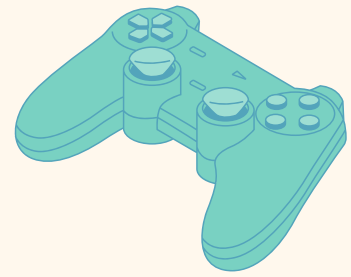


QUICK START DIGITAL PROJECTS RESOURCES FOR FACULTY

St. Francis College



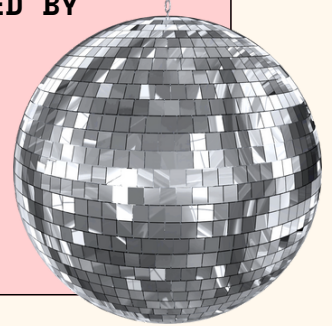
BACKGROUND

This document includes a series of curated guides, informational resources, and examples for a set of softwares. The information presented here is designed to provide faculty with a DIY set of resources to get started using popular digital tools in the undergraduate classroom.

As follows is a brief overview on some common digital tools and a selection of external resources for self-guided learning and exploration.

CREATED BY

Dr.
Emily
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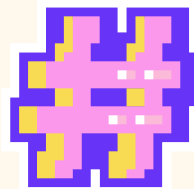


Date: 2022-2023

QUESTIONS?

Schedule an individual consultation or an in-class workshop to train your students:

Dr. Emily Lynell Edwards
eedwards2@sfc.edu



MORE RESOURCES

Digital Resource Guide
Digital Technology Guide
CAFE Canvas Page*

Includes workshop recordings on podcasting, mapping, video game design, and websites.

TOOLS & RESOURCES

- Omkeka
- Twine
- Anchor
- StoryMap JS
- Timeline JS
- Manifold
- Public Domain



WORKSHOPS

Additional trainings and workshops on these tools will be available during the 2022-2023 academic year through the CAFE from Dr. Emily Lynell Edwards and external trainers and speakers.



OMEKA

Omeka is an open-source content management system to host digital collections and produce digital exhibitions. Omeka is used by colleges and universities, archives, libraries, and cultural heritage institutions.

Guides

- <https://lilybeauvilliers.wordpress.com/2015/05/14/omeka-for-millennials/>
- <https://miriamposner.com/blog/creating-an-omeka-exhibit/>
- https://info.omeka.net/wp-content/uploads/2011/11/user_guide_for_students.pdf

Resources

- https://omeka.org/classic/docs/Content/Working_with_Dublin_Core/

STORYMAP JS

StoryMap JS is a free user-friendly tool that allows users to map and visualize place-based narratives. Users input geographical data, write in context, upload large image files, and include media sources. Maps produced in StoryMapJS can be embedded on a website or shared.

Guides

- https://www.gilderlehrman.org/sites/default/files/inline-pdfs/storymapjs_tutorial.pdf

TWINE

Twine is an open-source online platform or downloadable software that allows users to write, produce, and code interactive stories or games. Users can craft narratives using a story-board structure and enable players to follow different paths, publishing their games directly to HTML. Minimal coding required such as HTML, CSS, and Javascript.

Guides

- <https://www.sfw.org/creating-interactive-fiction-guide-using-twine/>
- <https://www.adamhammond.com/twineguide/>

Resources

- <https://twinery.org/cookbook/>
- <https://www.w3schools.com/cssref/default.asp>

TIMELINE JS

Timeline JS is a free resource that enables users to produce interactive timelines. Users are able to create a timeline with a Google Spreadsheet and include text, images, and video content within the timeline. Timelines can be embedded on websites or shared to other viewers.

Guides

- <https://edtech.domains.trincoll.edu/how-to-make-a-timeline-with-timeline-js/>
- https://www.gilderlehrman.org/sites/default/files/inline-pdfs/timelinejs_tutorial_0.pdf

PODCASTING

A podcast is a collection of digital audio episodes that listeners can access through the Internet on smartphones, computers, laptops, or other devices for streaming or downloading. Anchor is a podcast application from Spotify that allows users to record/edit audio and host the podcast within an accessible dashboard with no software download required

Guides

- <https://library.sfc.edu/c.php?g=1209804&p=8851290>
- <https://help.anchor.fm/hc/en-us/articles/360037746951-How-to-make-a-podcast-on-the-Anchor-app>

MANIFOLD

Manifold is a digital publishing platform that can produce and host media-rich publications, monographs, collections, or other projects.

Guides

- <https://cuny.manifoldapp.org/projects/getting-started-with-manifold>
- <https://cuny.manifoldapp.org/read/untitled-38aea9c4-5f77-4e1b-9ff4-39a8d80d0738/section/619ed56a-0325-49e6-bedc-573225c687ec>
- <https://cuny.manifoldapp.org/projects/how-to-create-a-reading-group-como-crear-un-grupo-de-lectura>

MANIFOLD CONTINUED

- <https://guides.lib.uw.edu/c.php?g=919938&p=6629131>
- <https://cuny.manifoldapp.org/projects/cuny-manifold-maker-guide>

Examples

- <https://digitalpublications.brown.edu/projects/project-collection/race-and-in-america>
- <https://cuny.manifoldapp.org/projects/gender-and-society>
- <https://cuny.manifoldapp.org/projects/queer-and-trans-prison-voices>
- <https://cuny.manifoldapp.org/projects/bachata>

Resources

- <https://manifold-slackin.herokuapp.com>
- <https://www.markdownguide.org>

PUBLIC DOMAIN

For many digital projects, you may need media assets. Public domain assets mean images, audio, video, or other content that is free to use, remix, and republish with no attribution. Public domain resources are not copy-written.

Images

- <https://wordpress.org/openverse/?referrer=creativecommons.org>
- https://commons.wikimedia.org/wiki/Main_Page
- <https://www.metmuseum.org/about-the-met/policies-and-documents/open-access>
- <https://www.nga.gov/open-access-images.html>
- <https://publicdomainreview.org/collections/>
- <https://www.nypl.org/research/collections/digital-collections/public-domain>
- <https://www.artic.edu/open-access/open-access-images>

PUBLIC DOMAIN CONTINUED

Audio

- <https://www.pdinfo.com/public-domain-music-list.php>
- <https://citizen-dj.labs.loc.gov/public-domain-2022/>

Texts

- <https://www.gutenberg.org>
- <https://standardebooks.org>

