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## ADHO Panel: Beyond text

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**Kevin Franklin** ([kfranklin@hri.uci.edu](mailto:kfranklin@hri.uci.edu))

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**T**his panel will engage in a discussion of work being done in the humanities that is computational but not literary/linguistic, or at least not primarily focused on text. The panel will also discuss the possibilities for collaboration across the different paradigms of humanities computing/new media/visual culture/grid computing/critical studies.

**Moderator:** John Unsworth

## Participants:

### Kevin Franklin

Kevin Franklin is executive director of the University of California Humanities Research Institute (UCHRI) and a former deputy director of the San Diego Supercomputer Center. He serves as co-chair for the Humanities, Arts and Social Science Research Group for the Global Grid Forum and is a member of the UC Humanities, Arts and Social Science Technology Council and the Worldwide University Network Grid Advisory Committee. Franklin coordinates UCHRI research and development activities at the interface of the humanities, arts, science and technology.

### Lev Manovich

Lev Manovich (<http://www.manovich.net>) is an Associate Professor in the Visual Arts Department, University

of California, San Diego where he teaches courses in new media art and theory. He is the author of *The Language of New Media* (The MIT Press, 2001), *Tekstura: Russian Essays on Visual Culture* (Chicago University Press, 1993) as well as many articles which have been published in 28 countries. Manovich is in demand to lecture on new media; since 1999 he delivered over 180 lectures in North and South America, Europe, and Asia. His awards include Mellon Fellowship and Guggenheim Fellowship (2002-2003).

### Tara McPherson

Tara McPherson Chair, Division of Critical Studies Associate Professor, Gender Studies and Critical Studies Editor, *Vectors: Journal of Culture and Technology in a Dynamic Vernacular* Professor McPherson teaches courses in television, new media, and popular culture in USC's School of Cinema-TV. Her *Reconstructing Dixie: Race, Gender and Nostalgia in the Imagined South* (Duke UP: 2003) received the 2004 John G. Cawelti Award for the outstanding book published on American Culture and was a finalist for the Katherine Singer Kovacs Book Award from the Society for Cinema and Media Studies. She is co-editor of the anthology *Hop on Pop: The Politics and Pleasures of Popular Culture* (Duke UP: 2003). Her writing has appeared in numerous journals, including *Camera Obscura*, *The Velvet Light Trap*, *Discourse*, and *Screen*, and in edited anthologies such as *Race and Cyberspace*, *The New Media Handbook*, *The Visual Culture Reader 2.0*, *Virtual Publics* and *Basketball Jones*.

### Catherine Plaisant

Dr. Catherine Plaisant is Associate Research Scientist at the Human-Computer Interaction Laboratory of the University of Maryland Institute for Advanced Computer Studies. She earned a Doctorat d'Ingenieur degree in France in 1982. In 1987 she joined Professor Ben Shneiderman at the Human-Computer Interaction Laboratory. She enjoys most working with multidisciplinary teams on designing and evaluating new interface technologies that are useable and useful. Her research contributions range from focused user interaction techniques (e.g. Excentric Labeling) to innovative visualizations (such as LifeLines for personal records or SpaceTree for hierarchical data exploration) and interactive search interface techniques such as Query Previews. Those interaction techniques have been carefully validated with user studies and are finding applications in industry and government information systems and digital libraries. She has written over 90 refereed technical publications on the subjects of information visualization, digital libraries, universal access, image browsing, input devices, online help, home automation, network management, telemedicine etc. She recently co-authored with Ben Shneiderman the 4th Edition of

Designing the User Interface, one of the major books on the topic of Human-Computer Interaction.

### **Noah Wardrip-Fruin**

Noah Wardrip-Fruin is a digital media creator and scholar whose current work is focused on fiction and play. His digital writing/art creates new experiences of reading through bodily interaction, algorithmic recombination, game mechanics, and exploration of the potential of the network as more than a delivery mechanism. These projects have been presented by galleries, arts festivals, scientific conferences, DVD magazines, VR Caves, and the Whitney and Guggenheim museums -- as well as discussed in books such as *Digital Art* (2003) and *Art of the Digital Age* (2006). He has recently edited three books and a monograph is forthcoming. He has previously been a research scientist at New York University, a creative writing fellow at Brown University, and an assistant professor at the University of Baltimore. He is a Vice-President of the Electronic Literature Organization.