

Digital researchers and data experts

We create digital tools  
to explore academic  
research in new ways.



## OVERVIEW & CONTEXT

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research in new ways.

## Dr. James Smithies

Director of King's Digital Lab

Deputy Director of eResearch

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## @kingsdh

30 years of activity, against a background of rapid innovation and change in Humanities Computing and Digital Humanities

Centre for Computing in the Humanities (1991) - Prof. Harold Short

Centre for e-Research (2008) - Prof. Sheila Anderson

Department of Digital Humanities (2011-):

- ~500 students across 5 Masters and 1 Undergraduate degrees
- PhD programme
- ~60 staff including researchers and teaching fellows

## @kingsdigitallab

Operational since 2015

13 staff: Project Manager, Analysts, Software Engineer, Developers, Designers, Systems Manager  
+ Research Affiliates/Visiting fellows

4 VMWare Hosts, ~200 VMs, 784GB RAM with ~400GB used + AWS / Azure

~200 digital projects, including ~100 inherited: ~5 million digital objects

Business, HR, Operational Plans for 2016–2020 complete; funding, impact & comms strategies

Supported by external funding, under-written internally



Samantha Callaghan



Dr. Paul Caton



Dr. Arianna Ciula



Ginestra Ferraro



Elliott Hall



Neil Jakeman



Brian Maher



Pamela Mellen



Geoffroy Noël



Tiffany Ong



Dr. James Smithies

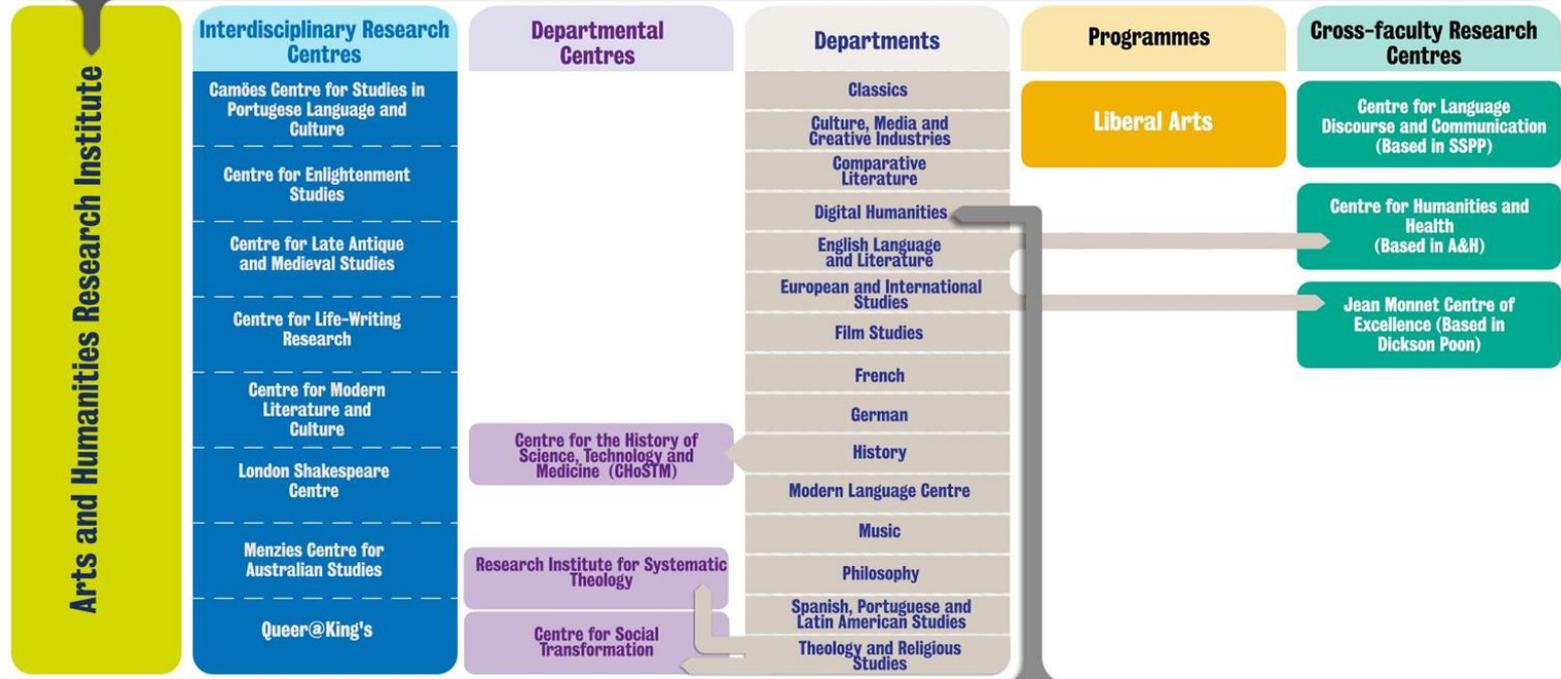


Miguel Vieira



Tim Watts

# Faculty of Arts and Humanities



King's Digital Lab

**Development** of collaborative research proposals and projects (digital resources, collections, tools, data analysis, visualization, immersive experiences, AI, mobile apps)

**Consultancy** on topics such as specific digital methods and technologies, writing research grant applications, or data curation

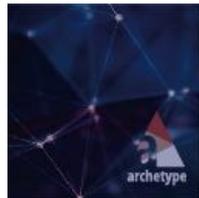
**Sustainability**, enhancing and repurposing existing digital resources, research data and tools

Provision and maintenance of a common **infrastructure** & shared tools for developing digital resources within the Faculty

Running **events**, internships, workshops, training and occasional teaching

**10% time**, innovation and entrepreneurship

Our work ranges from the development of historical databases and digital archives, digital scholarly editions, map-based tools, data and text analysis, visualization, and eBooks.



**Archetype**  
An integrated suite of web-based tools for the study of medieval handwriting, art and iconography.



**City Witness**  
Was the brigand William Cragh spared by divine intervention?



**Atlantic Europe in the Metal Ages**  
Where did the Celtic language and people migrate from?



**Gough Map**  
Who created the Gough Map, and why?



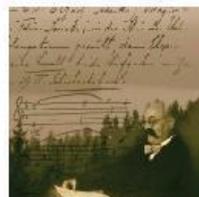
**German Screen Studies Network**  
Designing a platform for online debate on German-language screen culture



**The Values of French**  
Interrogating the role of the French language in the emergence of a European identity in the Middle Ages



**Paradox of Medieval Scotland**  
Examining the roles and relationships of medieval Scottish society



**Schenker Documents Online**  
How can we present and contextualize thousands of personal papers to convey an enduring theoretical influence?



**Digital Prosopography of the Roman Republic**  
The remarkable transformation of the Roman Republic from city-state to imperial power



Arts & Humanities  
Research Council



UNIVERSITY OF  
OXFORD



Queen's University  
Belfast

UNIVERSITY OF  
Southampton



THE BRITISH LIBRARY  
Explore the world's knowledge



UNIVERSITY OF  
CAMBRIDGE



Prifysgol Cymru  
University of Wales



University  
of Glasgow



The Leverhulme Trust



A.G. Leventis Foundation  
Ίδρυμα Α.Γ. Λεβέντη

THE  
NATIONAL  
GALLERY

The British  
Museum



### **Immersive experiences**

- Building on ongoing projects with businesses on AR/VR

### **Software development**

- Modularised *lego* approach, re-usable code

### **Archiving & sustainability**

- Sustain and enhance ongoing effort

### **Machine learning & big data analysis**

- Innovative collaborative projects building on 10%

### **Indigenous Digital Humanities**

- Global challenges

### **Design & visualization**

- Design first

## Inflection point >> challenges for 'pure' humanities research

Illustrate innovation, but also continuity and value for funding

Secure past efforts and new projects initiated and maintained according to robust management criteria

Experiment as well as demonstrate institutional responsibility to integrate with Library and IT, and manage legal and financial risks

Industry standards methods required to address scale and complexity of contemporary projects and infrastructure

See Smithies (2017),  
[Systems Development & Applications / Data Lifecycle Management at King's Digital Lab.](#)

## Some solutions

Develop broadly accepted assessment procedures to document community and research impact as well as potential technical/financial/data-related risks for a DH project

Adopt open technical frameworks and standards to enable interoperability of data and long-term maintenance

Develop research data management workflows in close collaboration with Library / Data centres

Hide complexity for non-technical partners but ensure dev processes protect them (and us) from inevitable archiving and data management issues

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