

## Interpretive Critique Deux

Your second interpretive critique asks you to think critically and constructively about some significant issue, software, or digital humanities project. The object or application of your interpretive critique should be a digital object—a site, a technology, hardware, software, etc.—or you may use digital objects in order to advance a broader interpretation. Whatever software you use to make your interpretive critique, it should be a fully electronic document, using mixed media to conduct an interpretation, an evaluation, and an analysis of some significant work of digital humanities scholarship. **Your Interpretive Critique is due Saturday, December 15 at 12:00 NOON.**

In framing your second critique, I urge you to consider the theoretical approaches we've discussed this semester. We've set certain standards for scholarship in the Digital Humanities—that it be open, inviting, accessible, collaborative, and productive. We've set certain standards for reading—that it be immersive, sustained, and interior, or that it be associative, intertextual, and comparative. We've set certain standards for writing—that it be reflective, revisable, and recursive, as well as public and collaborative. And we'll do the same with games: we'll suggest games foster a self-encounter, create a space that is inherently social and therefore active, and instigate a process of self-revision.

Your first step is to select an appropriate object to critique. Choose an area that you enjoy, and begin to surf. Google is your friend. Your selection must be worthy—a significant object of study, one that can stand up to rigorous academic scholarship, and either currently maintained or actively used—it's quite difficult to work transhistorically in the digital realm. I urge you to bounce ideas off me. I can point you to some recently completed and currently developed projects in the digital humanities.

In conducting your interpretive critique, you should consider the work of the semester: What is (are) the digital humanities, and how does this area of study operate? How does reading and writing function differently in electronic environments? How does gaming function as a significant element of literate culture? Your interpretive critique should strive to advance a claim of critical insight and significance, managing to suggest a broad interpretive dimension while staying grounded to a clear specific instance.

In format, your critique should be between 500 and 800 words, using mixed media to advance its perspective. The writing should be professional, clear, academic in tone and voice, and authoritative and specialized in its articulation.

I invite you to meet with me to choose ideas and approaches, select a project, develop a thesis, or refine a draft. I look forward to helping you develop and shape your insights, challenge and refine your methods, or just marvel at the wisdom of your work. Use [tungle.me/randallcream](https://tungle.me/randallcream) to select a meeting time. Submissions must be digital, on D2L's Dropbox, as well as publicly uploaded to the discussion forum. Late work will receive a 0.