King's
Digital Lab

King's
College
LONDON

thePlant

Maastricht University

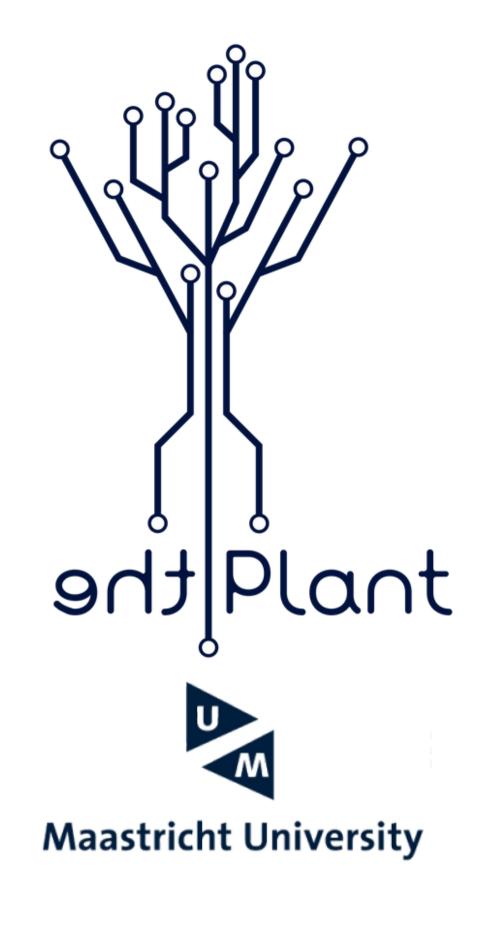LABS FOR LABS

A participatory workshop on digital lab practices in the humanities and social sciences

Programme

Welcome and opening (13:30 - 14:00)
- Introduction by KDL and The Plant
- Short discussion

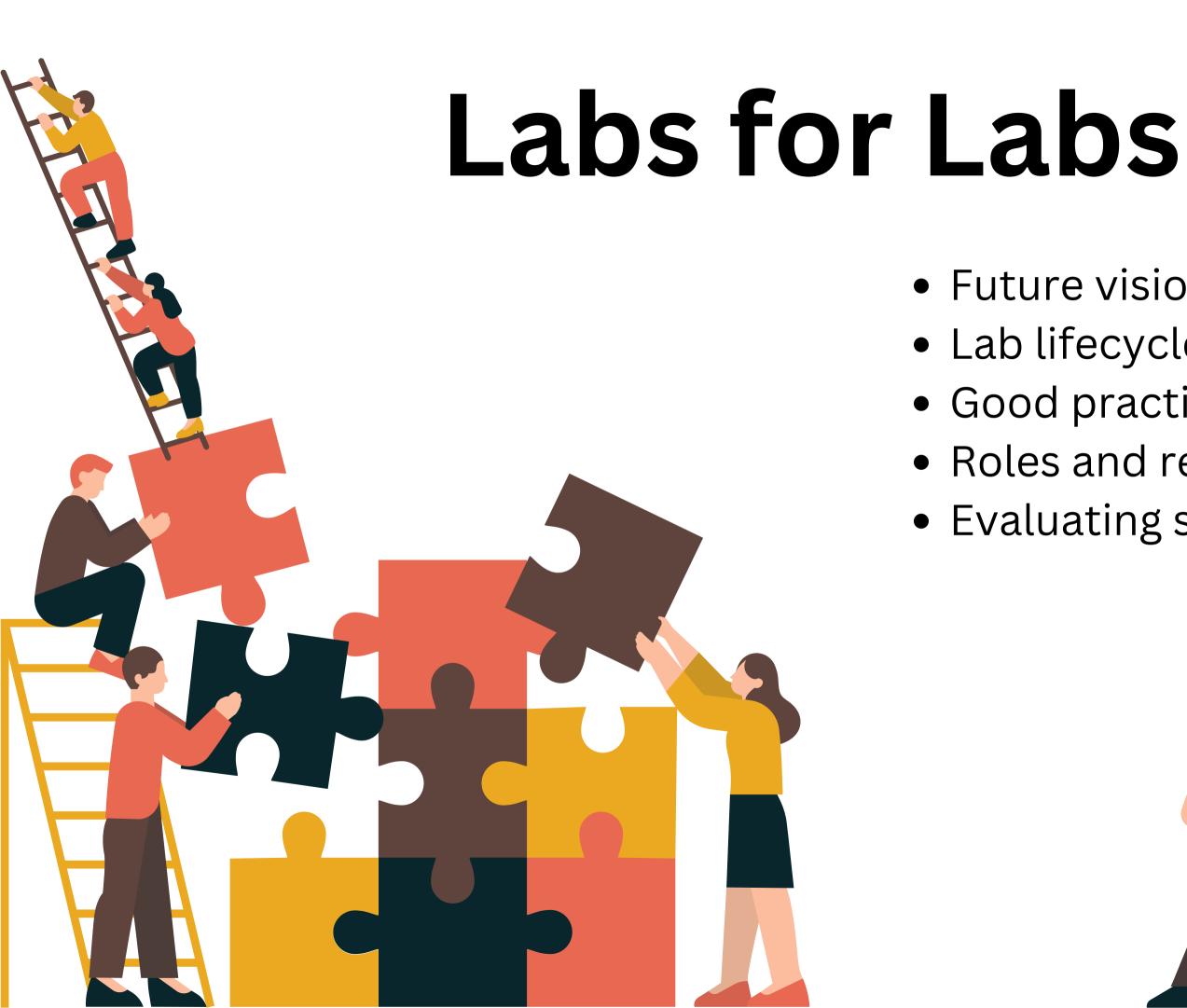**PART 1: Lightning papers: Sharing Knowledge, Wisdoms, and Practices** (14:00 - 15:15)
- Lightning paper session, 5-7 minutes per paper (7 papers)
- Circa half hour discussion

Break 15 minutes

PART 2: Design Thinking Activity: Towards a manifesto for digital labs (15:30 - 17:15)
- Divergence Phase (45min)
  - Ideation
- Convergence phase (60min)
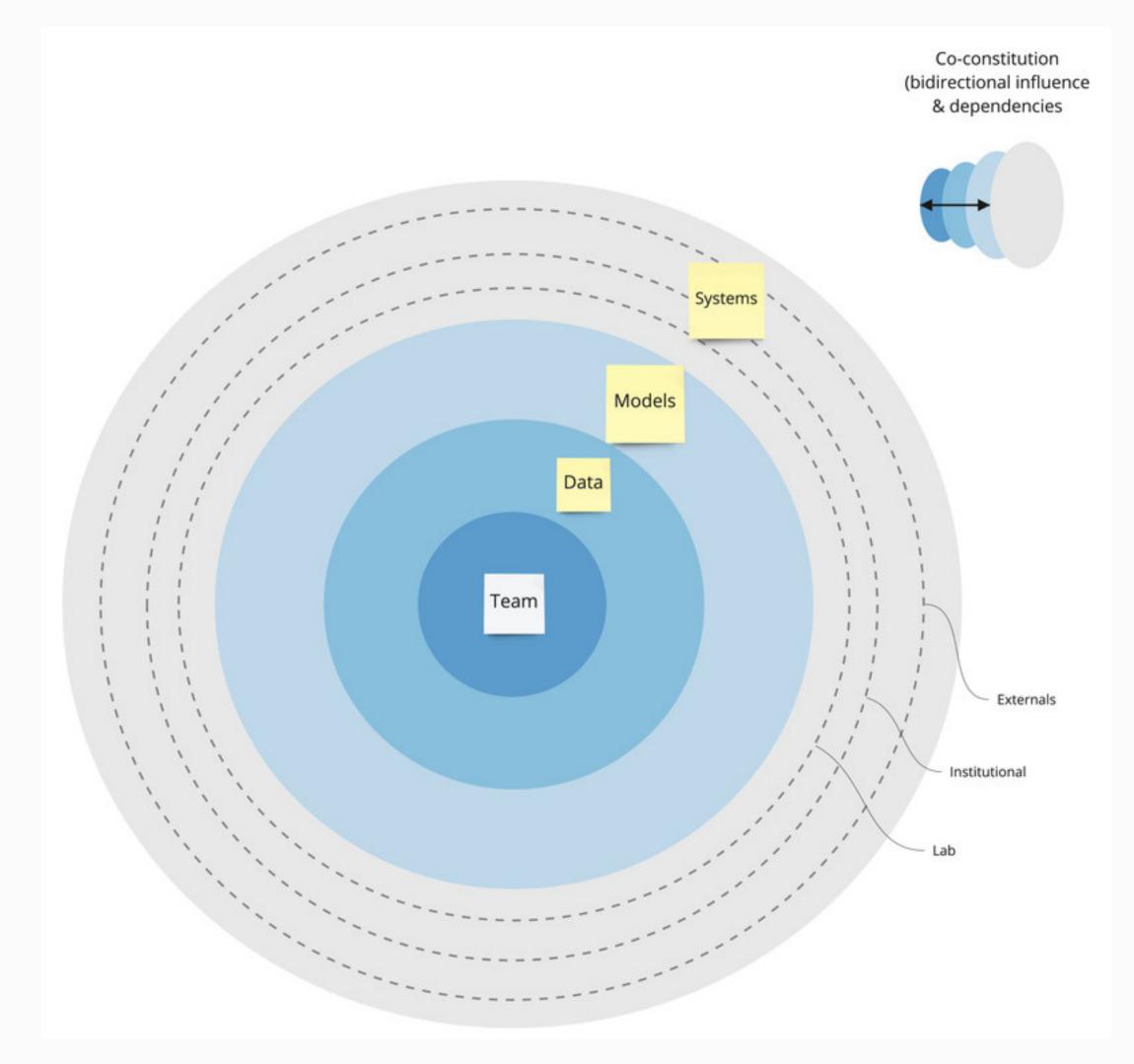 - Discussing of the findings per topic
  - Drafting a Lab Manifesto
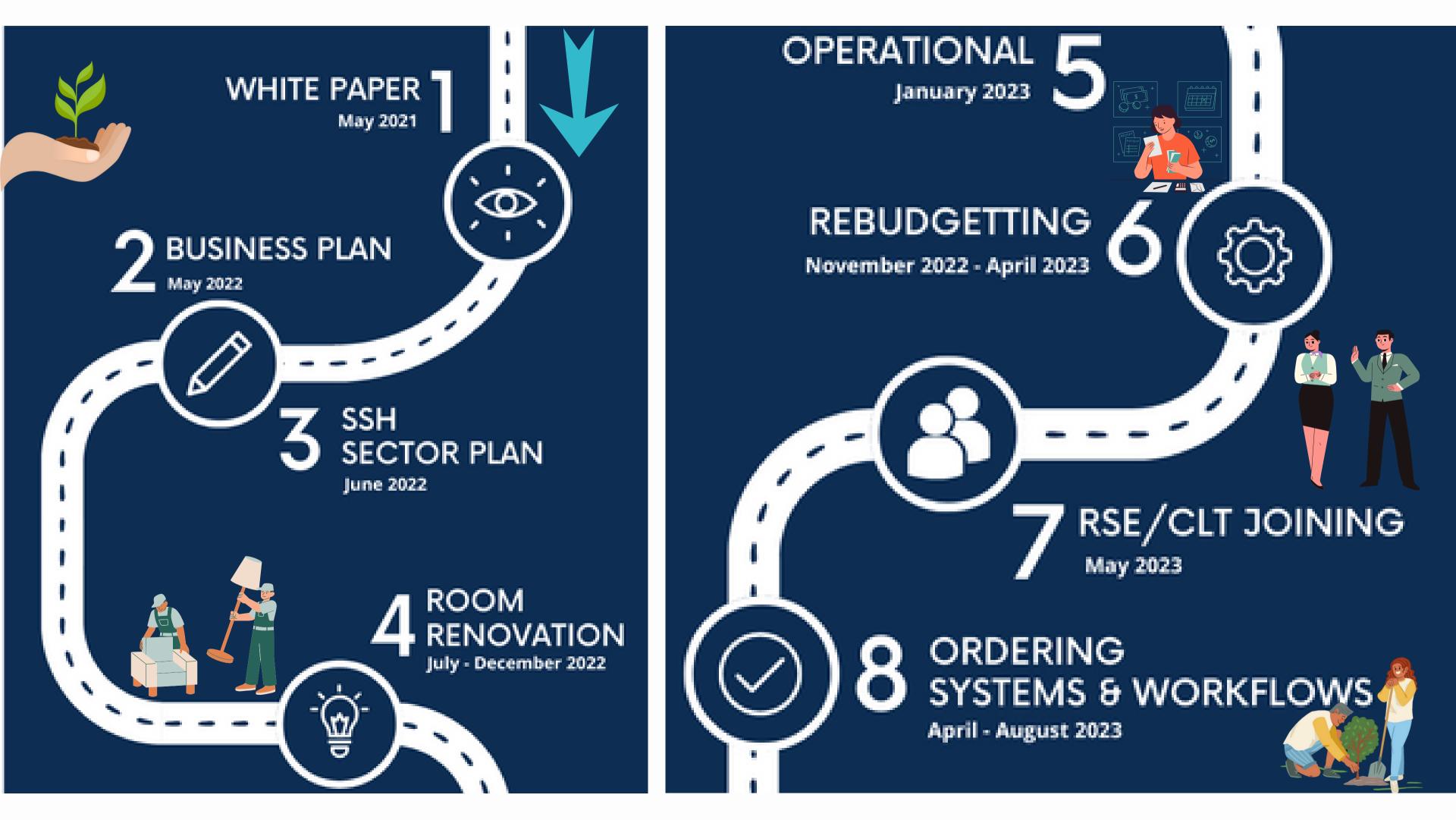
Closing remarks (15 mins)

Labs for Labs

- Future visions and imaginaries
- Lab lifecycles
- Good practices in lab management
- Roles and recognition
- Evaluating successes and failures

Good practices in lab management - Governance Structure of the Labs - Maturity

Co-constitution
(bidirectional influence
& dependencies

Systems

Models

Data

Team

Externals

Institutional

Lab

Ciula and Smithies (2023, fig. 1)

WHITE PAPER **1**
May 2021

2 BUSINESS PLAN
May 2022

3 SSH
SECTOR PLAN
June 2022

4 ROOM
RENOVATION
July - December 2022

OPERATIONAL **5**
January 2023

REBUDGETTING **6**
November 2022 - April 2023

7 RSE/CLT JOINING
May 2023

8 ORDERING
SYSTEMS & WORKFLOWS
April - August 2023

Faculty Board —— Faculty Director

Executive Cooperative Group

thePlant

Advisory Board

Coordinator

Education Coordinator

Research Coordinator

Networking & Outreach Coordinator
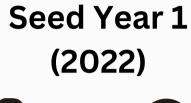
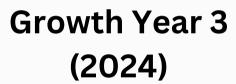Creative Lab Technologist

Research Software Engineer

the Plant

Seed Year 1 (2022)

- Business Plan
- Renovations
- Start-up Equipment

Start up Year 2 (2023)

- CLT + RSE
- Programming
- Launch
- Strategic positioning

Growth Year 3 (2024)

- Stabilisation of processes and workflows
- Expanding user groups & networks
- External funding

Maturity Year 4 (2025)

- Evaluation SSH
- Sustainability Plan
- Strategic planning Y5 & beyond

Reorientation Year 5 (2026)

- Implementing strategic plan
- Expansion

Roles and Workflows Lab Cycles

INITIAL CONTACT

Partner gets in touch with their project idea.

INTERNAL ASSESSMENT

We consider whether the proposed project is a good fit for KDL.

REQUIREMENTS ASSESSMENT

We'll have an in-depth discussion with the partner to understand requirements. Further internal assessment takes place to produce a product quote.

EVOLUTIONARY DEVELOPMENT

This is when the actual development happens. Development is divided into increments and further sub-divided into 2 week timeboxes. It includes regular reviews and testing.

KICK OFF

If the project is funded, we'll go over the plan for working together at the very start.

FUNDING APPLICATION

If needed, we assist further with incorporating KDL involvement in the funding application.

DEPLOYMENT

Incremental deployment of the project allows us to refine the solution and test regularly as the project proceeds.

RELEASE

At the release stage the partner is asked to sign a Service Level Agreement, detailing the provision for ongoing hosting and maintenance of the project.

POST PROJECT

All of our projects incorporate consideration of research data management, long-term hosting and maintenance needs.
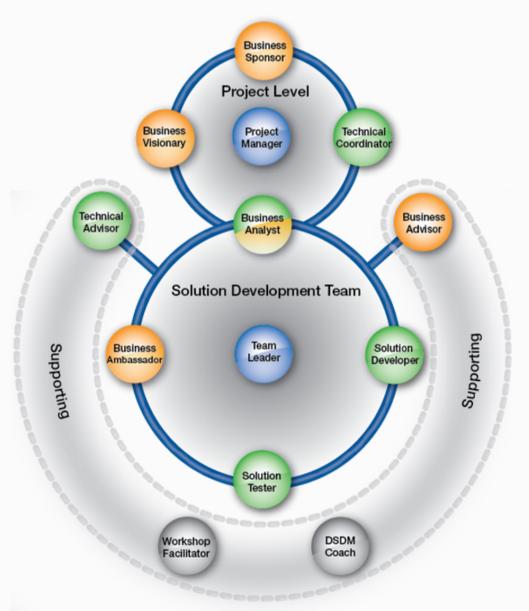
Ciula et al. (2023, fig. 1)

Shalon Fu   Samantha Callaghan   Dr. Paul Caton   Dr. Arianna Ciula   Elliott Hall   Neil Jakeman   Brian Maher   Pamela Mellen   Geoffroy Noël   Tiffany Ong   Miguel Vieira   Tim Watts

Agile DSDM
Roles & Responsibilities

Smithies (2019)

Research Software Engineering		IT Business Support

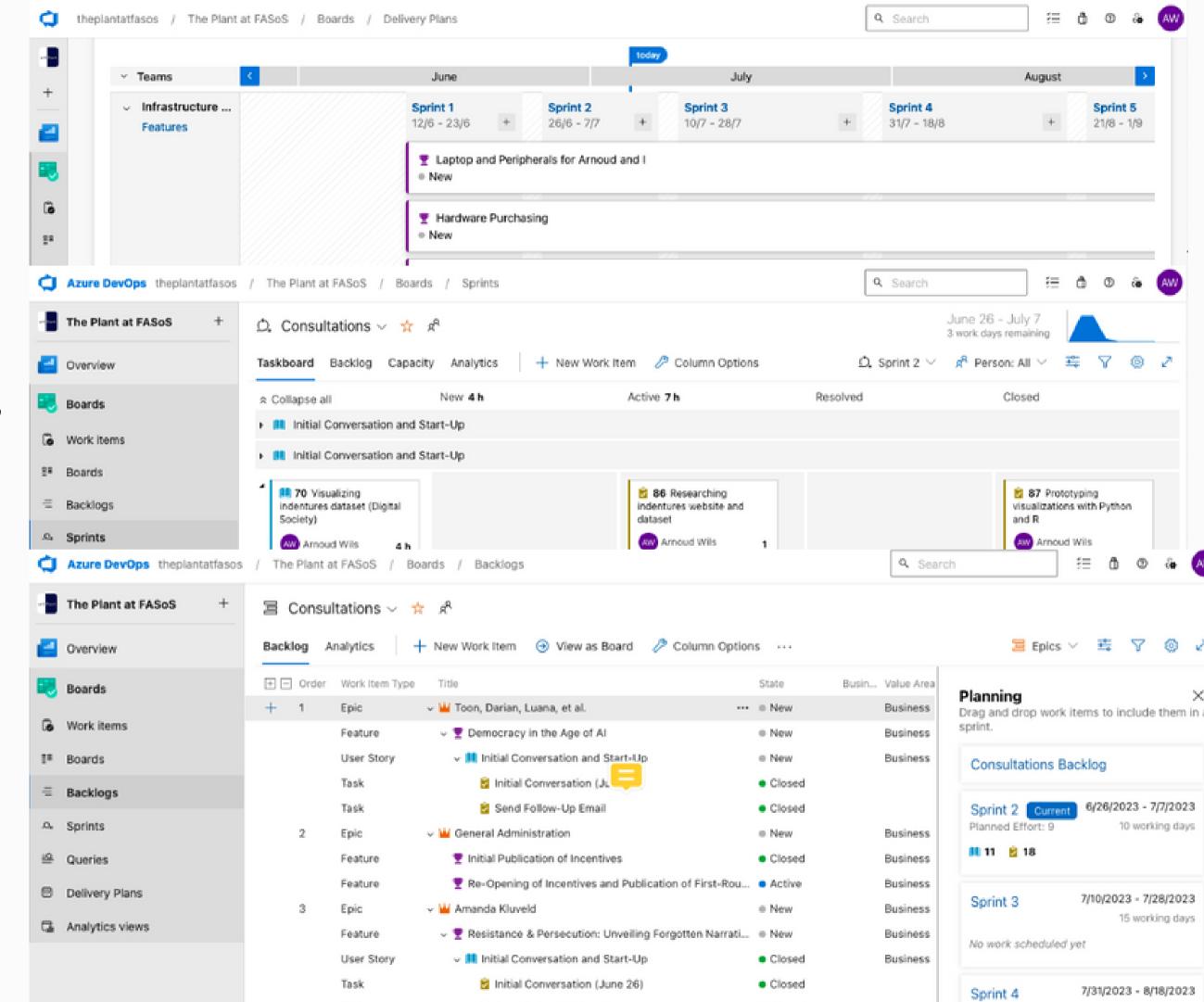| 'Academic' promotions process	'Holistic' promotions process	Professional Services Promotions Process
KDL		
Research active: • Permanent academic. • Post-doctoral. • Research Associates.	Research intensive: • PI / Co-I. • Analysis. • Design. • Engineering. • Data modelling (etc). Research support: • Linux admin. • Desktop support. • HPC.	Research support: • IT business support. • Web development.

the Plant

This is currently being formulated, led by the recently hired RSE

Agile and Iterative: 6 Planning Periods per year - 2 Weeks Sprints

CI/CD Continuous Integration/Continuous Development

GitLab (for privacy reasons)

Currently setting up Azure Boards

Evaluating successes and failures - Future visions and imaginaries

Priorities

1. Faculty alignment

The primary partner for KDL is the Faculty of Arts and Humanities at King's College London with its very rich disciplinary breadth embodied by research conducted in and channelled via departments, centres, research groups and professional services units.

2. eResearch evolution

In addition to its core mission to design and develop high-quality digital products for research, a Research Software Engineering (RSE) lab can perform many other functions to enhance digital capability, research and scholarship
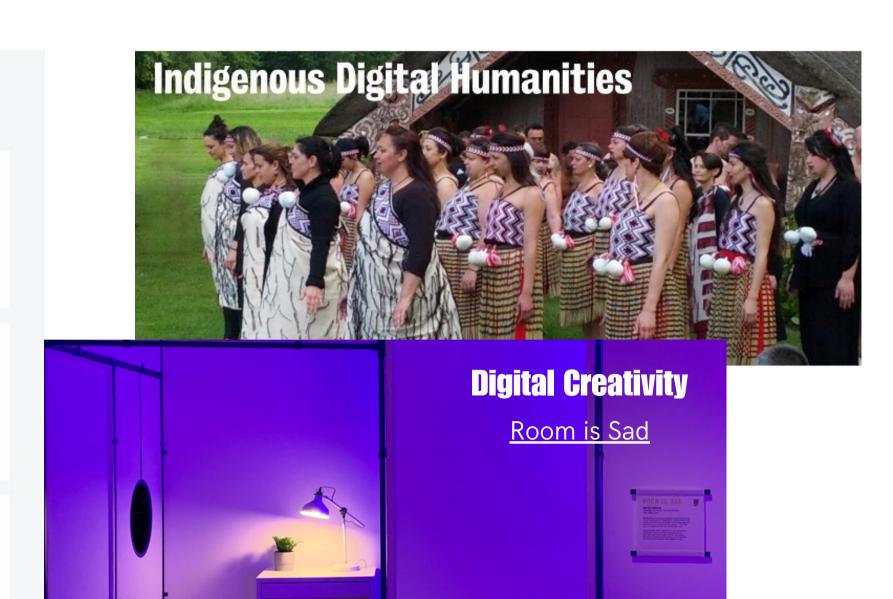
3. Community Engagement

Another important priority for KDL is our continued contribution to the RSE community nationally and internationally as well as participation in the development of robust research methods in Digital Humanities to foster KDL'sprofile and quality of delivery.
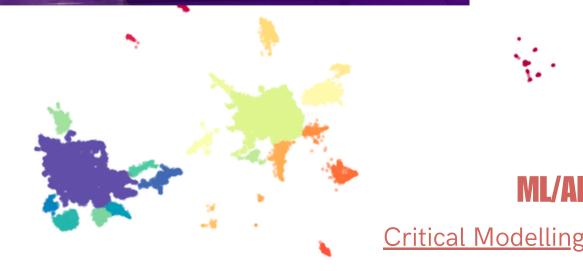
4. Innovation incubation

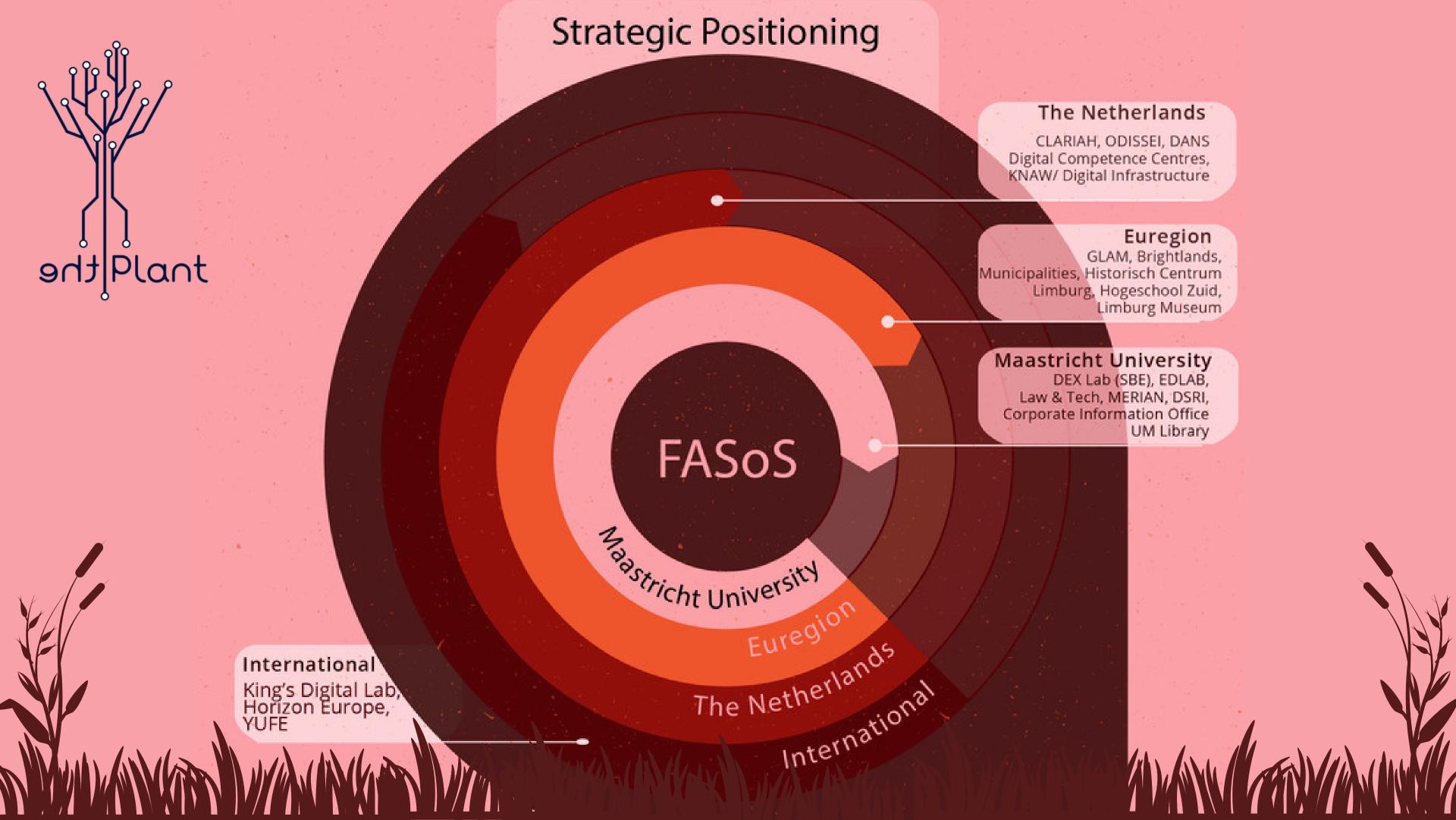A fundamental priority is for KDL to identify paths of innovation leading to an enhanced portfolio of research and co-production including practice-based research activities.

5. Team culture

Cognisant that the Director role is a leader-servant, I see these priorities underpinned by a strong sense of Team Culture.

Indigenous Digital Humanities

Digital Creativity

Room is Sad

ML/AI

Critical Modelling

Strategic Positioning

The Netherlands
CLARIAH, ODISSEI, DANS
Digital Competence Centres,
KNAW/ Digital Infrastructure

Euregion
GLAM, Brightlands,
Municipalities, Historisch Centrum
Limburg, Hogeschool Zuid,
Limburg Museum

Maastricht University
DEX Lab (SBE), EDLAB,
Law & Tech, MERIAN, DSRI,
Corporate Information Office
UM Library

International
King's Digital Lab,
Horizon Europe,
YUFE

FASoS

Maastricht University

Euregion

The Netherlands

International

the Plant

Risks

- Deliberative democracy --> everyone needs to have a say in every step

- Maastricht University is a teaching intensive institution: Teaching tends to dominate all other activities (risk of being turned into or perceived as a 'technology enhanced teaching/learning lab')

- Being relevant for a very diverse faculty

- Justify the expenditure (500K/year)

Q&A

Lightning Talks

1. Alexander Czmiel - TELOTA, Berlin-Brandenburg Academy
2. Leif Isaksen - Exeter DH Lab
3. Natalia Ermolaev - Centre for DH, Princeton
4. Sebastian Flick - Data Science Lab and Digital Humanities, Uni. of Bern
5. Fabian Cremer and Thorsten Wübbena - DH Lab, Institute of European History (IEG), Mainz
6. Michael Donnay, Digital Humanities Research Hub, School of Advanced Study, Uni. of London
7. Alison Langmead, Visual Media Workshop, Uni. of Pittsburgh

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Closing remarks (15 mins)

Miro Board

https://bit.ly/KDLTP

Sharepoint

https://bit.ly/DH23Labs

Good practices in lab management

Governance Structure of the Labs

Maturity

1. What should good governance look like for a digital lab?
2. What are the challenges for a digital lab to best support, enable, and facilitate research and/or education?
3. How can a digital lab establish and sustain collaborations (internal/external)?

Roles and Workflows

Lab Work Cycles

4. What roles do you think are needed?
5. What structures and systems need to be put in place to develop or sustain these roles?
6. How to enable their development and career pathways?

Evaluating successes and failures

Future visions and imaginaries

7. What should count as success for a digital lab? How can successes and failures be evaluated?
8. How can failures be prevented or used to inform future practices and directions?
9. What culture should a digital lab foster?
10. What does fair growth look like for such labs

11. **What have we missed?**

TELOTA
The electronic life of the Academy

Alexander Czmiel

TELOTA – IT/DH

Berlin-Brandenburg Academy of Sciences and Humanities
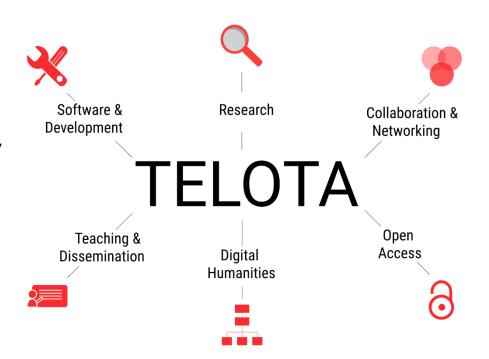
czmiel@bbaw.de

Who we are…

- started 2001 as the Digitisation-Initiative of BBAW
- now
  - DH working group
  - DH centre
  - DH lab
  - DH research unit
  - DH service unit
  - RSE group

- 20 researchers / RSEs
- 4 student assistants

- project funding
- ca. 30 active projects
- ca. 30 legacy projects

What we do…

- Support of the whole digital lifecycle of research projects of BBAW
- Research in Digital Humanities → digital editions, markup, research data, interface design, etc.
- Use and further development of standards in the field of text encoding
- Design and development of research software
- Data and Software curation
- Teaching at universities and workshops
- DH-Colloquium
- digital support of the Academy library and archive

http://www.bbaw.de/telota

Software & Development

Research

Collaboration & Networking

TELOTA

Teaching & Dissemination

Digital Humanities

Open Access

What we produce…

berlin-brandenburgische
AKADEMIE DER WISSENSCHAFTEN

Complex software applications to cover research lifecycle for Humanities research:

- digitisation
- data acquisition
- annotation
- publication
- visualisation
- query
- analysis
- interoperability
- storage
- etc...

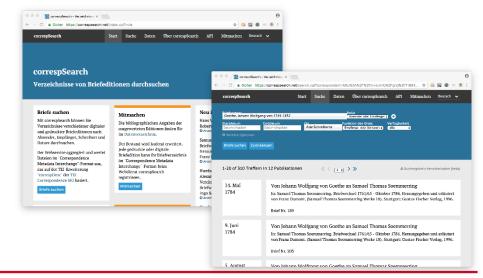# Two examples: Software for digital scholarly edition & research infrastructure

ediarum

- **Digital research environment for scholarly editions; consistent use of standards (DTABf)**

- **provides solutions for all layers of a Digital Edition**

- **Used in over 25 projects**

- https://goo.gl/mwLbXB

correspSearch

- **Metasearch for Letter Correspondence**

- **Letter metadata of 227.258 letters from 372 printed and/or digital editions**

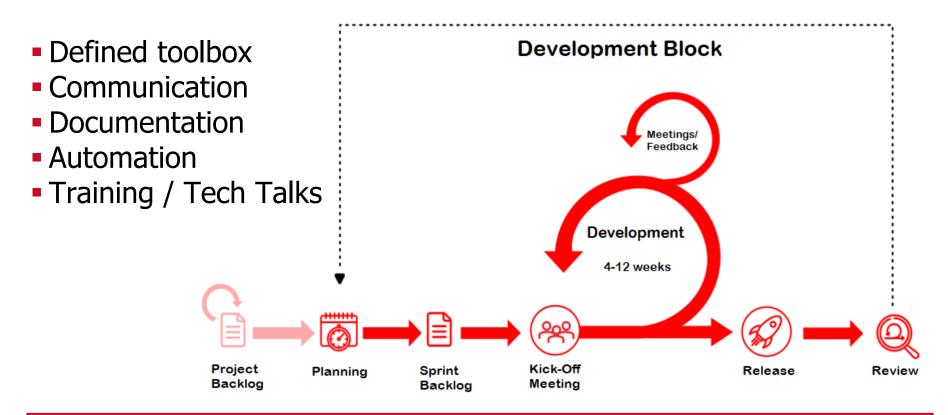- **Standards and open interfaces (APIs)**

- https://goo.gl/TRQwmK

How we work...

- Service and research driven
- Pooling
- Agile planning (backlogs)
- Sprints → development blocks
- Minimum 2 RSEs / DH specialists per project

- Defined toolbox
- Communication
- Documentation
- Automation
- Training / Tech Talks

Development Block

Meetings/Feedback

Development
4-12 weeks

Project Backlog → Planning → Sprint Backlog → Kick-Off Meeting → Release → Review

The DH Lab @ Exeter

- £1.4M investment by University in 2017
- Bespoke 'bricks and mortar' annex building with:
  - Large multi-purpose seminar space (and big screen)
  - Reception and breakout spaces
  - 3D additive manufacturing 'makerspace'
  - Large scale imaging suite
  - AV Lab
  - Multi-purpose room for photogrammetry, RTI etc
  - Open plan office space for lab staff

- 11 full time staff:
  - 6 x Professional Services (library, IT, special collections)
  - 5 x Academic staff (3 x permanent, 2 currently fixed term)

University of Exeter

Royal Albert Memorial Museum & Art Gallery: Exeter City Council

University of Exeter

What we do

Research

- Pre-award consultancy on all hums projects with a significant digital component
- Post-award development work and hosting
- Our own research (Academics for REF, PS staff on digital methods and technologies)

Education

- Regular programme of workshops and seminars throughout the academic year – contributions to UG & PG programmes
- *Hot Source!* project is developing and delivering CPD courses on digital topics for A&H researchers UK-wide

Institutional

- Formulate DH institutional strategy
- PoC for external organisations (scholarly, Turing, DARIAH, etc.)

'Live' questions

- Focus: 'DH' vs 'Digital' (vs AI & Data Science?)

- Careers: trajectories for Academic & PS staff

- Organisational structures: Being 'exceptional'

- Education: Accredited programmes vs CPD

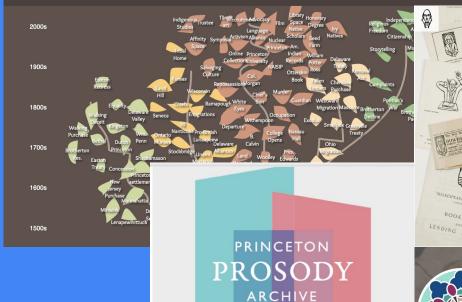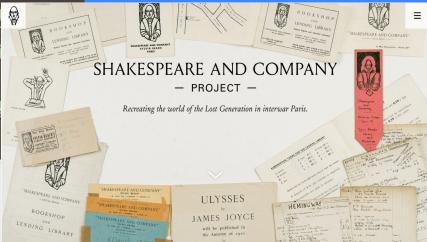- Defining Success: Whose success? In what way?

University of Exeter

CENTER FOR DIGITAL HUMANITIES

THE CENTER
FOR DIGITAL
HUMANITIES
@PRINCETON

LUNAAPAHKIING PRINCETON TIMETREE

Relations, Removals, Resurgence

SHAKESPEARE AND COMPANY
— PROJECT —

Recreating the world of the Lost Generation in interwar Paris.

PRINCETON PROSODY ARCHIVE

GENIZA LAB
Princeton Geniza Project

DARIAH-EU

ABOUT NETWORK ACT

THE CENTER FOR DIGITAL HUMANITIES @PRINCETON

Princeton DH Center Joins DARIAH as Cooperating Partner

DH Summer Institute Athens

New Languages for NLP
Building Linguistic Diversity in the Digital Humanities

Staff

Staff ⌄

Meredith Martin
Faculty Director

Natalia Ermolaev
Executive Director

Rebecca Sutton Koeser
Lead Research Software Engineer

Elizabeth Samios
Business Manager

Jeri Wieringa
Assistant Director

Grant Wythoff
Digital Humanities Strategist

Ryan Heuser
Research Software Engineer

Mary Naydan
Digital Humanities Project Manager

Carrie Ruddick
Communications Manager

Aaron Dunn
Computing Support Specialist

Jean Shaver
Events and Office Administrator

Consultations   Funding   Graduate Students   Undergraduates   Opportunities

                  Data Fellowships   Graduate Certificate   Senior Thesis Prize   Research Software Engineer
                  Research Partnerships   Dissertation Prize   JUST Data Lab   UAFs
                  External Funding   Graduate Training Grants   Postdocs
                  Humanities & Data Science Graduate Fellowships
                  DH for Hellenic Studies Humanities Data Teaching Fellows
                                           Project Management Fellowship

Updates

CDH Data Fellowship Reflections: Caitlin Karyadi

"Through the process, I have experienced how a well-curated dataset forms an argument in and of itself," writes 2022–23 Data Fellow Caitlin Karyadi (Art & Archaeology).

CDH Project Charter — Simulating risk, risking simulations 2022-2023

Koeser, Rebecca Sutton; Buchak, Lara; Ermolaev, Natalia

Project charter for CDH Research Partnership - Simulating risk, risking simulations 2022-2023.

The charter is the foundational document that describes the rationale, goals, plan of work, resources needed, terms and conditions, and outcomes of a Center for Digital Humanities at Princeton (hereafter CDH) project. Charters are written by core members of a project team in a series of planning meetings taking place over the course of a month. The planning process is intensive, collaborative, and requires substantial input from everyone on a team. Charters serve as formalized agreements among all team members on such crucial questions as scope, technical design, infrastructural needs, and success criteria.

This is a digital copy of a "living document" at a single point in time. Charters are amended as necessary throughout the project lifecycle to document major changes and serve as part of the CDH project archive. CDH charters and their planning documents exist in several forms as we have refined them over the years and tailored them to the several types of projects we have supported. For more about CDH project management, including the charter process, visit: https://cdh.princeton.edu/research/project-management.

STARTWORDS

ISSUE 3

PARROTS

By the time Emily Bender, Timnit Gebru, Angelina McMillan-Major and Margaret Mitchell's paper "On the Dangers of Stochastic Parrots: Can Language Models Be Too Big?" was published in March 2021, it had already been shaking up the AI world for some time. view this issue

The technology I need to discuss in this paper doesn't yet have a consensus name.

Mapping the Latent Spaces of Culture

EN

Ted Underwood

Spanish is the second most widely spoken language in the world as a mother tongue. Official reports, survey-based studies, and Wikipedia confirm it. And Google can predict it.

On Spanish-Speaking Parrots

BUILDING A POSITIVE WORK ENVIRONMENT FOR DEVELOPERS IN ACADEMIA

Labs for Labs Workshop, DH2023, Graz

10.07.2023

Sebastian Flick;
DH & Data Science Lab, University of Bern

FROM A DEV'S VIEW

private vs. academia: What are differences in the daily business?
(**Roles and recognition**)

- Emphasis on education and passing on knowledge even for devs
- Much wider range of projects: Loads of different requirements
- Having to fit requirements into frustrating organizational and technological bounds.
- Often not as much time pressure

➜ **demand creativity!**

PERFECT ENVIRONMENT FOR DEVS

What's needed that developers enjoy working in the academia and stay?
(**Roles and recognition**)

- contracts for 4+ years
- freedom of doing their work where, when and how it fits them best
  - flexible working hours
  - possibility to work from home
  - free choice of tools
- Encouragement to pass on their expertise
- Tasks are organized together with team-managers

➔ support creativity!

PERFECT ENVIRONMENT FOR THE ACADEMIA

We can significantly improve performance and quality of digital projects in labs.
(**Good practices in lab management**)

- a team of experts in different fields is working together
- this symbiosis enables people to do what they do best
- possibility to employ Junior Devs
- even smaller projects can get hold of this team
- the lab can be better organized and therefore more efficient than single developers

➔ **strive for specialization!**

ORGANIZATION

We have a lot of opportunities to develop workflows that streamline our work and make it less repetitive, more fun and better quality.
(**Lab lifecycles, Good practices in lab management**)

- organize work through GitHub Projects, Jira, or other organization tools
- divide a project into milestones, milestones into tasks
- clearly describe milestones and components of the product - all stakeholders have seen these descriptions and agree with them
- set timeframes for each task and milestone
- define a responsible person per task

→ adopt agile workflow!

➜ demand & support creativity
➜ strive for specialization
➜ adopt agile workflow

The slides to this presentation can be found here:
https://dhbern.github.io/labsforlabs-dh2023-slides/
(github repo)

Find out more about the **DSL** and **DH Bern**:
https://www.dsl.unibe.ch/

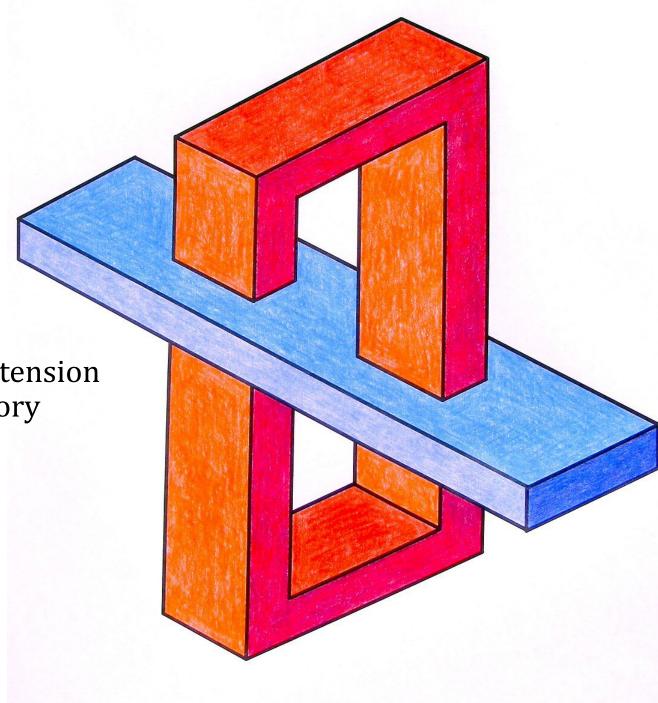https://www.dh.unibe.ch/index_eng.html

"Have one's cake and eat it too"

The DH Lab as a living oxymoron

Fabian Cremer and Thorsten Wübbena

DH Lab at the Leibniz Institute of European History (IEG) in Mainz, Germany

Contradictions

Newly established DH Labs
often find themselves in a field of tension
 – of simultaneous and contradictory
expectations, goals and missions.

support|collaboration

Can you provide
reliable support
while being
acknowledged as
a collaborator?

generic|tailor-made

If generic infrastructure provisioning does not fit all and tailor-made solutions are desired, how to ensure your efforts remain impactful and scalable?

traditional | digital

How to survive in both
a history *and*
a DH conference with
the same topic?

embeddedness|autonomy

Can you join a club and still
play by your own rules?

permanent | fluctuation

If labs depend on temporary contracts, what constitutes a sustainable lab?

thanks | credits

Leibniz Institute of European History (IEG)
Digital Historical Research Unit | DH Lab

Fabian Cremer   🆔 0000-0001-8251-9727
Thorsten Wübbena   🆔 0000-0001-8172-6097

🏛 purl.org/ieg/dh-lab

🌸 dhlab.hypotheses.org

CHANGE AGENTS OUT OF PLACE

Organizational Ambidexterity and Embeddedness as Key Concepts for DH Units in Humanities Institutions

visit us at our poster on wednesday!

use | cite

- Fabian Cremer and Thorsten Wübbena: "Have one's cake and eat it too" The DH Lab as a living oxymoron, Labs for Labs, DH 2023, Graz, 10/July/2023 | CC-BY 4.0

image credits

Minimal Labs

Michael Donnay
Digital Humanities Research Hub
School of Advanced Study
University of London

Labs for Labs
10 July 2023

london.ac.uk

Minimal Computing

- Approach to praxis that pushes back on the idea that innovation be synonymous with newness, size, or specific platforms.

- Is platform- and software-agnostic

- Risam and Gil (2022) identify four questions that guide a minimal computing approach to DH:

  - What do we need?

  - What do we have?

  - What must we prioritise?

  - What are we willing to give up?

Space

Use

Externals

Minimal Definitions

Consumption

Barriers

Maintenance

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Senate House MakerSpace

Institutional context

Part of the School of Advanced Study, national centre for the humanities in the UK

Communities

- Digital Humanities Research Hub
- University of London
- National DH community

Ethos

Experimental, light-weight and collaborative

Maintenance

What do we already have or what can we borrow from elsewhere in the university?

If purchasing:

- Discounts & second-hand
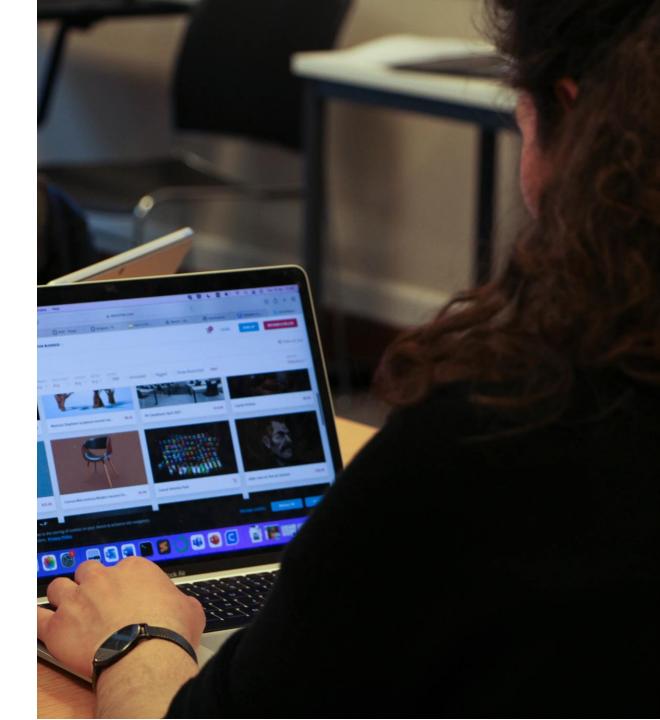- Prioritise ease of use and repair
- 'Middle of the line'
- Multiple uses

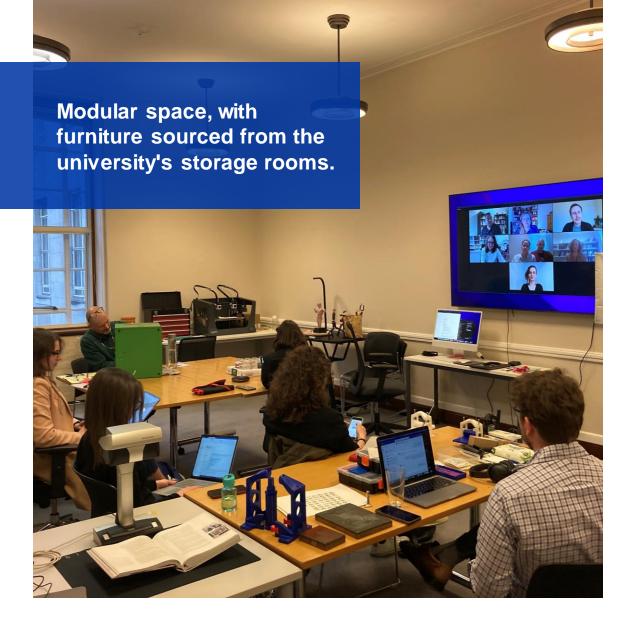# Barriers

Tension between encouraging uptake and staff availability

Taster sessions: short introductions to specific tools, includes safety certification

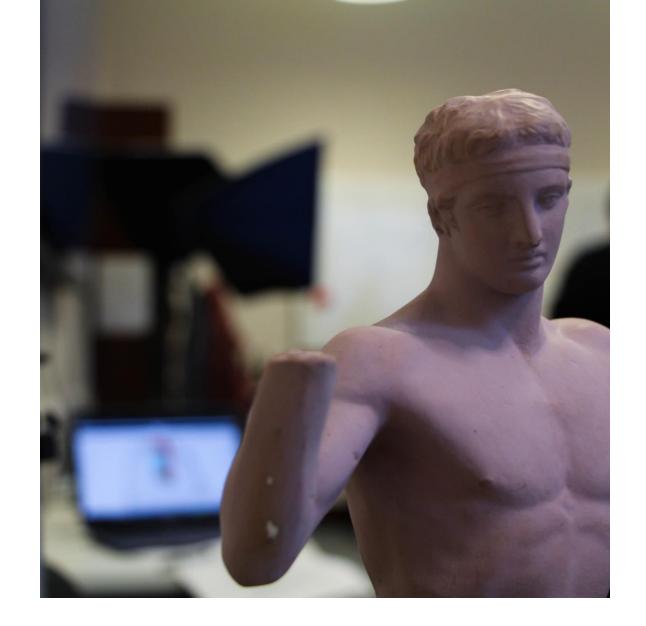Incorporated into existing training opportunities

Modular space, with furniture sourced from the university's storage rooms.

Space

Focused on collaboration

- Movable furniture
- Open floor-plan
- Separate storage areas

Additional resources for hybrid collaboration to improve access and flexibility

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Implications for Lab Lifecycles

- Less frequent equipment turn over
- Less valuable for research bids
- Emphasis on collaboration forestalls obsolescence
- Approach to training lowers burdens on staff, also leads to lower uptake
- Focus on hybrid brings institutional challenges

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Thank you

Digital Humanities Research Hub

www.sas.ac.uk/digital-humanities

digitalhumanities@sas.ac.uk

@DH_ResearchHub

@DH_ResearchHub@hcommons.social

london.ac.uk

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Collaborative Humanities Labs in the Age of Synthetic Information Generation

• • •

Alison Langmead
ADHO 2023: Labs for Labs Workshop
July 10, 2023

Covid Changed So Much...

But not everything.

Students Need, and Desire, In-Person Support

All students, but especially those wanting to integrate digital computing into their interpretive research *mindfully*.

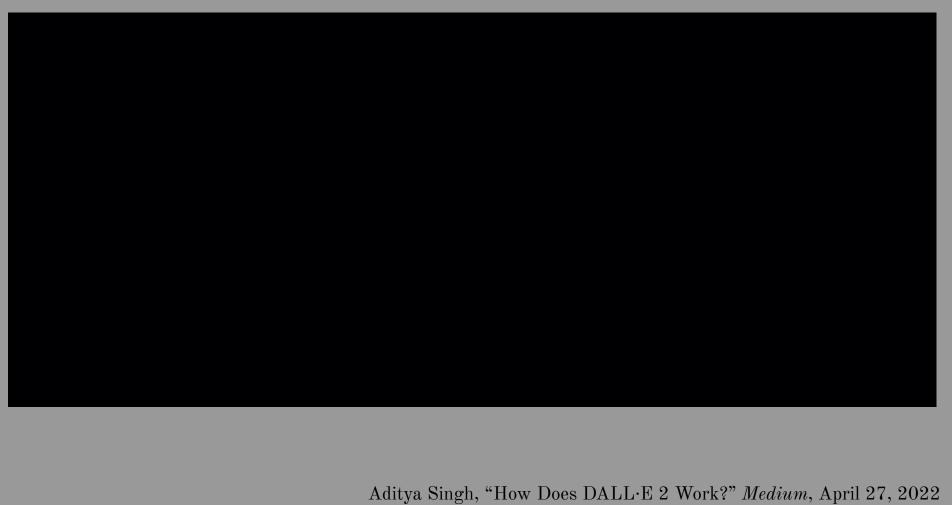- It has been quite the transition *back* into the VMW.

———

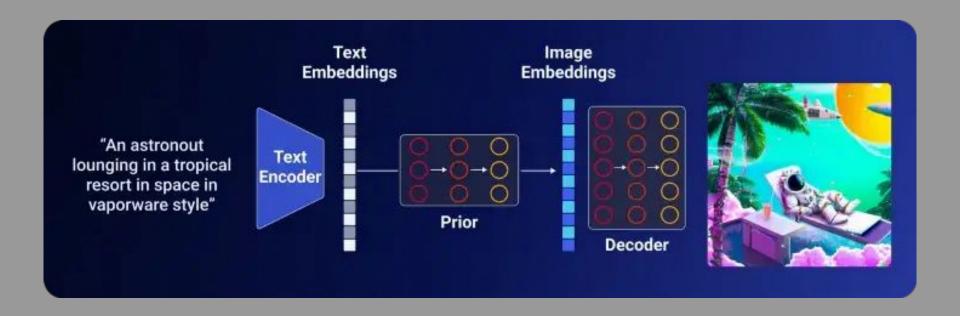And the pressures of change aren't coming only from within the academy.
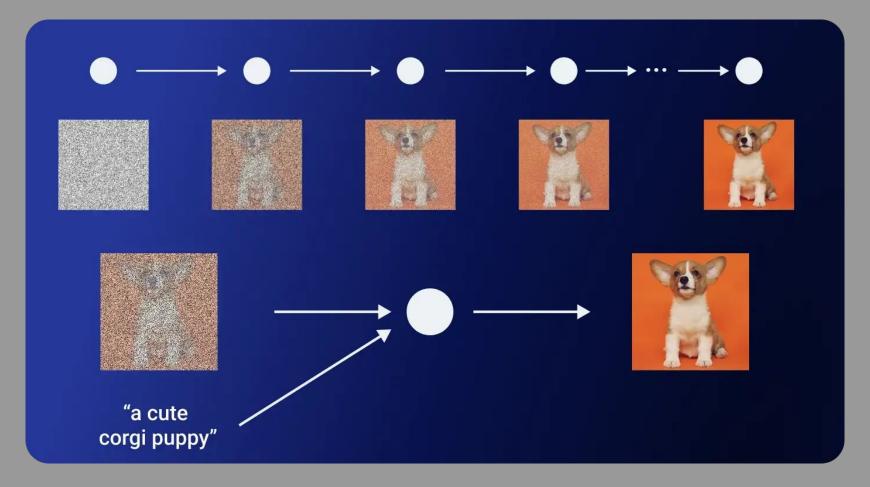
Computational Image Generation

Over the last five years, computer vision researchers have made great strides in producing commercial-grade machine learning applications–such as [DALL-E 2](), [Midjourney](), and [Stable Diffusion]()–that output lively, synthesized digital images from text-based, user-provided prompts.

The convincing and often appealing output produced by these computational image generators relies on the input of massive amounts of image data (and metadata) drawn widely from the digitized and born-digital history of human image production.

Contextualizing the opportunities and dangers presented by these image-making technologies within a deeply thoughtful historical context is the scholarly work of the fields of art history, visual culture, and material culture.
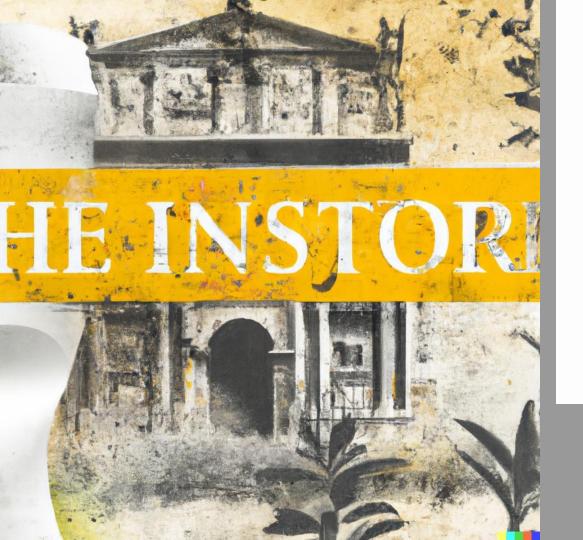
Aditya Singh, "How Does DALL·E 2 Work?" *Medium*, April 27, 2022
https://medium.com/augmented-startups/how-does-dall-e-2-work-e6d492a2667f

Aditya Singh, "How Does DALL·E 2 Work?" *Medium*, April 27, 2022
https://medium.com/augmented-startups/how-does-dall-e-2-work-e6d492a2667f

"a cute corgi puppy"

Aditya Singh, "How Does DALL·E 2 Work?" *Medium*, April 27, 2022
https://medium.com/augmented-startups/how-does-dall-e-2-work-e6d492a2667f

The History of Art as Understood
by Artificial Intelligence

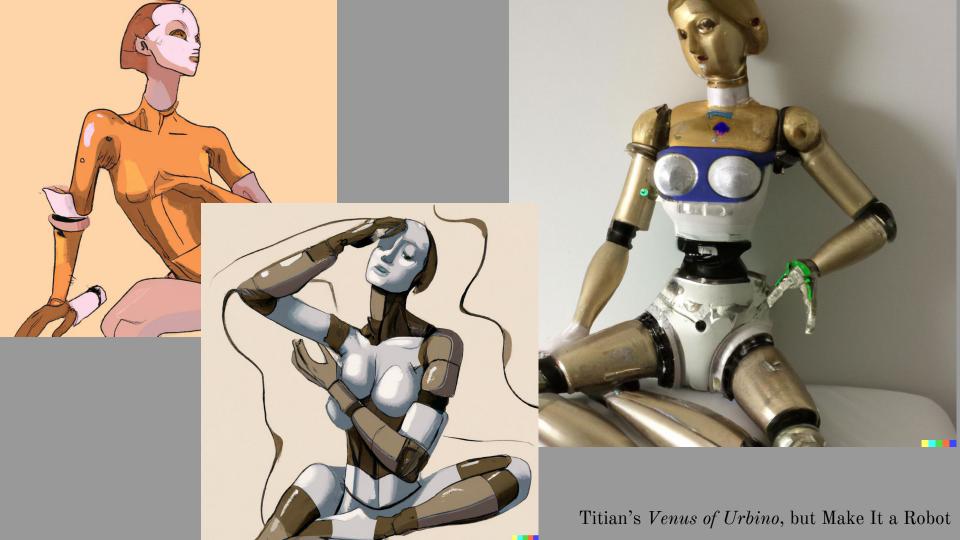The History of Art as Understood
by Artificial Intelligence

Darth Vader Creating the World in the Style of a Medieval Manuscript

Titian's *Venus of Urbino*, but Make It a Robot

DALL·E 2 transforming a Victorian house into a modern house. Credit: Aditya Ramesh

How can we help students make sense of these changes to the *world?*

And, do it *now?*

The continuing role of the "DH Lab" seems clear to me in 2023.

...but we need to balance the "walled garden" approach with a "safe experimental space" approach.

End.

Thank you very much for your attention!

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https://openai.com/dall-e-2/

https://stablediffusionweb.com/