



Global Korean Studies and Digital Humanities

An Area Studies Education Method for the Digital Age

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1. What is Digital Humanities?

2. Global Korean Studies and Digital Humanities

3. Humanities, Archives, and Digital Curation

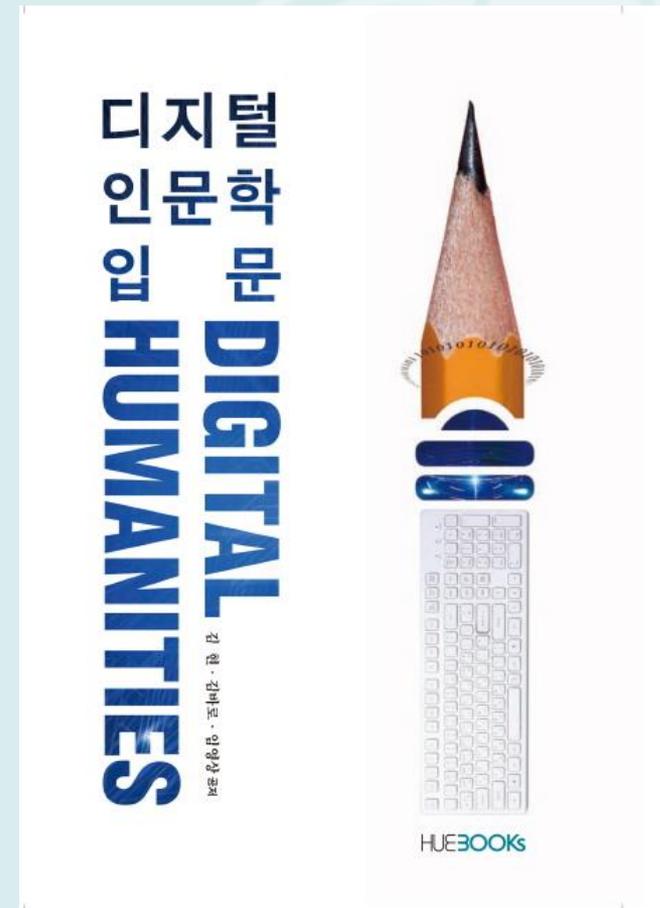
4. Digital Curation Projects

5. Education Program for Digital Curation

- Rather than simply digitizing humanities materials or providing humanities research results in a digital format, “digital humanities” encompasses ever more creative humanities endeavors in an information technology environment.
- The academic endeavors taking place under the name of area studies are no exception.
- This presentation is about the ways in which Korean studies research and education are taking a new form in the digital age.
- I expect that this case study can be applied to broader area studies as a new education method for the digital generations.

The world of digital humanities is one in which the digital and humanities meet and join together. Digital humanities is the effort taken to maximize the meaningful utilization of the convergence in our digital era society.

(김현, 『디지털 인문학 입문』, 외국어대학교 지식출판부, 2016. 5.)



The term ‘digital humanities’ includes humanities research and education that takes place in a digital environment, as well as the efforts to spread and utilize the fruits of such research in our society. In 2008 in the U.S., the National Endowment for the Humanities established the Office of Digital Humanities, which strengthened support for digital humanities research at American universities, while also elevating digital humanities as a new area of interest to universities around the world.

❖ Implications of Digital Humanities

- Engage in new methods of humanities research, education, and related creative products with the help of Information and Communication Technologies (ICT)
- Rather than simply digitizing humanities research materials or digitally publishing humanities research results, develop creative humanities activities in an IT environment
- Pursue a more innovative reproduction of humanities knowledge via communication through digital media

(김현, 디지털 인문학: 인문학과 문화콘텐츠의 상생 구도에 관한 구상, 『인문콘텐츠』 29, 2013. 6.)

Digital humanities does not merely mean digitizing humanities materials or publishing research results in a digital format.

It means developing more creative humanities endeavors in an information technology environment.

It also includes efforts made to advance the reproduction of humanities knowledge in more innovative ways through the communication facilitated by digital media.

The Three Keywords of Digital Humanities

❖ The Three Keywords of Digital Humanities

There are three areas in which the tasks of digital humanities can be found:

1. Humanities Studies (Research) Contribute to humanities disciplines through the innovation of research methods

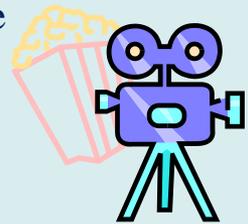
- ✓ See only the tree → See the tree and forest together
- ✓ Solitary research → Collaborative research → Collaborative research which aggregates the fruits of various individual research



2. Humanities Education (Education) Develop education methods and content which allows the next generation to strengthen digital literacy with humanities knowledge



3. Humanities Content (Practical Use and Social Contribution) Go beyond the walls of academia and develop an avenue for humanities knowledge to reach the public and contribute to creative industries



1. What is Digital Humanities?

Digital Humanities Task 1: Research

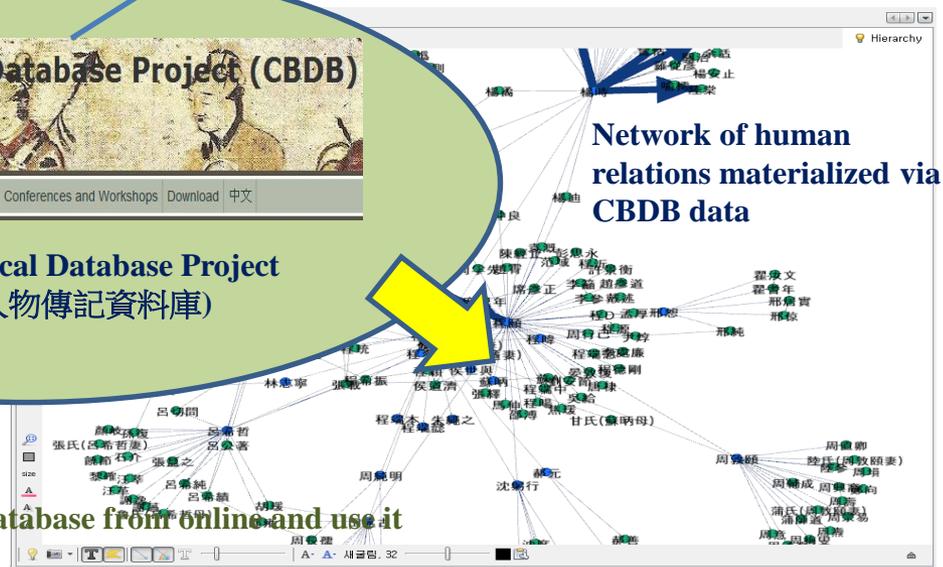
❖ Humanities Research via Communication and Collaboration



Compiled in collaboration between Harvard University in the U.S. and Peking University in China. The database includes the biographical data of over 370,000 Chinese individuals from the 7th to 19th century.



China Biographical Database Project
(中國歷代人物傳記資料庫)



Leiden University,
Communication and Empire: Chinese
Empires in Comparative Perspective,
funded by the European Research Council

Anyone can download the database from online and use it
for their own research.

The first area of interest for digital humanities is research.

Digital humanities aims to support academic research intrinsic to the humanities disciplines through the innovation of new research methodologies.

In regard to research methodology, digital humanities' unique characteristic when compared to the existing humanities discipline, is that it places value on the keywords of communication and collaboration.

❖ Humanities Education for Digital Natives



- ☞ Humanities education for **Digital Natives***
- ☞ Education that facilitates not only “reading” in a digital environment, but also “writing”
- ☞ Education which does not stop at learning and memorization, but extends to application, creation, and expression as a way to experience the joy of achievement

“Learning by Doing in a Digital Environment.”



The second area of interest for digital humanities is education.

A truth that must be newly recognized is that when humanities is taught to students today, those students are ‘digital natives.’

These students have grown up in a digital environment from a young age, and to them, utilizing digital technologies is nothing out of the ordinary.

Having students of the digital native generation learn and apply humanities knowledge through the methods familiar to them is what digital humanities aims to contribute in the area of education.

❖ Communication of Humanities Knowledge to the Public

Discovery of Resources



Understanding and Re-composition of Context



Creative Reproduction of Humanities Knowledge



The third area of interest for digital humanities is practical use.

We hope that, through digital humanities, the ‘social contributions’ of humanities will be increased in contemporary society.

Humanities knowledge must go beyond the walls of academia and be communicated with non-humanities-scholars, and also utilized in various ways depending on the needs of those parties.



1. What is Digital Humanities?

2. Global Korean Studies and Digital Humanities?

3. Humanities, Archives, and Digital Curation

4. Digital Curation Projects

5. Education Program for Digital Curation

What I mean for ‘Global Korean Studies’ here, is Korean studies research and education taking place outside Korea. I have thought about the convergence of digital humanities and global Korean studies: What can digital humanities contribute to global Korean Studies? And, How can we realize the new environment of Korean studies?

What is Global Korean Studies?

❖ What is Global Korean Studies?

- Korean studies research and education taking place outside Korea
- The nature of global Korean studies
 - i. Research of Korea-related topics within **traditional disciplines** (such as literature, history, philosophy, etc.)
 - ii. Research of Korea from an **area studies** perspective
 - iii. Projects with the aim to increase understanding of Korea for **public diplomacy** purposes
- Representative Korean institutions for supporting global Korean studies
 - Korea Foundation
 - Korean Studies Promotion Service at the Academy of Korean Studies
 - Center for International Affairs at the Academy of Korean Studies

❖ Changes in Global Korean Studies

- Positive factors
 - Hallyu → An increase in a new type of education consumer
 - Diversification of areas of interest & education demand
- Negative factors
 - Decline in demand for the humanities at universities
 - Shrinking research on premodern Korea

❖ Urgent Problems of Global Korean Studies

- Misaligned educational demand and supply direction
 - Professors and research funding systems centered on traditional academic disciplines...
 - While educational demand is for the “contemporary,” “interdisciplinary,” and “popular”
- Problems in Korean language education at universities abroad
 - Explosive increase in demand for beginner level courses → But, the vast majority do not continue onto intermediate, advanced courses
 - Non-Korean students’ demand for “Korean language” education is based in their interest in “Korea” (i.e. Hallyu, Korean conglomerates, etc.) → But, there are only weak pathways to grow this interest into demand for “Korean studies”
 - Lack of language educators who can also teach about Korean society, history, and culture

❖ **Tasks of Global Korean Studies Education**

- Educational environment for Korean studies at universities abroad
 - Offline environment: “There is almost nothing about Korea.”
 - Online environment: “We do not know how to utilize digital resources.”
- Internet: A new educational space for global Korean studies
 - In the current offline educational environment, it is difficult for educators based in a small number of disciplinary majors to respond to students’ diverse knowledge demands
 - In the open environment of the digital world, there is a need for education which develops and sustains students’ self-directed investigations of Korea

❖ Potential Contributions of Digital Humanities

- “Learning by Doing” in a digital environment
 - In a digital environment, students search themselves for resources relating to their personal areas of interest and use this to create content which expresses their analysis and conclusions
 - Through this self-directed process, students can achieve a deeper understanding of Korean society and culture

❖ Potential Contributions of Digital Humanities

- Communication & collaboration via the digital network
 - “Korean studies limited by institutional or national restrictions” → A Korean studies which can communicate with the world on the topic of “Korea” via the digital world
- Strengthening capacity as digital citizens
 - Not all graduates of Korean studies education need be “Korean studies scholars”
 - Ensure “digital literacy” – a must for contemporary people – via Korean studies education, and use it as a stepping stone to advance into a variety of fields

❖ Education System Design for “Digital Korean Studies”

- Virtual classroom for “Learning about Korea”
 - A virtual space for investigating knowledge relating to Korea through communication and collaboration, which allows for free expression of learned knowledge
 - Provide diverse authoring resources on Korean culture, and let students utilize these in part to complete their own learning
 - ※ **Authoring resource:** Digital objects related to Korean Culture - Text, Sound, Movie, Photos, Maps, VR Images, 3D Models , etc and a technical platform where students combine those digital objects to create their own culture content.

❖ Education System Design for “Digital Korean Studies”

- Plans for the realization of a virtual classroom for Korean studies
 - Center for Digital Humanities, The Academy of Korean Studies
 - Establishment of a digital platform of ‘virtual classroom for Global Korean Studies’
 - Online service of diverse authoring resources
 - Local Point Universities
 - Running a localized Portal (or Data Center): Providing the virtual classroom contents and platform in the local language
 - Educator Training: Training for Korean studies educators about teaching methodology using the Korean studies virtual classroom



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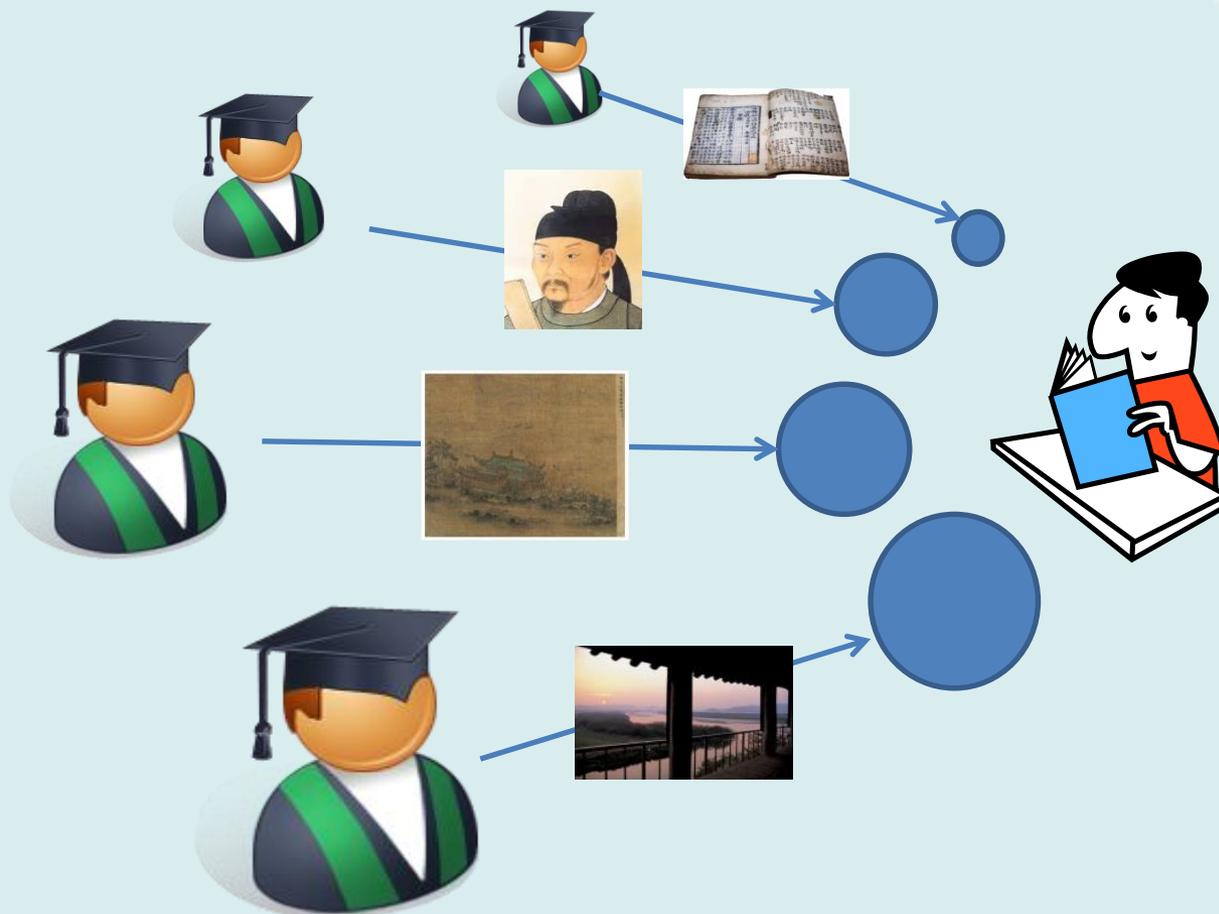
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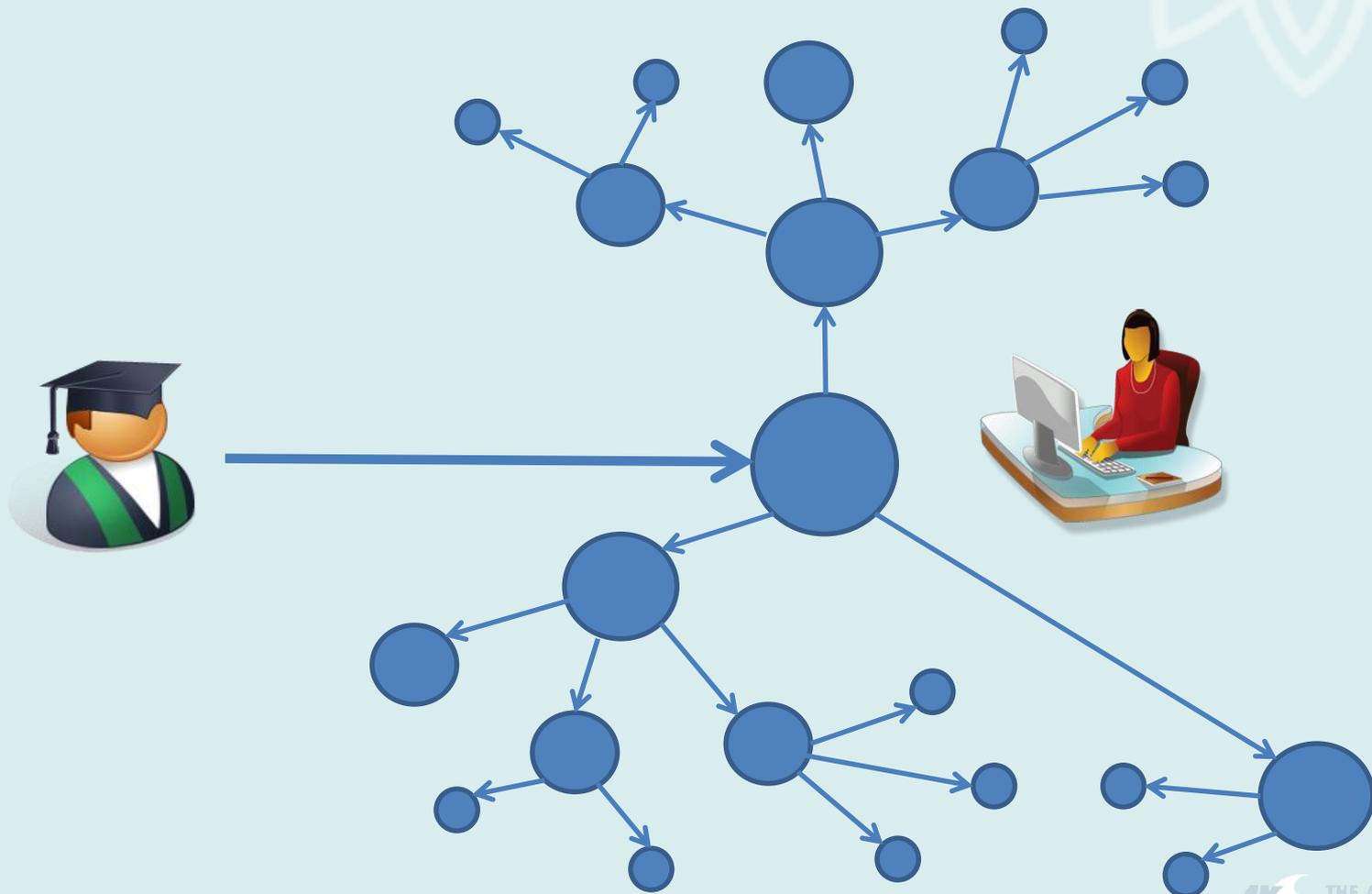
- In the cyber space, you can be in a classroom and an exhibition hall at the same time. What I mean for ‘Virtual Classroom’ is a cyber space where humanities knowledge and archival (or museum, gallery) objects are crosslinked in a semantic network.
- Let’s think about the new digital environment of humanities research and education

Knowledge in the Traditional Era

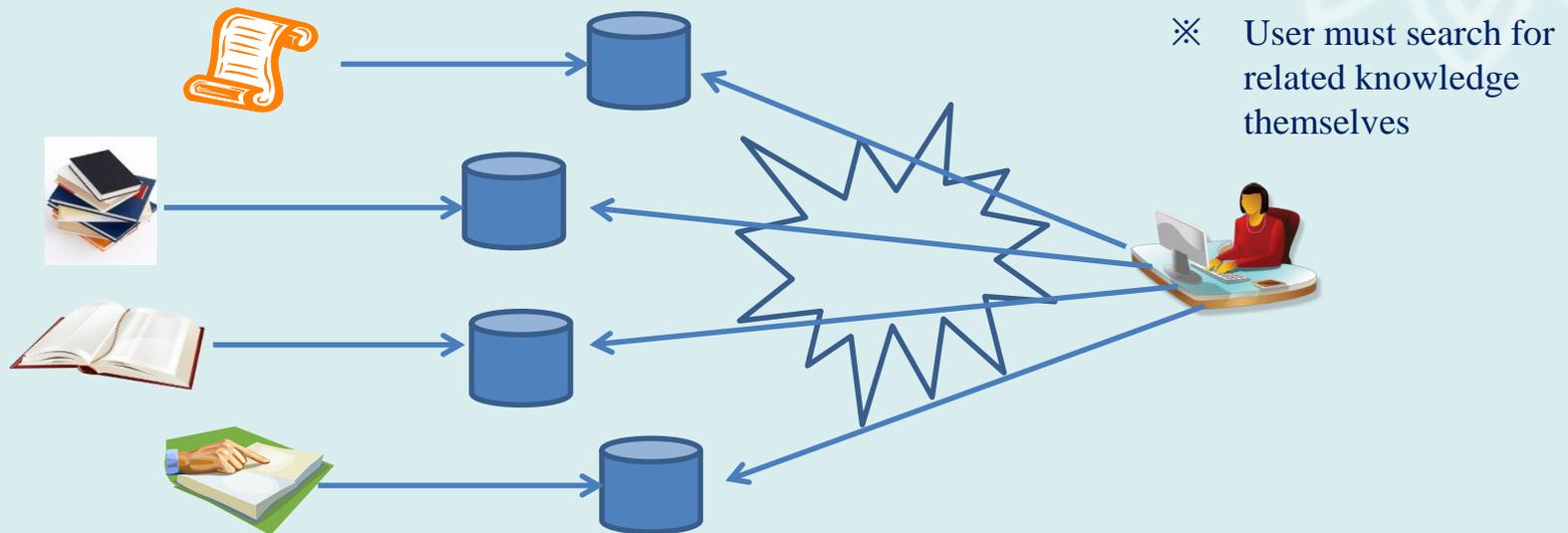
- ❖ Work which is independent and self-contained regarding each topic (field, object of study)



- ❖ Communication nodes which contain paths to connect to various knowledge



❖ Knowledge of Traditional era provided “as is” on digital media



Before discussions about digital humanities became lively, humanities information was being steadily turned into digital data.

However, in most cases it was merely uploading traditional era knowledge ‘as is’ onto digital media.

If users are searching for diverse information related to a piece of knowledge they discovered, they must do their searching on their own.

- ❖ A system of diverse pathways which allow pieces of knowledge to be connected to one another



The knowledge network sought by digital humanities is a system of diverse pathways which allow pieces of knowledge to be connected to one another.

A knowledge network, in which pieces of information can be connected with different information in diverse ways, allows for infinite expansion of knowledge.

Even starting with simple tourism guide information, the depth of knowledge can be furthered through the understanding of the related people, works, and historical events, which all have cultural value.

❖ Curation of Knowledge



Just as a museum curator engages in curation by finding and connecting diverse information related to an individual artifact to expose its cultural value,
The digital humanities scholar engages in the curation of knowledge by connecting the elements of humanities knowledge in a digital environment and broadening the world of that knowledge.

❖ Humanities, Curation, Archives (The Digital Humanities Manifesto 2.0, USA)*

- **Digital Humanists recognize curation as a central feature of the future of the Humanities disciplines.**
- **Curation means making arguments through objects as well as words, images, and sounds.**
- **Curation is an augmented scholarly practice that also powerfully augments teaching and learning.**
- **It summons future generations of humanists to set to work right from the start with the very stuff of culture and history: to become directly engaged in the gathering and production of knowledge under the guidance of expert researchers in a true laboratory-like setting.**
- **Curation creates the preconditions for modes of scholarship that step outside the boundaries of one's own expert language into a more fluid public realm, where traditional forms of scholarship can be multipurposed for the large-scale participatory generation of archival repositories under the expert guidance of a scholar.**

In 2009 in the U.S., a group of humanities scholars who recognized the importance of digital humanities presented The Digital Humanities Manifesto.

The manifesto includes content which emphasizes that the research and education which take place in universities should be combined together into one with the curation that has museums and archives as its stage.

*The Digital Humanities Manifesto 2.0, <http://manifesto.humanities.ucla.edu/2009/05/29/the-digital-humanities-manifesto-20/>

❖ Convergence of Humanities Knowledge and Digital Archives

- In the world of digital humanities, the research lab and the archives cannot be divided into separate domains
 - When researchers in the humanities research lab search for humanities knowledge, the primary sources which serve as the basis for that knowledge can be directly referenced via the archive.
 - And when archive curators seek the meaning of each individual archival material within a historical, cultural and social context, it can be explained by connecting it to humanities knowledge.
- **Digital curation** is the interdisciplinary research that which realizes this;
- And the **digital archive** is the site of such interdisciplinary research, as well as the system to share such research results to the world



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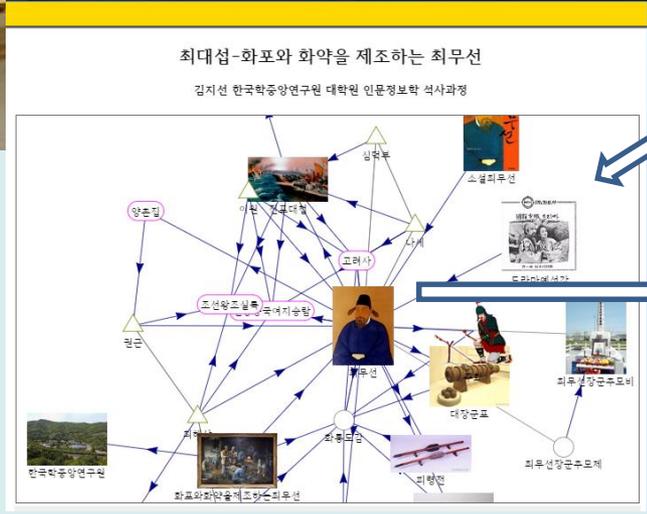
At the Academy of Korean Studies, digital curation research and education is being implemented to foster future humanities knowledge curators and global Korean studies educators.

- Virtual Gallery of National Documentary Paintings
- Virtual Exhibition of Historical Documents written in the Korean Alphabet, Hangeul
- Court Ceremonies and Costumes of the Joseon Dynasty
- Virtual Archives of Buddhist Heritages



Virtual Gallery of National Documentary Paintings

- Development of Digital Exhibition Model using Various Visualization Technologies
- Learning Korean History through Implementing a Virtual Art Gallery



최무선
(국문) 최무선 (한자) 崔茂宣 (영문) Choi Mu-Seon

범주
프로젝트: 인족기록화
클래스: 인물
기여: 김지선역정

속성
시대: 고려
성격: 발명가
성별: 남자
분관: 영주(永州; 현재의 영천)
생몰년: 1325(충숙왕 12)~1395(태조 4)

설명
우리나라에서 화약과 화약을 이용한 무기를 처음 제작 사용하였다. 무관인 그는 고려 말기에 한창 기술을 부리던 왜구를 물리치기 위해서는 화약(火藥)이 필요하다고 생각해 중국 사람들의 황래가 갖은 무역항 벽안도에 가서 중국 강남 지역에서 온 상인들에게서 정보를 수집하였다. 강남 지방(湖州)에 사는 상인들에게서

Historical Hangul Documents



❖ Virtual Exhibition of Historical Documents written in the Korean Alphabet, Hangeul

- Migration of the Real Exhibition Contents (2016 Jangseogak Exhibition) to Cyberspace
- Understanding the Culture of Literati Families

The image illustrates a virtual exhibition interface for historical Hangeul documents. It features a central hub with a scholar figure, surrounded by various document thumbnails and interactive elements. The interface includes a VR controller, a landscape view, and several panels of handwritten Hangeul text. The text panels contain various documents, including a letter from Kim Joo-guk, a letter from Kim Gwang-hyang, and a letter from Kim Gyeong-sik. The interface also includes a search bar and a navigation menu.



❖ Virtual Archives of Buddhist Heritages

- Understanding the History of Korean Buddhism through the Epitaphs of Prominent Monks' Steles

The collage illustrates digital curation projects for Buddhist heritages. It includes:

- A map of Korea with red pins indicating the locations of Seonbongsa and Seonamsa.
- A screenshot of a website titled "질곡 선봉사 대각국사비" (Jilguk Seonbongsa Daegakguksa-bi), providing information about the stele and its historical context.
- A VR view of Suncheon Seonamsa (순천 선암사) with a "Enter VR" button.
- A photograph of a traditional Korean stele (epitaph).
- A diagram showing a Buddhist lineage starting from a central figure, branching into various temples and figures, including "가성 총방사" (Gaseong Chungbongsa) and "고정속장영" (Godeungsookjangyeong).



❖ Korea 100: Free Online Multimedia Resource about Korea

- One-hundred articles on history, controversies, culture, events, and historical figures pertaining to Korea.
- A free, reputable, online multimedia resource for educators, diplomats, students, and anyone in the general public who is interested in learning more about Korea.

Korea 100

Korean History as Seen through Maps

대문
최근 바뀐
도움말

한국어 콘텐츠

I. 한국사의 중요 흐름
II. 한국에 대한 제논의
III. 문화로 이해하는 한국
IV. 한국의 중요 사건
V. 한국의 중요 인물
VI. 멀티미디어로 보는 한국

English Contents

I. An Overview of Korean History
II. Debates on Korea
III. Understanding Korea through Culture
IV. Key Events of Korea
V. Key Figures of Korea
VI. Korea as Seen through Multimedia

도구

여기를 가리키는 문서
가리키는 글의 바뀐
특수 문서 목록
고유 링크

목록 (숨기기)

- 1 Maps of Korea by Historic Period
- 2 Maps of Korea's Major Historic Sites
- 3 The Imjin War as Seen through Maps
- 4 The Korean War as Seen through Maps
- 5 The Anti-Japanese Movement as Seen through Maps

Maps of Korea by Historic Period

Gojoseon	Proto Three Kingdoms	Three Kingdoms - Late 4CE-Early 5CE	Three Kingdoms - Late 5CE-Early 6CE	Three Kingdoms - Mid 6CE-Early 7CE	Northern and Southern States Period	Goryeo	Joseon

Korea 100

The Dawn of a People - The Prehistory of Korea

대문
원문 보기
역사 보기
검색

Humans occupied the Korean peninsula from as early as 500,000 years ago. Paleolithic archaeological sites, with human bones and artifacts, give some clues as to the type of early stone tools and their development over time, while sites from the neolithic period (dating from 6,000 BCE) contain pottery, chipped and ground stone tools, and consist of semi-subterranean houses grouped into small villages^[1]. Sites on the east coast contained pottery with raised designs, while slightly later sites on the west coast contained comb-pattern pottery. These pottery styles spread prolifically across the peninsula from approximately 8,000-1,500 BCE. This period was a time of hunting, fishing, and small-scale plant cultivation.

The emergence of undecorated pottery is considered a marker for the next developmental period, which lasted from approximately 1,500 - 300 BCE. It was during this period that agriculture, rice cultivation in particular, developed. Settlements moved from riverbanks to hillsides to make better use of the flat land by the rivers for farming. Burial practices during this period became more advanced, with megalithic dolmens used as tombs for tribal chiefs. Korean dolmens make up over 70 percent of the world's dolmens and some have been registered as UNESCO World Heritage^[6]. Use of bronze began during this period, appearing in the form of slender daggers found only on the Korean peninsula and mandolin-shaped daggers which made their way from northwest China all the way to southwest Korea, indicative of widespread trade. However, bronze items were uncommon and reserved for the elite, usually utilized for weapons and ornaments.

Iron is believed to have begun being produced in the 3rd century BCE. It was widely used for agriculture, weapons, and armor and may have contributed to wood-working tools which gave rise to above-ground wooden houses. Primitive forms of *ondol* the native Korean underfloor heating system, were used in advanced pit-houses^[2] during this period.

도구

여기를 가리키는 문서
가리키는 글의 바뀐
특수 문서 목록
고유 링크

Depiction of the Lives of Prehistoric People who
Reconstructions of Pithouse Remains from the
Documentary Painting of the Korean People
A Dolmen on Ganghwa Island (Bugeun-ri)



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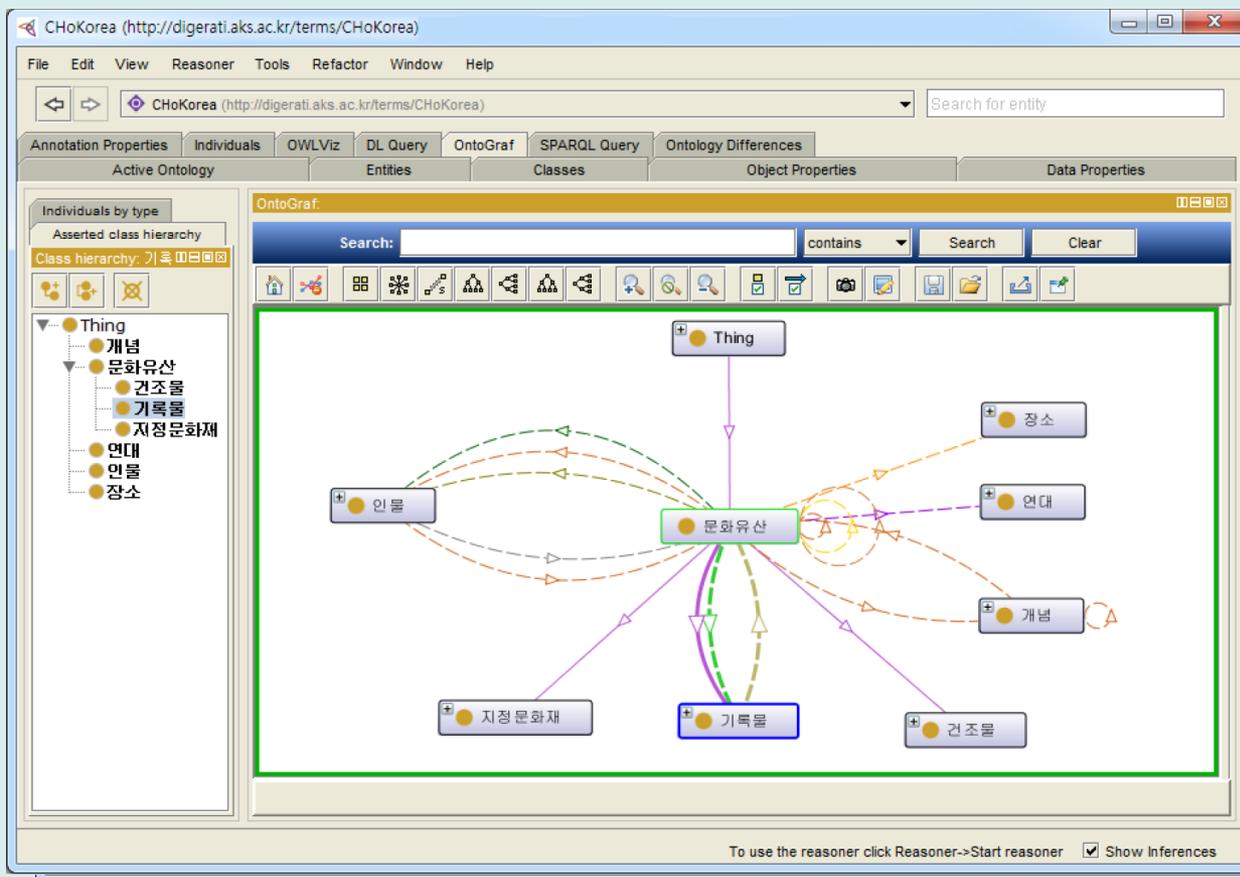
5. Education Program for Digital Curation

At the Academy of Korean Studies, the digital curation projects (digital curation of encyclopedic archives) are being performed on the base of **Cultural Informatics Education**. Topics of the education program are as follows:

- Ontology Design for Humanities Knowledge
- Implementation of Humanities Knowledge Databases using Wiki Software
- Visualization of Data
- Implementation of Hypermedia Content

❖ Ontology Design for Humanities Knowledge

- Learning methodologies for digital representation of entities, ideas, and events along with their properties and relations
- In-depth study of the digital migration content: Humanities Knowledge



❖ Implementation of Hypermedia Content

- Utilizing context building methods (Hypertext, Network Graph, Digital Map, Panoramic Images, etc.) with various audio-visual resources (Photos, Video Clips, 3D Models, etc.)

경양사지증대사적조탑비

【간략정보】

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- 관리자: 불교사
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- 문화재 지정일: 1968년 1월 21일
- 집필자: 김세호

문경 불영사 지증대사 적조탑

智證和尚碑銘 並序 a_001_186d

序曰。五常 仁義禮智信 分位。配動方 東皇萬物 始生之方。故曰動方。 者曰仁。三教 儒佛老 立名。現淨域者曰佛。仁心則佛。佛目能仁。則 音測。法也。也。導郁夷 東方 柔順性源。達迦衛 竺國 慈悲教海。寔猶石投水 雨聚沙然。 言曷也。矧東諸侯之外守者。莫我大也。而地靈既好生爲本。風俗亦交讓爲先。熙熙 和樂之觀 太平之春。隱隱

지증 화상 비명병서 【智證和尚碑銘 均序】

다음과 같이 서술한다.
오상(五常)의 방위를 나눌 때 동방(動方)에 배속된 것을 인(仁)이라고 한다. 삼교(三教)의 이름을 세울 때 정역(淨域)에 출현한 것을 불(佛)이라고 한다. 인심(仁心)은 불(佛)이요, 불목(佛目)은 인(仁)인 것도 필연적인 일이다. 옥이(郁夷)의 유순한 성원(性源)을 이끌어 가위(迦衛)의 자비로운 교해(教海)에 이르게 하는 것은 물을 물에 던지고 [石投水] 모래 더미 위에 물을 뿌려 주는 것 [雨聚沙]과 같은 일이다. 더군다나 동방의 제후로서 외방을 지키는 자로 우리보다 크 나라이고 있으며 지령(地靈)이 이미 삼리기 좋아

❖ Future humanists:

- will not only be researchers of humanities disciplines, but also archivists and curators.

❖ Tasks for the future of humanities studies

- To make the process of humanities studies performed in a digital environment, and produce the research results as digital data, so that our humanities knowledge can be easily circulated and worthily reused in various areas of our society.
- ‘Digital Curation’ is useful as a start-up research and education program for the data based humanities studies

❖ A New Education Method for Area Studies

- In a digital environment students can visit any place they are interested in.
- In a virtual classroom where diverse authoring resources are provided, students can utilize these in part to complete their own learning.
- ‘Digital Curation’ is also useful as an education method of area studies.

❖ What we are trying to do under the name of ‘digital humanities’:

- Is to facilitate the more meaningful investigation and valuable utilization of humanities knowledge in the era of digital expression and communication



Thank you!