Media studies or archaeology
Critical data studies/Critical code studies
Computational text analysis
Disciplinary formations and their breakages
Black cybercultures
Posthumanism/Transhumanism
Postcolonial/Global DH
“Turns” (the spatial turn, the network turn)
New methods (VR/AR, machine learning)
New Theory
Digital publics/Digital rhetorics
Cultural analytics
Game Studies
New/Social Media
Over the past few decades, Digital Humanities has become a central method in the work of many scholars. No longer considered a threat to the humanities, DH has become a key tool in the scholarly toolkit. Recently, we have seen the explosion of many fruitful new areas of computational activity, some tangential to DH, some bound up in specific disciplines, and some that are breaking entirely new ground. These new permutations raise important questions about the future of digital work.

“Digital Futures” will open with a keynote lecture by Derek Ham, discussing his I AM A Man, virtual reality civil rights app. The two-day symposium at Purdue University will focus on predicting future directions for digital scholarship, analysis, critique, and theory. Because of its uniquely cross-disciplinary character, Purdue provides a natural context to begin such prognosticating, and we seek papers that bravely forge new paths.

Please submit an abstract (500 words) to @IDIS@purdue.edu by January 31st. Include “Abstract” in the subject line. Accepted presentations will be limited to 18-20 minutes. We particularly encourage panel proposals, which should be no more than 1500 words in length. Ideal panels will have three presenters; however, we are open to panels with four presenters with presentations of 13-15 minutes. Other formats are also possible; however, the total time allotted for panel presentations is 60 minutes as we are committed to discussion time with the attendees. We are especially interested in provocative, genre-bending proposals.