"May the text rise up to meet you" -- New ways of reading old manuscripts

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The Elwood Viewer

Imagine a text that actively returned your interest – laying open avenues of inquiry and equipping you with the means to investigate the questions that it provided. Suppose, for example, the visual contours of a page responded to the shifting focus of your attention – not as a random distraction, but in purposely coordination with your directed interests, both guiding and reinforcing your experience of the text that you were reading.

From its inception, the Elwood project has been shaped by the tremendous potential of electronic textuality to redefine our experience of what it means to possess and read a text. Interface design was the uppermost concern when 1 set out to create a suite of programs for the Society of Early English and Norse Electronic Texts (EEE/NET) to facilitate the display of its TEI-compliant documentary and critical editions of medical texts. The project has been carried out as an iterative process moving between (1) identifying the broad parameters of questions that readers might be tempted to ask of a text and (2) shaping an electronic mise on page that will engage a reader's inquisitive eye, promoting curiosity and thus the development of new insight and knowledge. This poster illustrates some of the resulting viewer's major features.

Aims

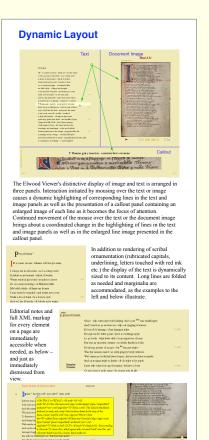
- Tight coordination of text and image
- Visual cueing to guide/reinforce reader attention
- Parsimonious use of screen real estate
- Ease of navigation especially at opportune moments
- Handy advanced tools all within a metaphorical arm's reach
- Simple, no-cost programming environment, open to enhancement

Design Principles

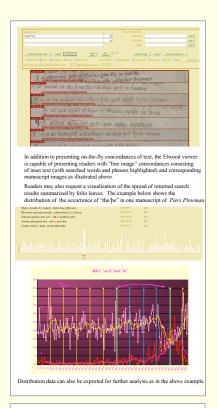
- One visual space for text and image (no windows)
- No scrolling
- Minimal decoration: No chrome. Don't frame the view.
- Provide information as needed avoid data overload
- Initiate quiet visual cueing
- Build on web-developed "intuition"
- \blacksquare Simplify, simplify, simplify
- Slow display = no display. It won't be used.

Programming Methods

- Written almost entirely in JavaScript (Jscript) with a bit of XSLT
- Ancillary (non-text) data in JSON (JavaScript Object Notation)
- Write hooks to AJAX for eventual web-based distribution of content Avoid Loading multiple HTML pages. Use DOM and TOM to refresh/change screen, DHTML for effects
- Flatten/recast XML trees as needed to achieve processing efficiency







For further information

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Thanks are due to Professor Hoyt Duggan of the University of Virginia and to the Piers Plowman Electronic Archive for permission to use published and unpublished archive materials in this poster and demonstration.