

SPATIAL HUMANITIES: TODAY'S METHODS, TOMORROW'S QUESTIONS

Creative Experiments into the Spatial Visualisation of Literary Texts.

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The field of digital humanities has seen a growth in the usage and range of digital tools and methods for the visualisation of literary texts. Increased availability of creative digital processes, tools and environments (e.g. games engines and open-source programming environments) have opened up opportunities for the creative exploration of new methods, techniques and approaches for literary visualisation within geo-spatial contexts. It has also encouraged the development of new forms of engagement with literary material for academic and non-academic audiences.

Using practical investigations as sample case studies, this paper will outline the visual possibilities of creative coding and computational methods for the development of novel ('experiential') geo-located representations of literary texts. It will examine the opportunities afforded by computational processes for applying the spatial qualities of locational data to the visual representation of the words; outline methods, applications and outcomes applied to specific examples of literary texts; and provide a platform for discussion into current and future roles of creative digital methods and technologies in this field.

Project examples will be used to highlight individual investigations into the use of locational data and creative technologies to produce new types of 'experiential' textual encounters in both virtual and physical spatial environments. Applications of Augmented Reality (AR) technology for mapping and representation of the works of James Hogg in the physical landscape of the Scottish Borders will be used as a basis to discuss ideas around the representation of texts within real spaces and locations. The use of GIS and GPS data to generate geo-spatial visualisations of William Wordsworth's *The Prelude* as a textual 'landscape' of real and imaged pathways will highlight ideas around the use of spatial data as a 'ground' for generating real and imagined literary landscapes.

The presentation of digital and interactive visual outcomes from these practical projects will demonstrate some of the possibilities, opportunities and challenges of computational and game technology for (re)locating texts in digital and physical spaces; outline different types of 'experiential' encounters with text *as* landscape and text *in* landscape; and raise questions around the possibilities of using physical spaces as a ground to help generate new 'fictional' textual encounters and landscapes. The work contributes to a broader discussion around the use of computational methods to develop novel geo-spatial techniques and their possible application in wider contexts. The discussion of processes and outcomes in this presentation will be used as a basis to outline current approaches and discuss future possibilities for the application of creative digital technology towards new spatial visualisations and encounters of text in academic and public-facing contexts.