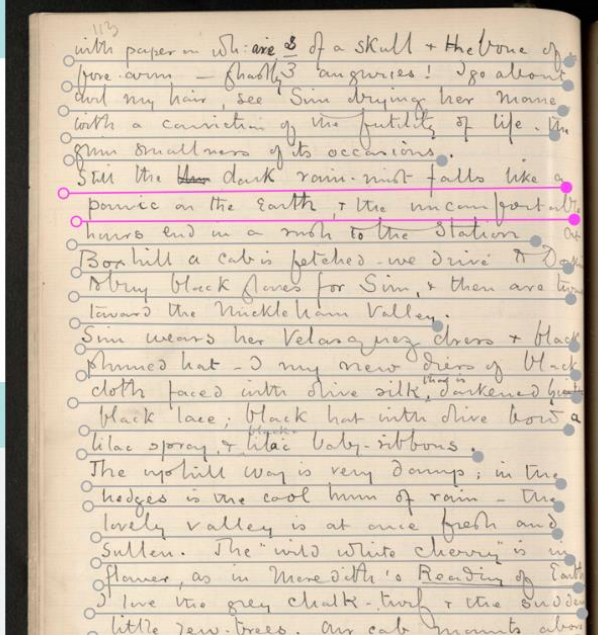
Most of my choices were (Text too difficult to transcribe) I couldn't read most of the writings on the page. However, I like the writings font and look and the feeling of the paper used as it looks somehow yellowish and old!

There were no active participants but the tasks were clear and there are tutorials to help people to get started. Also, I didn't ask for help but I think it might be available.

Previous

Next

POETS & LOVERS



FIELD GUIDE



TASK

TUTORIAL

Let's get started with Entries!

Orient yourself to the tools on the screen. These are single-page documents in sequential order, but you may need to enlarge or rotate them. The icons on the right allow you to do that.

Then start transcribing! We transcribe one line at a time, from top to bottom. Click below the start and end of a line to underline it. Then follow the instructions in the pop-up box.

If the text already has a colored line under it, please do not create a new line.

Pink means that we still need more transcriptions. Click on the existing line to add yours.

Gray means that we have the maximum number of transcriptions for that line, and you can move on to the next one.

You can find more information for getting started in the *Tutorial*. The *Field Guide* provides more comprehensive answers, especially about specific issues you might encounter.

T Single line of text 0 drawn

When you are done with a subject, answer the

SWITCH TO DARK THEME

XML Encoding:

It is my first time ever to know about XML and HTML and CSS.

I find HTML and CSS a bit easy to be understood but somehow I am still struggling with XML, I am not so sure about TEI or Oxygen or the validating thing and I don't know what should be done next. However, I believe it will become easier by practicing and searching more about it.

After searching about the uses of XML, I found out that it can be used for:

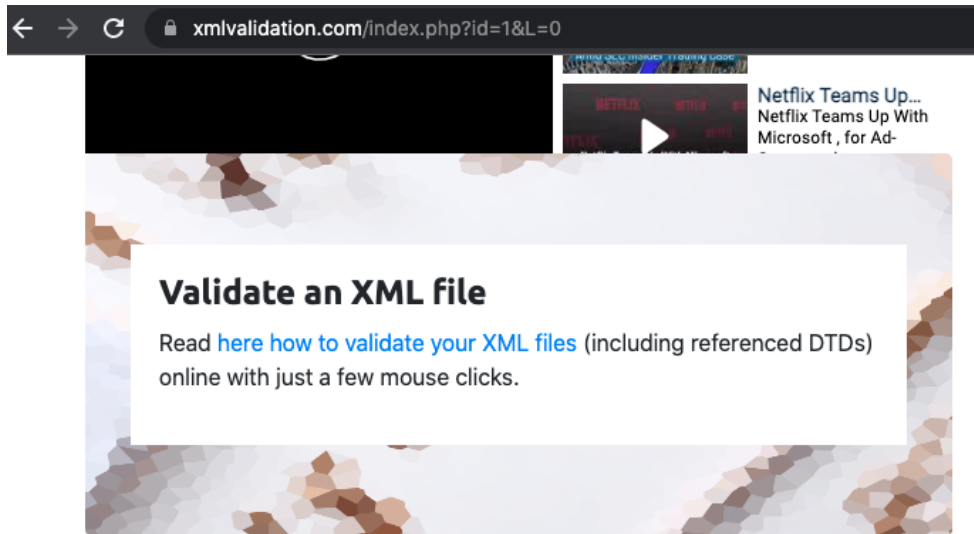
- Web publishing; to create interactive pages and we can store the data only once.
- Applications.

I also think this simple youtube video might be useful for understanding the advantages of XML:

<https://www.youtube.com/watch?v=TLaU9Lq5c-s>

I also tried this sample on xmlvalidation.com and got no errors:

```
<?xml version="1.0" encoding="UTF-8"?>
<note>
<event>
<where>Cork</where>
<what>Class</what>
<subject>Text Encoding</subject>
</event>
<event>
<where>Florence</where>
<what>Class</what>
<subject>Text Encoding</subject>
</event>
</note>
```

No errors were found

The following files have been uploaded so far:

[XML document:](#) [icon]

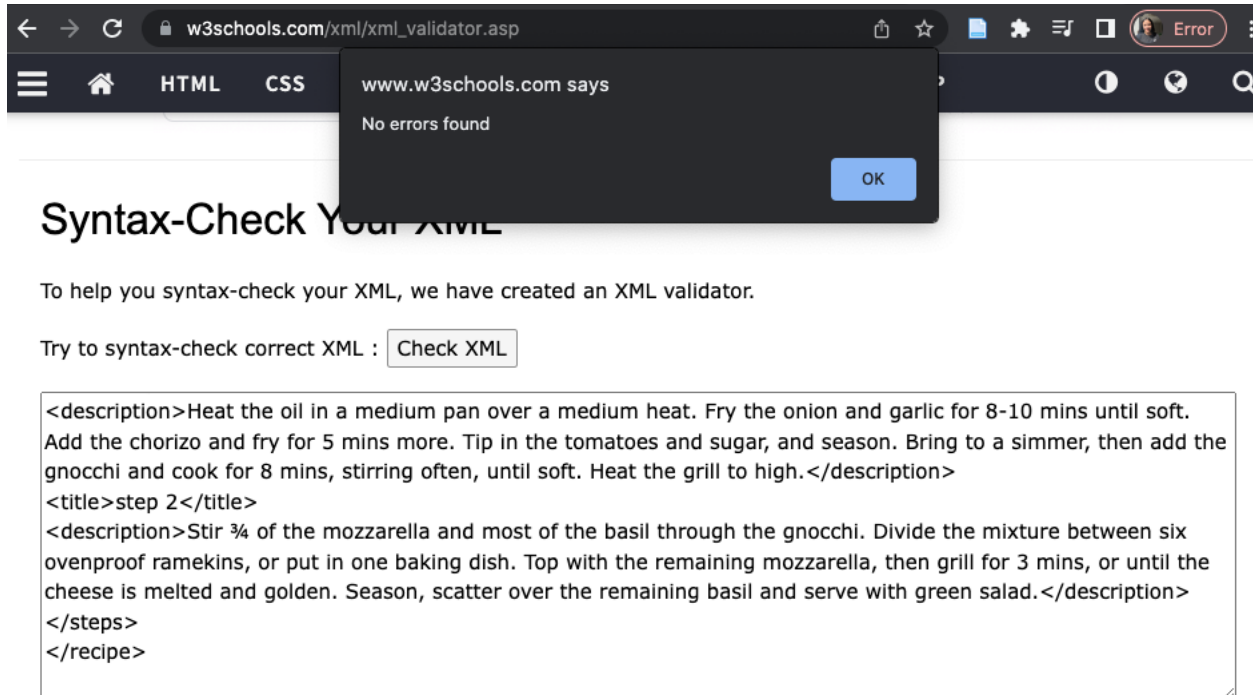
Click on any file name if you want to edit the file.

XML Trial:

I tried XML and got no errors with the validator:

```
<recipe>
<ingredients>
<ingredient>1 tbsp olive oil</ingredient>
<ingredient>1 onion, finely chopped</ingredient>
<ingredient>2 garlic cloves, crushed</ingredient>
<ingredient>120g chorizo, diced</ingredient>
<ingredient>2x400g cans chopped tomatoes</ingredient>
<ingredient>1 tsp caster sugar</ingredient>
<ingredient>600g fresh gnocchi</ingredient>
<ingredient>125g mozzarella ball, cut into chunks</ingredient>
<ingredient>small bunch of basil, torn</ingredient>
<ingredient>green salad, to serve</ingredient>
</ingredients>
<steps>
<title>step 1</title>
<description>Heat the oil in a medium pan over a medium heat. Fry the onion and garlic
for 8-10 mins until soft. Add the chorizo and fry for 5 mins more. Tip in the tomatoes and
sugar, and season. Bring to a simmer, then add the gnocchi and cook for 8 mins,
stirring often, until soft. Heat the grill to high.</description>
```

```
<title>step 2</title>
<description>Stir ¾ of the mozzarella and most of the basil through the gnocchi. Divide
the mixture between six ovenproof ramekins, or put in one baking dish. Top with the
remaining mozzarella, then grill for 3 mins, or until the cheese is melted and golden.
Season, scatter over the remaining basil and serve with green salad.</description>
</steps>
</recipe>
```



www.w3schools.com/xml/xml_validator.asp

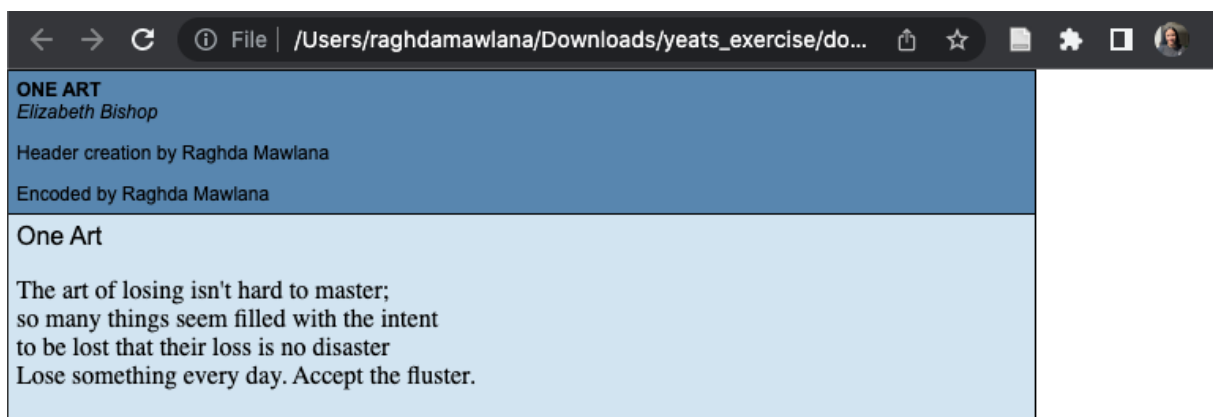
www.w3schools.com says
No errors found

Syntax-Check Your XML

To help you syntax-check your XML, we have created an XML validator.

Try to syntax-check correct XML :

```
<description>Heat the oil in a medium pan over a medium heat. Fry the onion and garlic for 8-10 mins until soft.
Add the chorizo and fry for 5 mins more. Tip in the tomatoes and sugar, and season. Bring to a simmer, then add the
gnocchi and cook for 8 mins, stirring often, until soft. Heat the grill to high.</description>
<title>step 2</title>
<description>Stir ¾ of the mozzarella and most of the basil through the gnocchi. Divide the mixture between six
ovenproof ramekins, or put in one baking dish. Top with the remaining mozzarella, then grill for 3 mins, or until the
cheese is melted and golden. Season, scatter over the remaining basil and serve with green salad.</description>
</steps>
</recipe>
```



File | /Users/raghdamawlana/Downloads/yeats_exercise/do...

ONE ART
Elizabeth Bishop

Header creation by Raghda Mawlana
Encoded by Raghda Mawlana

One Art

The art of losing isn't hard to master;
so many things seem filled with the intent
to be lost that their loss is no disaster
Lose something every day. Accept the fluster.

Creating and Publishing Audio:

My Research Story: <https://on.soundcloud.com/ESrC>

I usually listen to radio while riding a car especially if it is a long-distance ride. I am not a big fan of podcasts actually I've listened once or twice to podcasts on an online application called "Anghami" and I liked them but I am more of a visual person, so I am more into videos and pictures. However, this is a great new experience to be gone through.

This is my first time working with audio, but the steps are quite easy.

I started by writing my script then I chose the music for the background, then I planned the whole podcast with specific time and put how the music would enter and exit, and I started recording and when I finished I started to edit the sound on Audacity and added the music. Audacity is easy to use and very useful.

I think podcasting is a good method for sharing and spreading information quickly. It is also helpful because it can be listened to while doing other activities without having to sit and watch but I am more of a visual person, I get distracted easy, and I cannot focus on audio for a long period of time. However, I believe podcasts are easy to be shared and spread quickly and reach wider audiences. I thought of designing a cover picture for the audio and I thought of using Touch Designer to make visuals based on the sound.

Perhaps, I would like to develop my audio skills further, but I think I might use the sound to be added on videos rather than being only a podcast because as I mentioned I am more into visuals.

