

THATcamp 2016- University of Cincinnati Tuesday, May 3

	<i>All rooms located in Langsam Library</i>	462	475	571	671	4th Floor Open Space
8:30-9:00	Light Breakfast					
9:00-9:55	Concurrent Sessions	GIS Mapping and Humanities - John Wallrodt	Virtual Play At A Tool To Understand Implication of Technology - Suguna Chundur	Institutional Value of DH Projects/RPT - Mike Hennessey, Jay Twomey	Intellectual Property (Fair Use) - What is it? - Linda Newman	Digital Humanities: Infrastructure & Sustainability - Elias Tzoc
10:00-10:55	Concurrent Sessions	Ethics and Privacy in Social Media Archives - Eira Tansey	Visualizing DH Data (Tableau) - Paul Foster	Garbage Reconciliation in Data Linking and Cleaning - Bill McMillin	Remix and Mash Up Culture - Rich Shivener	Integrating Library Resources (Brainstorming Session) - Lisa Haitz
11:00-12:00	Concurrent Sessions	Virtual & Augmented Reality for Academic and Research Projects, Chris Collins, Jennifer Adelman, Ian Anderson	What Would We Do with a UC Game Lab? - Evan Torner	Exploring the Medical Humanities - Don Jason	For and With the Public - David Trowbridge	How to Find Experts/Knowledge on Campus to take Advantage of Local Knowledge & Equipment - Jane Wildermuth
12:00-1:30	Lunch					
1:30-2:25	Concurrent Sessions	Virtual & Augmented Reality for Academic and Research Projects, Chris Collins, Jennifer Adelman, Ian Anderson	Hello World - Arduino - Ann Schoenenberger	Archiving DH & Scholar@UC (Digital Repository) - Linda Newman	How to get Funding for DH Projects? - Steve Hegge	Using 3D Printing to Visualize Statistical Activity in Blackboard - Paul Foster
2:30-3:25	Concurrent Sessions	Reverse Engineering a DH Project/ Basics of Project Planning - Rich Shivener	Responding to the LA Review of Books Editorial - Evan Torner (see below for link)	Library Spaces/Resources to Support Digital Scholarship - Cheryl Albrecht	New Sorts of Digital Evidence/Literacies - Mike Hennessey	
3:30-3:45	Break					
3:45-4:30	Closing Thoughts for the Day					