

HUMLab in brief

Founded in 2000.

Part of the Faculty of Arts at Umeå University.

About 25 employees, half of whom are researchers and teachers.

Focus: research, teaching and experimental activities related to the humanities, culture and information technology.

Meeting place that enables interdisciplinary and cross-structural meetings and work.

Teachers, researchers and students engaging with technology as a tool, a study object, a medium and an arena.

Researchers have a background in ten disciplines, including history, literature and ethnology.

Research and development areas: digital humanities, cultural implications of technology; intellectual middleware, gender and technology; critical visualisation, media places.

Methodology: geographical information systems, network analysis, critical making, intersectional events, curatorship.

External funders include: the Wallenberg Foundation, the Kempe Foundation, the Swedish Research Council,

Riksbankens Jubileumsfond and Balticgruppen (the Baltic Group).

Annual turnover: about 20 MSEK.

Annual scholarly production: about 25 scientific articles and chapters; several digital projects, 20 HUMLab seminars, hosting of several large conferences and workshops, and participation in many international scholarly activities.

Examples of recent publications: “‘Trading Old Paths in New Ways: Upper

Secondary Students Using a Digital Tool of the Professional Historian” (Thomas Nygren & Lotta Vikström, Education

Sciences, 2013), “Revisiting the TV

Object. On the Site-specific Location and Objecthood of the Swedish

Television during its Inception” (Jennie Olofsson, *Television & New Media*,

2014), *Hybrid Media Culture: Sensing Place in a World of Flows* (ed. Simon

Lindgren, Routledge, 2013), *Between Humanities and the Digital* (ed. Patrik

Svensson & David Theo Goldberg, eds., MIT Press, 2015).

Examples of digital platforms: the Strategic

Environmental Archaeology Database (PI: Phil Buckland), Textometrica (PI:

Simon Lindgren and Fredrik Palm), the Virgin Mary Interactive Installation (PI:

Cecilia Lindhø).

Strategic partnerships with, among others, Stanford University, King’s College

London, University of California and Lund University.

Close collaboration with, among others, Umeå Municipality, Västerbotten

County Administrative Board and European universities in the Network

for Digital Methods in the Arts and Humanities (NedIMAH).

HUMLab has two lab spaces: HUMLab (the main campus, below the University

Library) and HUMLab-X (the Umeå Arts Campus).

Infrastructure: 1,100 square metres of lab and studio space with seminar tables, a

screen landscape, a physical computing lab, a simulation studio, work-

stations, a floor screen with an oriental rug and a 3D-2D display studio.

Users have access to the labs 24/7. Everyone can apply for a user account. Most activities are open to anyone interested.

Seminars

at HUMLab 2002—2014

2002-03-05 Jenny Sunden: <i>En hon-cyborgs liv och lustar: Den virtuella kroppslighetens paradox</i>	2002-10-09 Erik Stolerman: <i>Teknik som lockar och förstor</i>	<i>Prehistoric Culture Change in the American Southwest</i>	<i>Centrum för Talteknologi (CTT) vid KTH</i>	<i>Effective and Communicarian: An Exploration Into Peer-To-Peer Filesharing Networks</i>	<i>underhållande läromedespel</i>
2002-04-17 Thomas Larsson, Johan Olofsson, Fredrik Palm: <i>Hällbilder, språk och miljö: Att digitalt rekonstruera, jämföra och simulera forntida hållningsmiljöer</i>	2002-11-20 Jill Walker: <i>Blogging: Hvordan nettskriverier påverkar sökmotorer og kjærlighetsliv</i>	2003-09-18 Judith Donath: <i>Presentations of Self in the Virtual World</i>	2004-05-25 Constance A. Steinkuehler: <i>Massively Multiplayer Online Games as Learning Environments</i>	2005-04-20 Mark Fonseca Rendeiro: <i>Podcasting</i>	2005-11-11 Anders Kjellberg: <i>Att 3D-modellera verkligheter</i>
2002-05-08 Thomas Pederson: <i>Magic Touch: Den mänskliga handen som en länk mellan det fysiska och det virtuella i framtidens kontor</i>	2002-12-10 Lars-Erik Edlund, Sigurd Fries, Fredrik Palm, Daniel Pettersson och Gunnar Pettersson: <i>Språkliga mönster och växtramm genom informations-teknik</i>	2003-10-07 Lena Karlsson: <i>Diary Writing on the Web: Consuming Lives, Creating Community – a Case Study</i>	2004-06-01 Margaret Lloyd: <i>The Enacted Myths of Computer Education</i>	2005-04-27 Ellen Jacobsson: <i>Lärplat-formar med öppen källkod</i>	2005-12-13 Christina McPhee: <i>Datascapes, Topologies and the Sublime v.2 La Conchita</i>
2002-05-14 Lars-Erik Edlund, Ulf Lundström, Fredrik Palm: <i>Kulturgräns norr: Forskning och digital representation i tid och rum</i>	2003-02-19 Lisbeth Klustrup: <i>En poetik for virtuelle verdener</i>	2003-10-28 Bryan Alexander: <i>Cyberculture, Literature and the Textual Imagination</i>	2004-11-02 Mia Löfheim: <i>Religion på nätet: Identiteter och aktioner bland unga internetanvändare</i>	2005-05-12 Ylva Hård af Segerstad: <i>Hasselgren: Att lära sig skriva i IT-samhället</i>	2006-02-09 Hossein Derakhshan: <i>Reform, Youth, and Technology in Iran</i>
2002-05-24 Katherine Hayles: <i>Computing the Human</i>	2003-02-26 Mark Meadows: <i>Parallax: The Role of Perspective in Reactive Stories</i>	2003-10-29 Mats Dahlström: <i>Drömmen om Dolly: materiella dokument och digitalisering</i>	2004-12-14 Ida Åman & Lina Nilsson: <i>Haptiskt-visuella gränssnitt – en möjlighet till konstupplevelser för blinda?</i>	2005-05-17 Linda Bergkvist: <i>Att leva i The Sims</i>	2006-03-07 Jennie Olofsson: <i>Att ta plats och äga rum</i>
2002-06-11 Reed Riner: <i>Future Culture Thought Simulation and Playing with Educational Technology</i>	2003-03-20 Eva Lindgren: <i>Textgeografi: Ett sätt att visualisera skrivprocessen</i>	2003-12-09 Boel Elmroth: <i>IT på riktigt: Domesticering av ny mediateknik</i>	2005-01-18 Henry Jenkins: <i>Participatory Media</i>	2005-05-23 Jane McGonigal: <i>Puppetmasters and Performances: Pervasive Gaming in Practice</i>	2006-04-04 Michael Valaur: <i>Från poesi till dataspel</i>
2002-06-14 Brenda Laurel: <i>Transmedia Design</i>	2003-03-26 Bonnie DeVarco: <i>Education Innovation</i>	2003-12-09 Boel Elmroth: <i>IT på riktigt: Domesticering av ny mediateknik</i>	2005-01-18 Jenkins vs Aarseth: <i>Debate on Game Studies</i>	2005-05-25 Helen Kennedy: <i>Gender, Technicity and Computer Games</i>	2006-04-27 Willard McGarry: <i>Humanities Computing: The Plural Community of Method</i>
2002-09-03 Charles Fillmore: <i>Linking Sense to Syntax in FrameNet</i>	2003-04-22 Therese Örnberg & Stefan Blomberg: <i>Språklig närvaro i virtuella miljöer och spel</i>	2004-01-27 Jim Barrett och Gottfrid Linde: <i>Programmerat liv i virtuella världar och cyberspoens kronotoper</i>	2005-02-15 Eliza Dunkels: <i>Nätkultur – vad gör barn och unga på nätet?</i>	2005-09-15 Nathan Shedroff: <i>Designing Meaningful Experiences</i>	2006-05-22 Sachiko Hayashi: <i>Technology as a Medium: Artstf as a Consumer</i>
2002-09-25 Rodney Berry: <i>Technology, Science and Art: Evolving Virtual Musics</i>	2003-09-16 George Gummerman: <i>Modeling</i>	2004-02-24 truna Jane Turner: <i>Affordances of Connectivity and Communication – A Dance Thru Cultural Texts</i>	2005-03-08 Peter Zackariasson: <i>Producing Massively Multiplayer Online Games: The Politics of Inscriptions</i>	2005-09-20 Nicholas Gessler: <i>ALICE – Artificial Life, Culture and Evolution</i>	2006-08-21 TL Taylor: <i>Reconsidering Emergence</i>
		2004-02-12 Linda Bell: <i>Spoken Dialogue Systems</i>	2005-02-15 Eliza Dunkels: <i>Nätkultur – vad gör barn och unga på nätet?</i>	2005-09-28 Henrik Summanen: <i>Ett virtuellt museum – inte bara webb</i>	2006-08-23 Lilla Eimova: <i>"Don't blog on Fridays": Collision Between Blogging and Work</i>
		2004-02-24 truna Jane Turner: <i>Affordances of Connectivity and Communication – A Dance Thru Cultural Texts</i>	2005-04-15 Jonny Holmström: <i>Creative, Holmström: Creative,</i>	2005-10-11 Karin Danielsson: <i>Design av</i>	2006-09-22 Jennie Olofsson: <i>Omvälvande experimentell teori: Reflektioner över Technospheres: Futures of Thinking</i>

- 2006-09-28** Mathias Klang: *Disruptive Technology: Effects of Technology Regulation on Democracy*
- 2006-10-24** Simon Lindgren: *Fildelningsmoralssociologi*
- 2006-12-06** Therese Örnberg Berglund: *Conversational Implications of Multitasking*
- 2006-12-12** Matt Ratto: *Already False, Potentially True: Epistemic Commitments, Virtual reality and Archaeological Representation*
- 2007-02-19** Anne Balsamo: *Designing Culture: A work of the technological imagination*
- 2007-03-06** Maria Wiklund och Robert Bhatt: *Författarintervention online kring Harry Potter & Kulturanalytikern som medskapare i teknisk produktutveckling*
- 2007-04-03** Christopher Wilmore: *Located Media and the Question of Manifestation in Archaeology*
- 2007-04-11** Steina Vasulka: *The Artist & Her Tools*
- 2007-04-18** Cecilia Lindhée: *Visuella vändningar i Kerstin Ekmans författarskap: Skönlitteratur, film, hypertexter och datorspel*
- 2007-04-24** Anders Sjöborg: *Guds ord på nätet? En digital generation möter en religiös auktoritet*
- 2007-05-29** Mikael Hörnqvist: *Nya media – från papyrus till cyberspace*
- 2007-05-31** Peter Asaro: *Robot Ethics*
- 2007-10-02** Charlotte Semersten: *What Can Eyetracking Say About Game Design? Integrating a Tobit Eyetracking System With the HFI Game Engine*
- 2007-12-06** Maria Engberg: *Born Digital: Writing Poetry in the Age of New Media*
- 2007-12-11** Erica Robles: *New Media and Architecture*
- 2007-12-18** Stephanie Hendrick: *You Tubing the American Presidential Debate*
- 2008-02-12** Ian Bogost: *Platform Studies, Creative Computing and Constraint: The Atari VCS (1977) and Beyond*
- 2008-03-28** Mia Consalvo: *The Cultural Practices of Cheating in Digital Games*
- 2008-04-03** Tara McPherson: *Dynamic Vernaculars: Emergent Digital Forms in Contemporary Scholarship*
- 2008-04-03** Sven Strömqvist: *Educating the Humanities for E-science: From Cultural Heritage to Humanities Laboratories*
- 2008-04-10** Crit Stuart: *People + Pedagogy + Place = Possibilities: Re-engineering the Georgia Tech Library*
- 2008-05-15** Almila Akdag: *Art History and Computer Art: Exploring Arts-Sciences-Technology Interrelations Through Leonardo*
- 2008-09-25** Bonnie Nardi: *Mixed Realities: Information Spaces Then and Now*
- 2008-09-26** Jenny Sundén: *Desires at Play: Queering World of Warcraft*
- 2008-10-07** Mikael Wiberg: *Interactive Architecture and Interaction Landscaping*
- 2008-10-21** Larissa Hjorth: *The Bing Bang: A Case Study of Mobile Media and Gaming as New Media in South*
- 2008-10-28** Jens Andersson: *Making Games: From Starbreeze to Lucas Arts*
- 2008-11-05** Maria Bäcker: *The Weaving of the 3D Web: Hierarchies and Subversion in Online 3D Worlds*
- 2008-11-19** Talan Memmott: *In(ter)venting Multi-Modal Rhetoric(s)/ (d) Poetics of Emergence*
- 2008-11-19** Christina Olmscheller: *Författande fans – Om ungas läsande och skrivande på nätet*
- 2008-11-26** Phil Buckland: *The Strategic Environmental Database*
- 2008-12-10** Ulf Sandqvist: *Den svenska datorspelsindustrin – historia, nutid och framtid*
- 2009-01-28** Julie Tolmie: *Structural Mapping: Deliberate Topology for Fluid Layers*
- 2009-03-02** Paul Arthur: *Writing History with New Media*
- 2009-03-03** Ana Valdes: *Internet för humanister*
- 2009-03-11** Michael Karlsson: *Nätjournalistik – fakta, förväntningar och farhågor*
- 2009-05-06** Gardner Campbell: *How To Recognize Authentic Disruption: Social Media and Computing in Education*
- 2009-05-08** Angela A. Thomas: *Inside the Mind of Macbeth: Understanding and Interpreting Literary Worlds in a Virtual Environment*
- 2009-05-18** Calen Brandt: *Tiny Dancers, Singing Fish, Burning Man: Virtual Worlds, Real Stories*
- 2009-05-18** Bruce Damer: *Will Bond Fide Life Evolve from Within Human Technology (and What are the Consequences of This Happening)?*
- 2009-10-07** Brian Bills, George Otto and Stuart Dunn: *Developing Tools for Mining, Mapping and Visualising Scientific Data*
- 2009-10-20** Stuart Allan: *Rethinking Citizen Journalism in the Age of Digital Media*
- 2009-11-03** Charles Ess: *Trust and Democracy Online?*
- 2009-12-11** Daniel Kreiss: *The Whole World is Networking: Crafting Networked Politics from Howard Dean to Barack Obama*
- 2010-02-11** Elizabeth Wolledge: *Fan Fiction – The Logical Extension*
- 2010-02-12** Kristina Busse: *Affect and the Individual Fan: Rethinking Aesthetic and Economic Values of Originality*
- 2010-03-02** Brody Condon: *Known Planes of Existence*
- 2010-04-20** Jenna Ng: *“The Human Inside Of You”: Avatars and Posthumanism*
- 2010-04-27** Bryan Carter: *Presence, Representation and Identity in Virtual Spaces*
- 2010-05-18** Cathy Davidson: *The Future of Thinking: Rethinking the Role of the Humanities for a Digital Age*
- 2010-05-19** Kenneth Wissoker: *Writing for Readers: Thinking Through Publishing in a Changing Climate*
- 2010-05-25** Lisa Swannstrom: *Digitality, Subjectivity, and Suture*
- 2010-06-08** Jeffrey Bardzell: *Machinimatic Realism: Capturing and Presenting the “Real World” of Video Games*
- 2010-09-28** Simon Lindgren: *New Noise: Digital Mobilisation from Popular Culture to Politics*
- 2010-10-06** David Eriksson: *Branded Experiences in Digital Channels: Looking Back and Looking Forward*
- 2010-10-07** Benjamin Peters: *Doing Global Network Studies*
- 2010-10-12** Jessica Pressman: *Digital Modernism: Making it New in New Media*

- 2010-10-21** Charlotte Frost: *The Culture of Online Art Production and Presentation*
- 2010-10-26** Tara Mullaney: *Animate Objects – Exploring Design with Dynamic Materials and Technologies to Engender Emotional Relations*
- 2011-01-26** Jan Schmidt: *Another Structural Transformation of the Public Sphere? On Recent Challenges and Current Research Projects*
- 2011-03-23** Jonathan Westin: *Display/Cling Science – Culture in the Making*
- 2011-03-30** Michael Power: *Sustainable Online Learning: Balancing Priorities*
- 2011-04-12** Julia Penmlert & Sverker Lindhn: *Språkteknologi som litteraturvetenskapligt forskningsredskap: Empiri och analys-metoder i projektet Poesiprocesser på nätet*
- 2011-04-14** Anders Ekström: *Knowing Audiences, Knowing Media: Performing Publics at the Early Twentieth-Century Fun Fair*
- 2011-04-27** Maurizio Forte: *Cyberarchaeology: a Post-Virtual Perspective*
- 2011-04-29** Rita Raley: *Interactive Text Events*
- 2011-05-10** Alan Liu: *Close, Distant, and Unexpected Readings*
- 2011-05-11** Whitney Trettien: *The Book Rebels: Flap Anatomies, Fore-Edge Paintings, and Other Acts of Digital Resistance*
- 2011-05-17** Astrid Mager: *Search Technology in Society: Constructing Search Engines, Shaping Knowledge*
- 2011-09-06** Anna Ortgren: *Understanding Technoscience Art: Collaborations as the Object of Study*
- 2011-09-20** Ursula Heise: *Narrative, Database, and Biodiversity Loss*
- 2011-09-28** Chris Moore: *'Indie' and Independent Games and Culture in the Australian Video Game Industry*
- 2011-10-18** Stéphane Lévesque: *"I have a laptop but I don't teach with computers": Digital History and the Need for Technological Pedagogical Content Knowledge (TPCK)*
- 2011-12-06** Kathleen Fitzpatrick: *Planned Obsolescence: Publishing, Technology, and the Future of the Academy*
- 2011-12-15** Christian Fuchs: *Critical Theory and Alternative Media/Journalism*
- 2012-02-22** Geoffrey Rockwell: *Making Theoretical Things in the Digital Humanities*
- 2012-04-23** Ursula K. Heise: *Science Fiction Across Media*
- 2012-04-23** Lisa Swanstrom: *Welcome to the Green House: Science Fiction, Conservation, and the Future of Domestic Space*
- 2012-05-08** Jo Guldi: *Mapping Time and Mapping Space: Scale, Time, and the Longue Durée, a Methodological Query for the Digital Humanities*
- 2012-05-25** Christopher Newfield: *Does Innovation Theory Need the Humanities*
- 2012-05-29** Hanna Rose Shell: *Hide and Seek: Camouflage, Photography and Media of Reconnaissance*
- 2012-09-13** Fred Turner: *The Family of Man and the Politics of Attention in Cold War America*
- 2012-10-16** Jennifer Brook: *Within Reach: Publishing for iPad*
- 2012-10-18** Patricia Seed: *A Map is Not a Picture: How the Digital World Threatens the Validity of Printed Maps*
- 2012-10-20** Sam Wineburg: *Untrained to Tweet*
- 2012-11-08** Lutz Koepnic: *Glaciology of the Present: On the Art of Contemporary Slowness*
- 2013-01-29** Martin Ericsson: *Deltagarkultur: Spel, teknik och överkligheter*
- 2013-02-12** Andrew Prescott: *The Deceptions of Data*
- 2013-02-26** Nishant Shah: *Decoding Digital Natives*
- 2013-03-26** Elisabeth Ehlin: *The World Through Robot Eyes*
- 2013-03-27** Stefan Swallfors: *Kunskapens människa*
- 2013-04-18** Heidi Campbell: *Exploring Authority and the Role of Religious Digital Creatives in New Media Culture*
- 2013-04-24** Jonathan McIntosh: *The Ethics of Remix*
- 2013-05-13** Shannon Mattem: *Hearing Urban Infrastructures: A Sonic Archaeology of the Media-City*
- 2013-05-20** Andrew Whelan: *Zombie U? De-Crypting Critical University Studies*
- 2013-05-23** Jim Barrett: *Bodies, Space and the Virtual: A Narrative of Becoming*
- 2013-09-24** Jenny Sundén: *Passionate Technologies, Passionate Scholarship: Falling in (and Out of) Love With Your Research*
- 2013-10-17** Kenneth Knoespel: *The Question of a Digital Bauhaus*
- 2013-10-24** Ethan Warrall: *Methods and Models for Building Capacity in Digital Cultural Heritage*
- 2013-11-29** Brian Johnsrud: *Transmediated Memory of the Crusades in U.S./Middle East Relations*
- 2013-12-04** Peter Stokes: *Objectivity and Evidence in Digital Humanities: The Case of the Missing Palaeographer*
- 2013-12-04** Christine Larson: *The Authority of the Live: The Rise of Live Publishing in American Journalism*
- 2014-02-07** Lori Emerson: *Writing When the Internet was 'Internet'*
- 2014-02-11** Anders Ynnerman: *Inside Information – How Visualizing the Human Body is Sparking a Revolution in Science Exhibits for Public Venues*
- 2014-02-24** Robin Hunnicke: *Feeling First Games*
- 2014-03-11** Micha Cárdenas: *Post Digital Media: From the Transreal to Decolonization*
- 2014-03-25** Mark Sample: *Making, Breaking, and the Deformed Humanities*
- 2014-04-03** Scott Mcquire: *The Right to the Networked City: Digital Culture and Participatory Public*
- 2014-04-10** Rob Howard: *Why You Need a Microscope To See Everyday Authority Online: Qualitative Network Analysis for Internet Forum Discourse*
- 2014-04-15** Nicolò dell'Unto: *The Use of 3D Models for Intra-Site Investigation in Archaeology*
- 2014-05-15** Bo Reimer: *Kollaborativa medier. Design, produktion, konsumtion och nya förhållningssätt till medier*
- 2014-05-20** Yanni Loukissas: *Drawing Data Work*

“HUMlab is a unique center, among both humanities centers more generally and digital humanities centers more particularly. It has led the way in making evident that the best of digital humanities formations and projects are those that are in deep interaction between cutting-edge humanities-defined projects and leading technological availabilities and capacities. HUMlab has led the way too, then, in developing a generation of humanists that are digitally sophisticated and technologists that think humanistically. It has spanned the range of possibilities about archive design, data management, the most effective technological use, networking, the use of multiple and interactive screens – from, in, and for the humanities. And it has brought into deep productive conversation humanists (in the broadest European tradition of the human sciences), technologists, scientists, artists, and architects into not just conversation but deep inter-productive engagement with each other. When I am asked for the most effective examples of digital humanities centers or formations, as I frequently am, HUMlab, for all these reasons, tops my list.”

David Theo Goldberg

Director and Professor, University of California
Humanities Research Institute