

# Global Korean Studies and Digital Humanities

## An Area Studies Education Method for the Digital Age

Hyeon Kim

Professor of Cultural Informatics  
The Academy of Korean Studies

[hyeon@aks.ac.kr](mailto:hyeon@aks.ac.kr)



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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

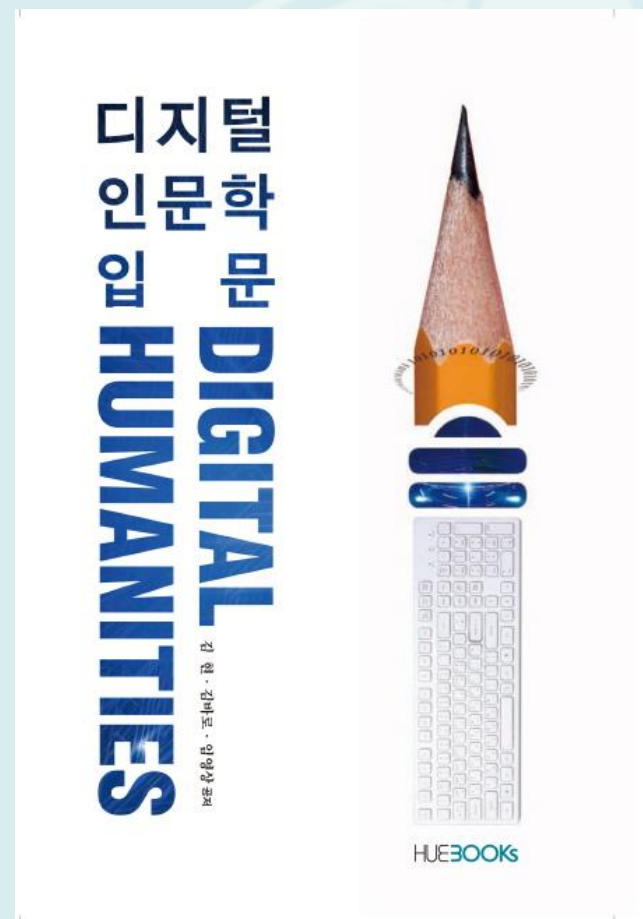
- Rather than simply digitizing humanities materials or providing humanities research results in a digital format, “digital humanities” encompasses ever more creative humanities endeavors in an information technology environment.
- The academic endeavors taking place under the name of area studies are 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.

# 1. What is Digital Humanities?

## Digital Humanities

**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

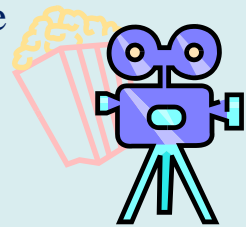
- ✓ See only the tree → See the tree and forest together
- ✓ Solitary research → Collaborative research → Collaborative research which aggregates the fruits of various individual research



**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

**MARKUS**

With MARKUS you can upload a file in Chinese (and perhaps other languages) and tag **personal names** and **bureaucratic offices** automatically for automated tagging. You can then read a document, reference works at the same time, or compare keywords appear. Or, you can extract the information for further analysis in our visualization platform.

**Step 1:** Upload a txt (UTF-8) or saved M...

MARKUS was developed as part of the project "Communication and Empire: Chinese Research Council. Further development has been funded by DID, JISC and AHRC. Co...

**China Biographical Database Project (CBDB)**

Home About Us Sources and Coverage Methodology Conferences and Workshops Download 中文

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

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 7<sup>th</sup> to 19<sup>th</sup> century.

**Network of human relations materialized via CBDB data**

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

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

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

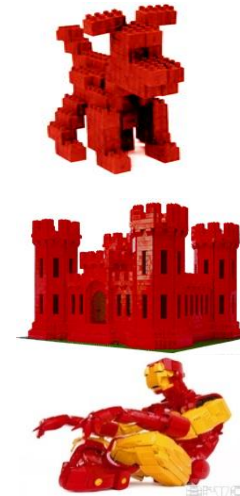
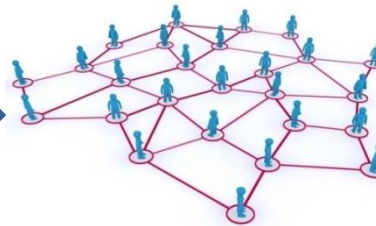
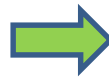
Discovery of Resources



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

#### ❖ 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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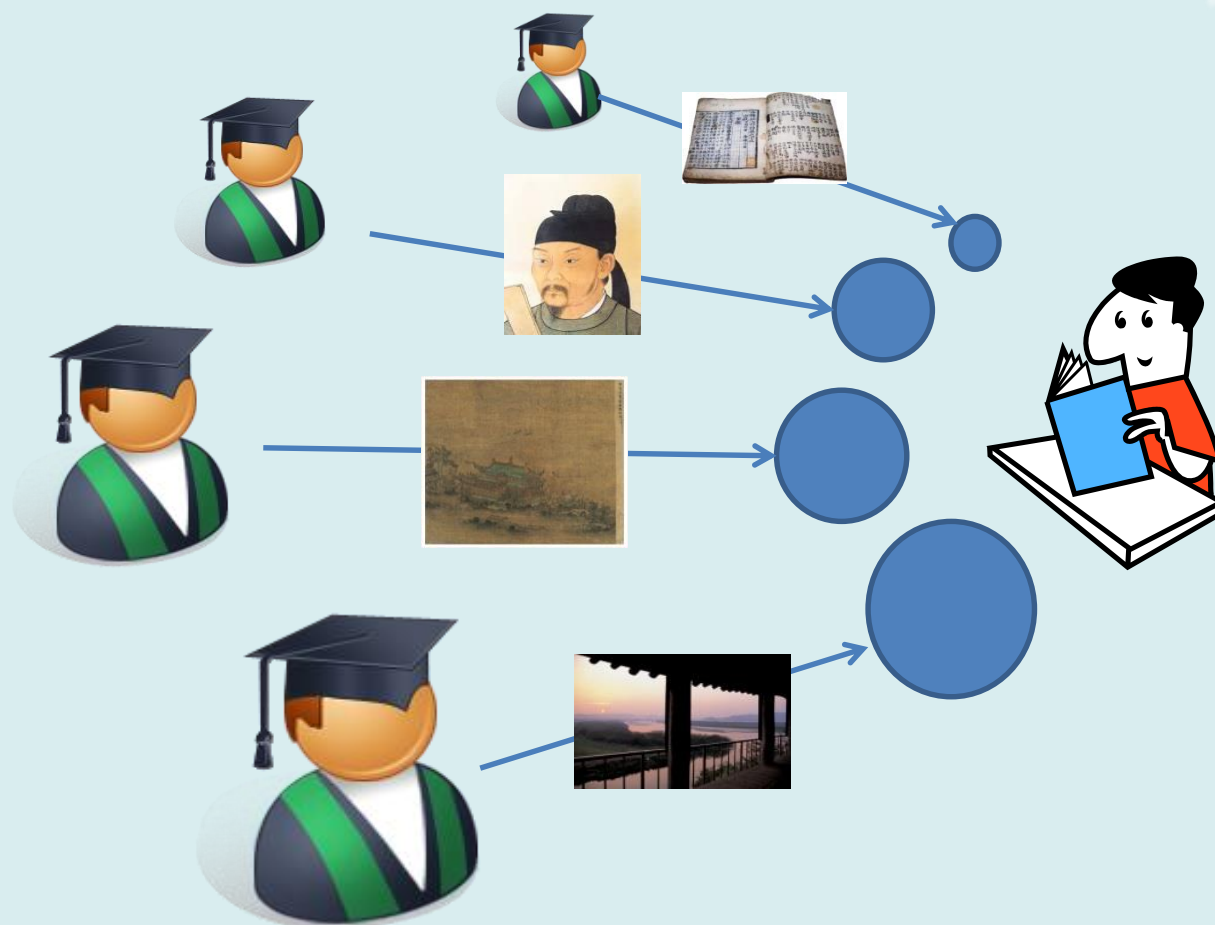
4. Digital Curation Projects

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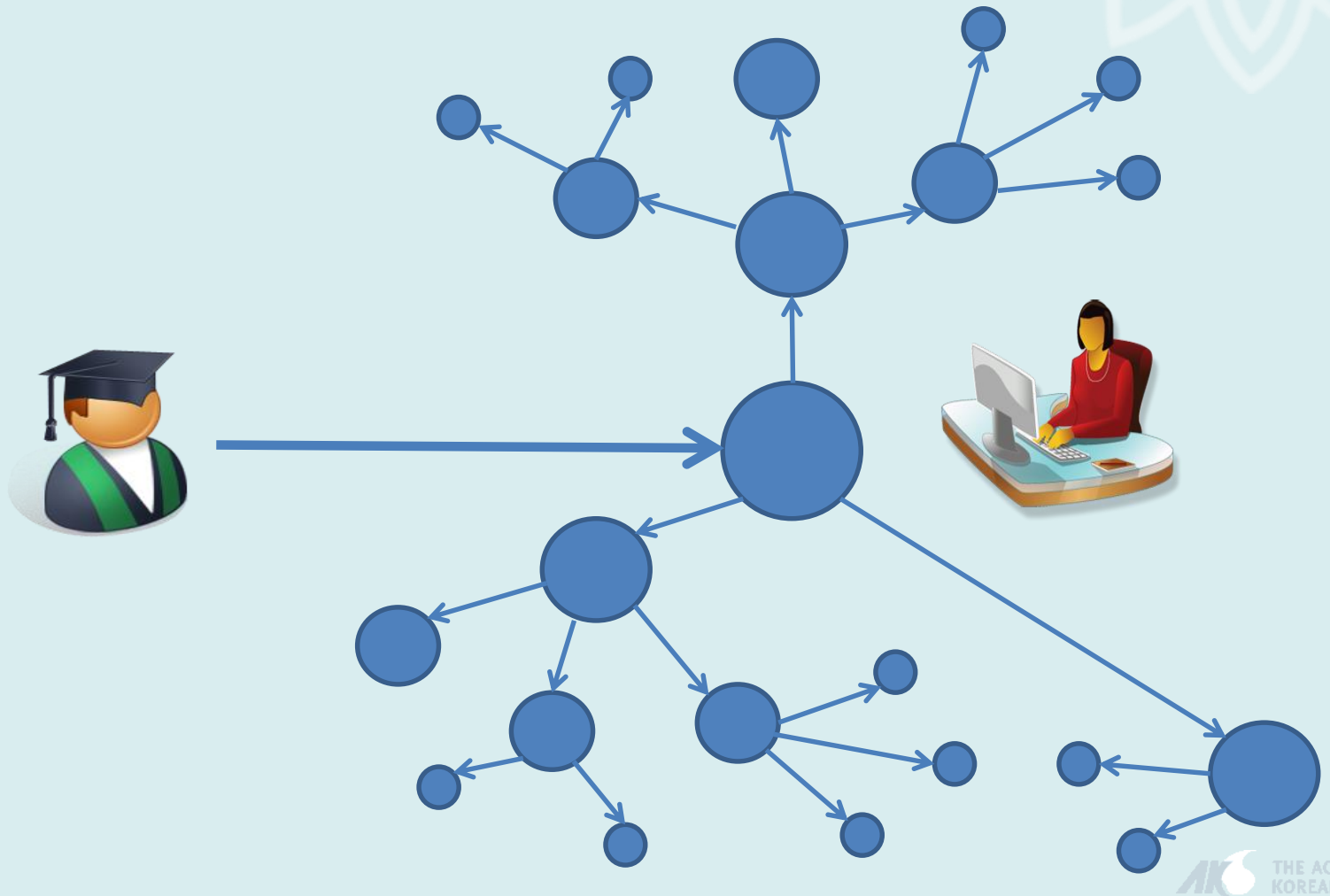
- In the cyber space, you can be in a classroom and an exhibition hall at the same time. What I mean for ‘Virtual Classroom’ is a cyber space where humanities knowledge and archival (or museum, gallery) objects are crosslinked in a semantic network.
- Let’s think about the new digital environment of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

### Knowledge in the Traditional Era

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

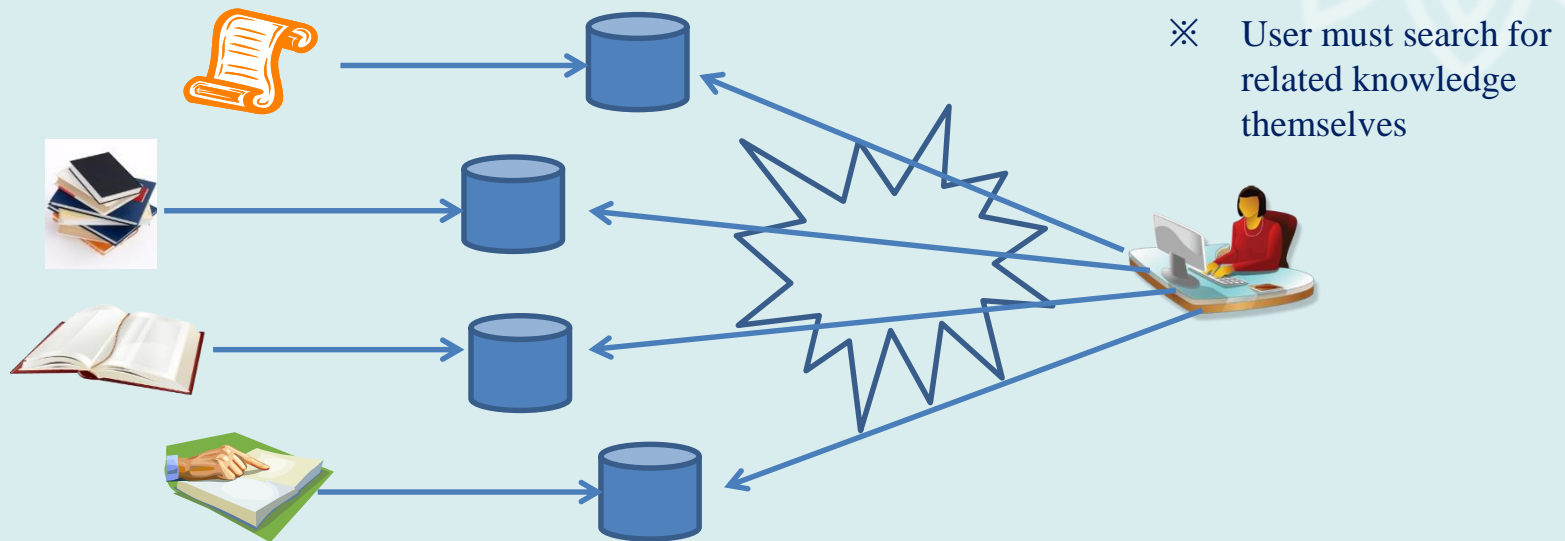


- ❖ Communication nodes which contain paths to connect to various knowledge





#### ❖ 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.

## Knowledge Network Sought by Digital Humanities

- ❖ 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.

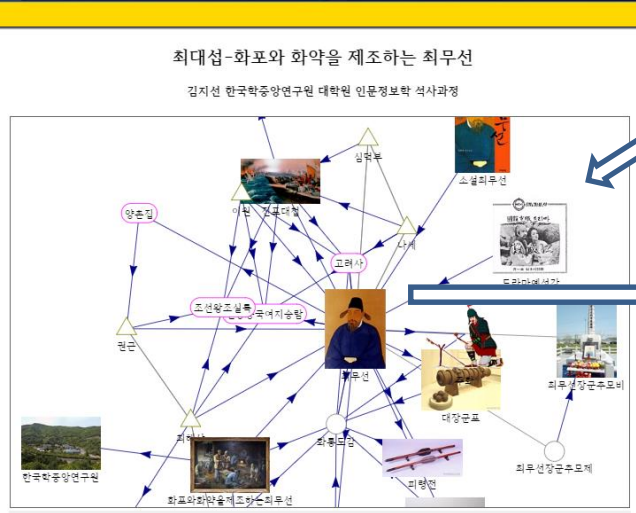
- Virtual Gallery of National Documentary Paintings
- Virtual Exhibition of Historical Documents written in the Korean Alphabet, Hangeul
- Court Ceremonies and Costumes of the Joseon Dynasty
- Virtual Archives of Buddhist Heritages





❖ 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: 민족기록화  
클래스: 인물  
기여: 김지선석정

속성

시대: 고려  
성격: 발명가  
성별: 남자  
본관: 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 부  
리던 왜구를 물리치기 위해서는 화약(火藥)이 필요하  
다고 생각해 중국 사람들의 왕래가 잦은 무역항 벽안도  
에 가서 중국 강남 지역에서 온 상인들에게서 정보를  
수집했다. 그리고 상인(商人)들에게서 얻은 정보에



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

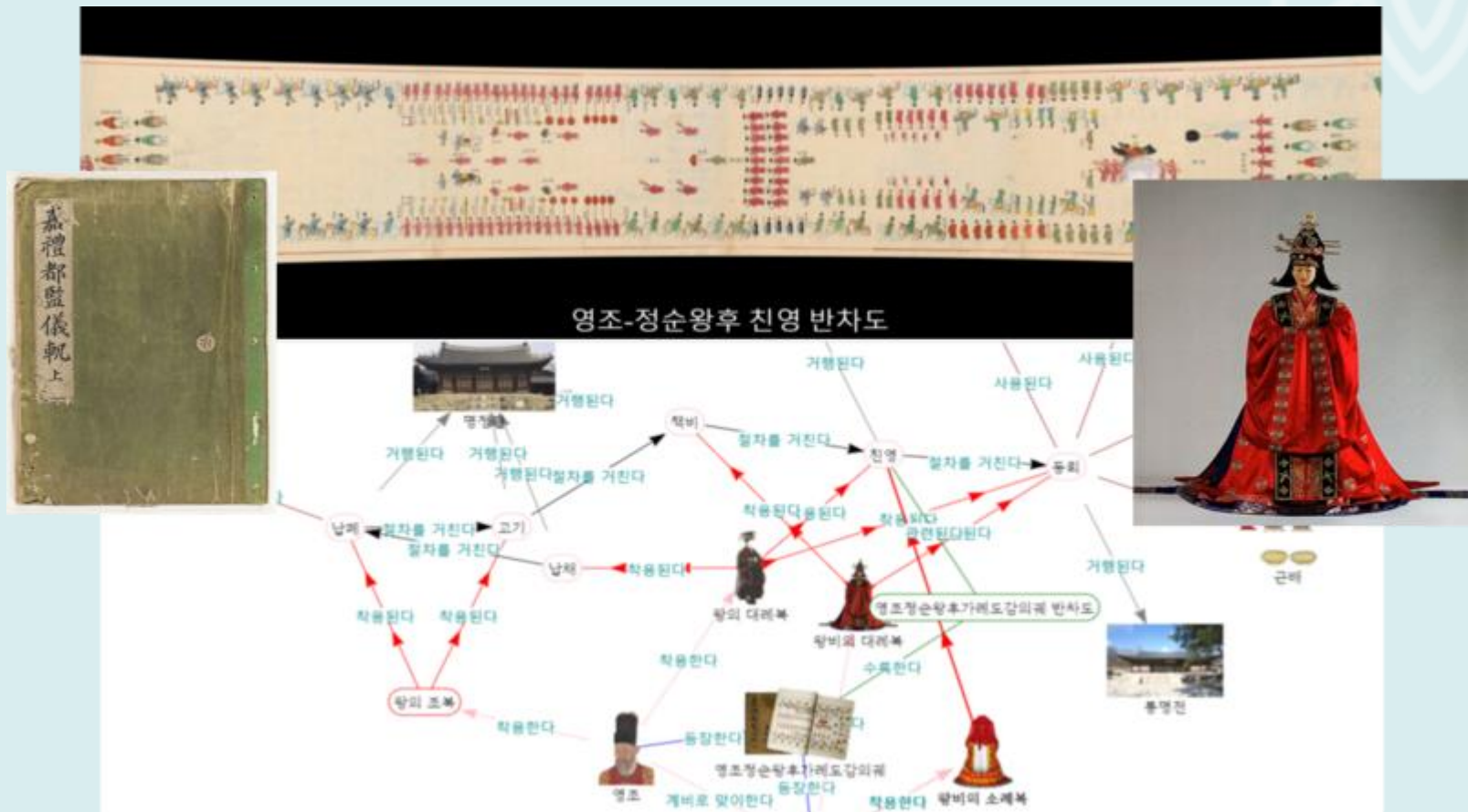
- Migration of the Real Exhibition Contents (2016 Jangseogak Exhibition) to Cyberspace
- Understanding the Culture of Literati Families

The image displays a virtual exhibition interface for historical Hangeul documents. At the top left, a wooden plaque features large, stylized Hangeul characters. Below it, a central hub shows a figure in traditional Korean attire, with arrows pointing to various document thumbnails. These thumbnails are labeled with actions such as '작성하다' (write), '소장하다' (collect), '관련이 있다' (related), '이름을 따다' (take name), '소유하다' (own), '아들을 갖다' (get son), and '김정' (Kim Jeong). The interface also includes a VR headset icon and a 'Enter VR' button. The background shows a virtual landscape with traditional Korean houses and fields. Several sample handwritten Hangeul documents are displayed, showing various styles of calligraphy.










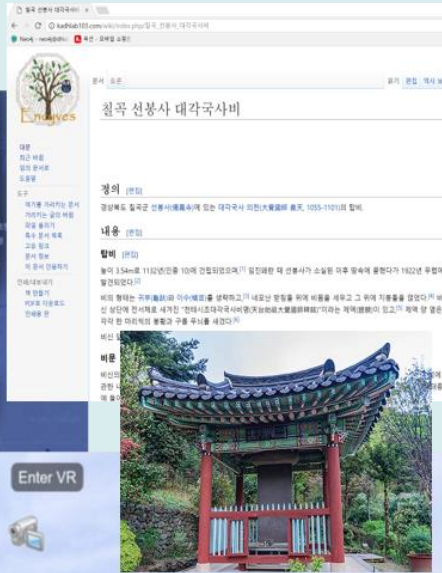

- Virtual Exhibition of "Court Culture" depicted in the *Royal Protocols* and Court Paintings





❖ Virtual Archives of Buddhist Heritages

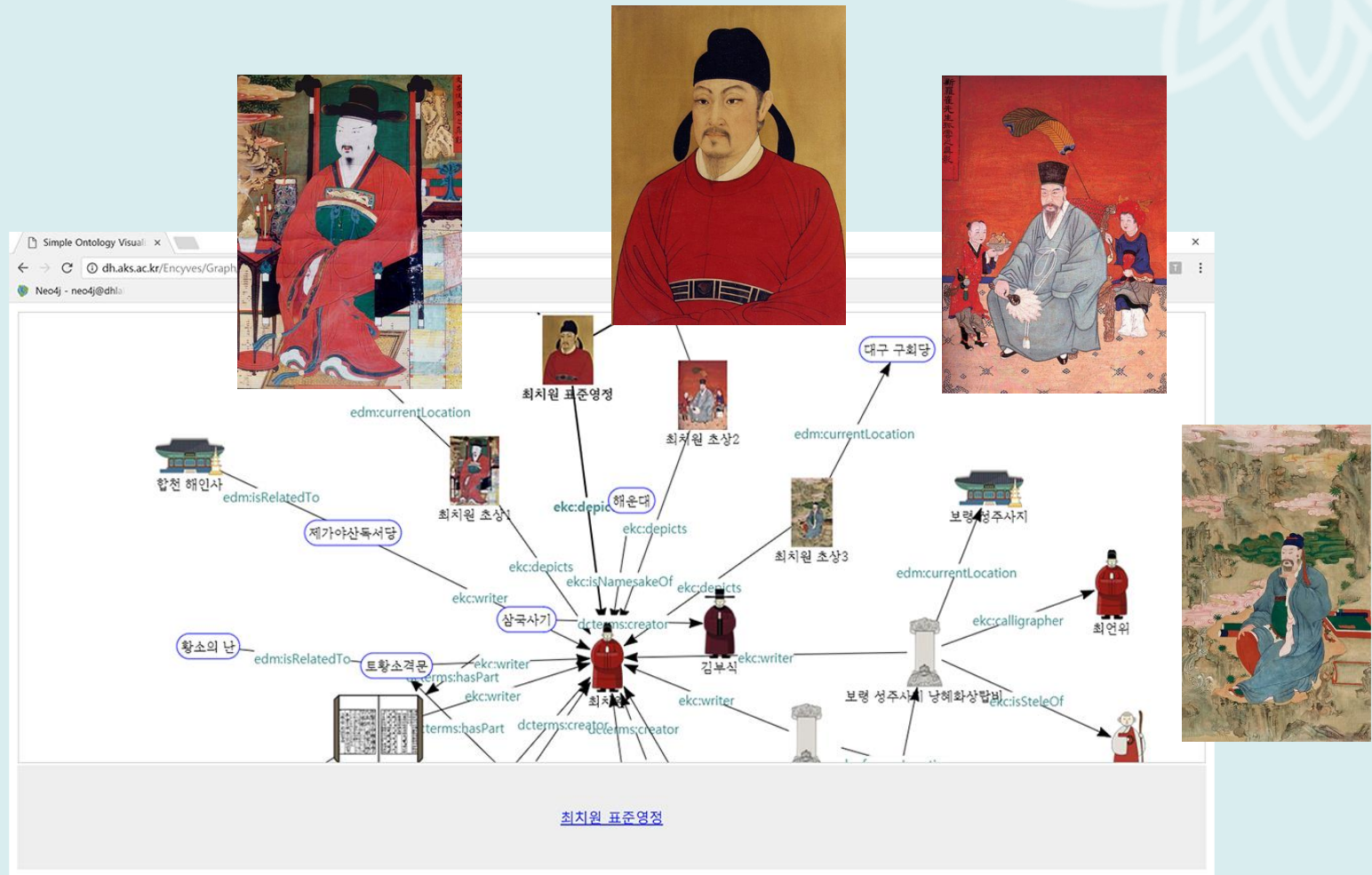
- Understanding the History of Korean Buddhism through the Epitaphs of Prominent Monks' Steles





### ❖ Virtual Gallery of Portraits of Korean Historic Figures

- Learning Korean Culture and Thought through the Portraits of Historic Figures

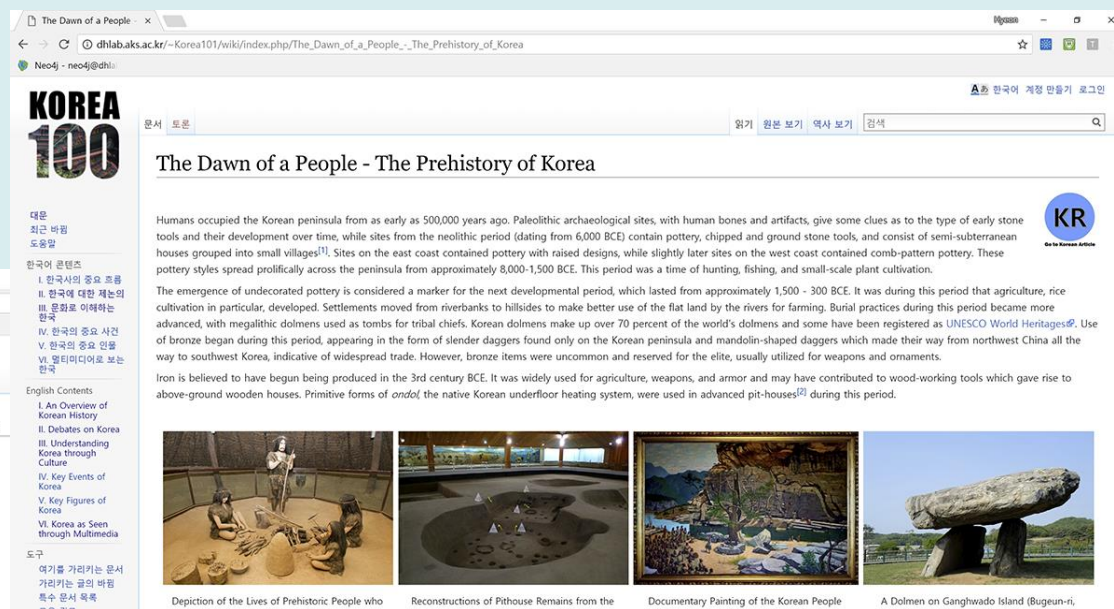






### ❖ Korea 100: Free Online Multimedia Resource about Korea

- 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.







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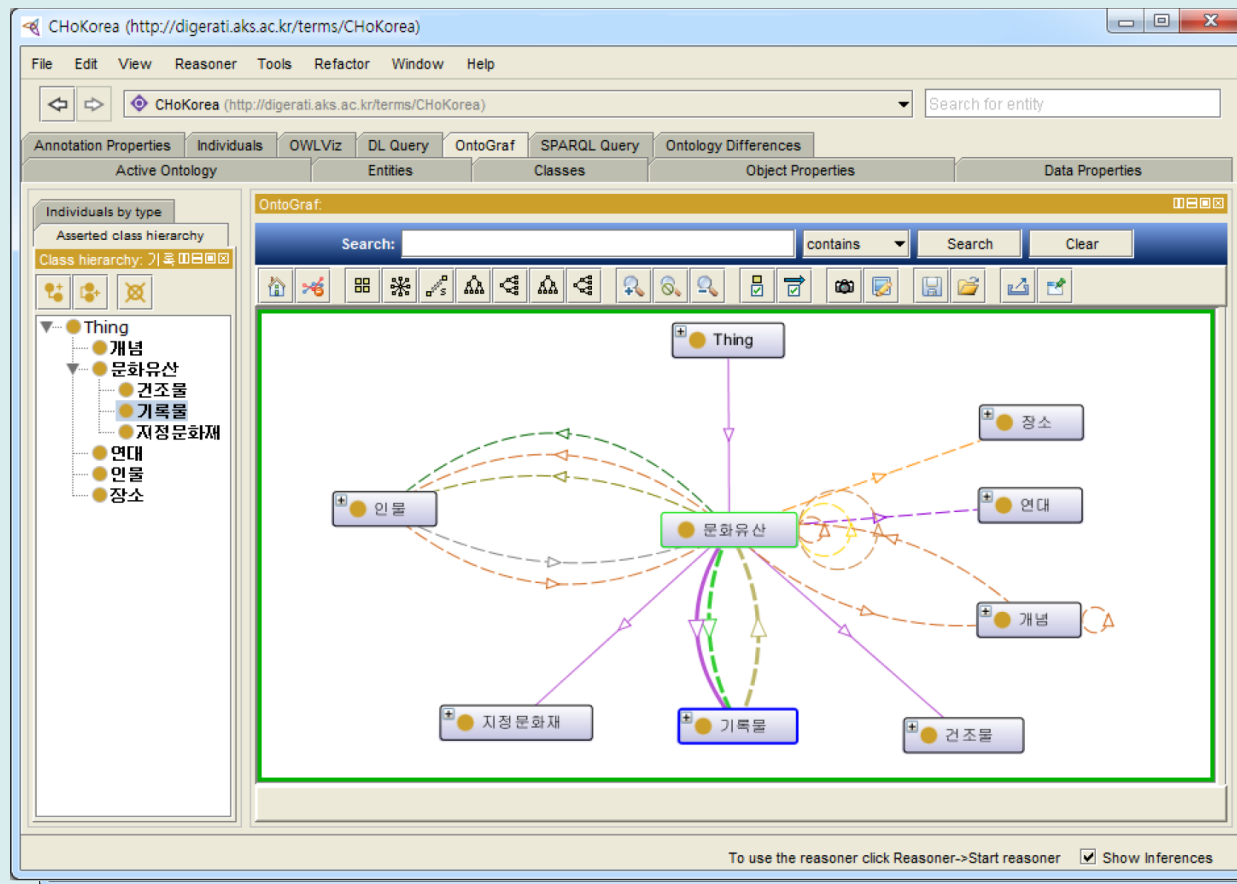
## 5. Education Program for Digital Curation

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



# Wiki Database

## ❖ Implementation of Humanities Knowledge Databases using Wiki Software

- Utilizing Wiki software as a tool of collaborative studies as well as an online service platform

[illegible]





Hypermedia Content

❖ 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.)

경암사지증대사적조암배

【간략정보】

- 향토 鳳巖寺智證大師寂照塔碑
- 분야 美術·미술/서예
- 유형 유적
- 시대 고대/남북국
- 성격 일반
- 건립시기/인도 924년(경해왕 1)
- 크기(높이, 길이, 둘레, 깊이) 높이 273cm | 너비 164cm | 두께 23cm
- 소재지 경상북도 문경시 가문읍 함북리
- 소유자 봉암사
- 관리자 봉암사
- 문화재 지정번호 보물 제136호
- 문화재 지정일 1969년 1월 21일
- 집필자 김세호

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。言易也。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 和樂之貌 太平之春。隱隱

지증 화상 비명병서 [智證和尚碑銘 並序]

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. 인  
심(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(敎海)에 이르게  
하는 것은 돌을 물에 던지고(石投水) 모래 더미 위  
에 물을 뿌려 주는 것(雨聚沙)과 같은 일이다. 더  
군다나 동방의 제후로서 외방을 지키는 자로 우리보  
다 크 나리가 없으며, 지력(地力)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!**