

# Shakespeare, Diversity, and Technology

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**Syllabus for**                      **Shakespeare and Diversity: Engaging Beyond Boundaries**

**Final Project**                      **Representation and (Social) Violence in Shakespeare**  
(one example)

## Digital Resources

### Examples of student digital humanities projects

- [Exploring the Influence of the Museum of Modern Art](#)
- [Origins of the NY Philharmonic](#)
- [NY Tenements: How Images Enact Change](#)
- [The NYC Tenement Project: How the Other Half Lived](#)
- [Introducing American Fashion: Examining the Development and Commodification of Style in America](#)
- [Identifying Superheroes: Marvel vs. DC](#)
- [Japanese Art at the MoMA](#)

### Examples of Shakespeare-related digital humanities projects

- [Map of Early Modern London](#)
- [Network visualization: mapping Shakespeare's tragedies](#) (using Gephi, a network visualization tool)
- [To See or Not to See: An Interactive Tool for the Visualization and Analysis of Shakespeare Plays](#)
- [List of other Shakespeare DH projects and resources](#)

### Examples of Voyant projects

- [Lincoln Logarithms: Finding Meaning in Sermons](#)
- [A Republic of Emails: What are the contents](#)

### General digital humanities tools

- [Hypothesis](#) (web annotation)
- [Timeline JS](#)

### Examples of digital mapping projects

- [The Emotions of London](#)
- Other examples listed in [Exploring the literary map: an analytical review of online literary mapping projects](#)

### Digital mapping tools

- [Story Maps](#)
- [StoryMap JS](#)

### Virtual Reality Guide

- [Overviews, tutorials, and links](#)