The University of Guelph is hosting a series of 4-day workshops on topics related to digital humanities research and teaching from May 7th-10th, 2019.

In our largest array of offerings to date, there are courses on augmented reality, digitizing manuscripts, public engagement, teaching from the archives, and text transformation:

**COMPUTATIONAL DIGITAL HUMANITIES:**
Command-line fundamentals

**MAKING MEDIA THEORY**

**INCORPORATING ELEMENTS OF USER EXPERIENCE (UX)**
Design into your DH Project

**DIGITAL HUMANITIES PEDAGOGY:**
Transforming the Classroom

**TEXT ENCODING WITH TEI**

**DIGITAL EDITING METHODS AND CONCEPTS**

**GAME ON!**
Pedagogical gamification and internal data analytics in the classroom.

**MAKING LINKS:**
The Semantic Web for Humanities Scholars

**THE WORK THAT STORIES DO IN THE WORLD:**
Digital Storytelling for Research, Education, and Change

**MAY 7-10, 2019**
All are welcome - Registration is open now

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