

Annotation Studio, a simple, open annotation platform for the humanities

Maximum Number of Participants: 30

Date: Tuesday, July 8, 2014 – 09:00 to 12:00

Facilitator(s):

Hyperstudio, Digital Humanities Lab at MIT

Kurt Fendt, Executive Director
Jamie Folsom, Web Application Developer
Rachel Schnepfer, Communications Officer
Liam Andrew, Research Assistant

Overview:

Built around the OKFN Annotator, Annotation Studio is a full-featured yet simple web-based annotation platform for teaching and learning in the humanities. It supports reading and shared note taking on documents in the browser, and provides a very gentle path for readers, instructors and developers alike.

Using Annotation Studio, instructors have reported success in teaching close reading, in getting class discussion started outside of class time, in helping students structure their thoughts before writing, and in gaining insights into students' reading patterns.

All participants will gain an understanding of the tool, what it can do, and how to use it. In addition, we will demonstrate the adaptability of Annotation Studio, illustrating how individuals and institutions can adopt and deploy it, integrate it into teaching practice, extend it for specific use cases, and how to contribute back to the growing community of practitioners.

We will open with a walkthrough of the tool and its functionality, quickly moving to hands-on work, followed by separated, focused discussions for both educators and developers. The workshop will end with a final Q & A and networking opportunity.

The content and format of this workshop have been refined based on feedback from workshops delivered to diverse audiences over several years.

Audience:

This workshop is designed to be useful to students, educators, administrators, librarians, developers, and technologists in the humanities.

We will encourage people to connect both with us and with each other in the course of the workshop, to join the community of practice that's growing up around the project.

All participants should bring a laptop equipped with wifi and the latest Google Chrome web browser installed prior to the workshop. The application does not work offline and does not work with Internet Explorer.