



Reflections on the Digital Humanities in Japan

Geoffrey Rockwell

geoffrey.rockwell@ualberta.ca

theoreti.ca



Outline

Learning from **DH in Japan**

- **Lessons** from **Global** Research
- The **Visual** – **Textual**
- The **Virtual** – **Ludic**



Lessons from Global Research

- Does global research have to happen in **English? No!**
- What are the **dangers** of cross-cultural research?
 - **Simplification** of complex situation
 - **Translation** and mistranslation
 - **Creating** the other
- What are the **barriers**?

Mostly we learn about ourselves



Perry by a Japanese artist and by an American photographer

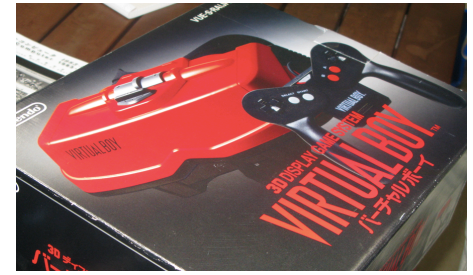
The Visual-Textual



- DH in the West grew out of **concording**
 - Concording has a **textual bias**
- In Japan, the DH is **visual**
 - **Textual is visual: calligraphy** is meaning
 - **Tokenization** in Japanese makes analysis difficult
- Centrality of **databases** and **visualization** in Japan
- West needs to **think visually about text**

ABRUPTLY	OF COURTLY SPEECH ABRUPTLY DIED	146	TRISTRAM 2	119
ABSENCE	MEANS PARTING THAT ONLY IN ABSENCE LIES PAIN	. .	19	MODERN SAPPHO	V
	ABSENCE FROM FIELDS WHERE I COULD NOTHING AID	. . .	127	BALDER DEAD 3	502
	AT THIS FIRST MEETING AFTER ABSENCE LONG	. . .	386	MEROPE	1452
	AND HAUNT HIM TILL THE ABSENCE FROM HIMSELF	. . .	435	EMPEDOCLES II	225
ABSENT	THOU HAST THINE ABSENT MASTERS TEAR	451	GEISTS GRAVE	55

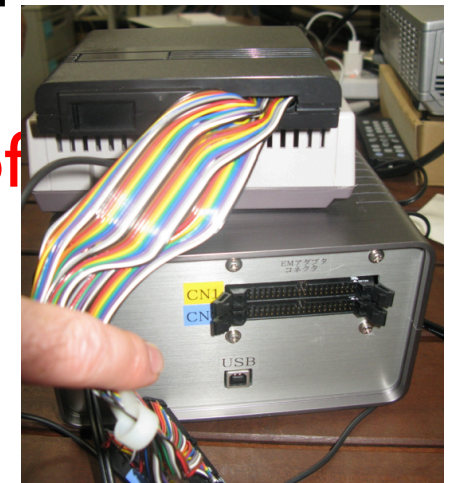
Early computer generated concordance of Matthew Arnold, 1959



Virtual-Ludic

- **Intangible culture** is important to DH in Japan
 - For example, using **motion capture** to preserve Noh
- In November the **Ritsumeikan Center for Game Studies** was inaugurated
 - This creates a **connection** in Japan between **DH and Game Studies**
- We need to connect the **preservation of past** to modeling **future of games**

NES Emulator



Thanks

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Game & Watch



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Read my essays on Japanese game culture and game studies