

List of digital humanities subjects and methods
ADHO, 2019

3D printing, maker culture
artificial intelligence and machine learning
audio, video, multimedia
authorship attribution / authority
bibliographic methods / textual studies
concording and indexing
content analysis
corpus and text analysis
crowdsourcing
cultural analytics
cultural artifacts digitisation - theory, methods and technologies
cultural evolution
databases & dbms
data mining / text mining
data models and formal languages
digital art
digital activism and hacker cultures
digital archives and digital libraries
digital ecologies, digital communities and critical infrastructure studies
digital research infrastructures and virtual research environments
diversity
eco-criticism
electronic literature
embodied & haptic technologies; wearable computing
GLAM: galleries, libraries, archives, museums
globalization & digital divides
spatial & spatio-temporal analysis, modeling and visualization
digital textualities and hypertext
image processing
information architecture and usability
information retrieval and query languages
interdisciplinary & community collaboration
interface, user experience design, gamification
ontologies and knowledge representation
lexicography
linking and annotation
machine translation
manuscripts description and representation
media archaeology
metadata

mobile applications and mobile design
multilingual / multicultural approaches
modeling, simulation, 3D/4D modeling
natural language processing
network analysis and graphs theory
OCR and hand-written recognition
open access, copyright, licensing
open/libre networks and software
physical & minimal computing
project design, organization, management
prosopography
public and oral history
public humanities and community engaged scholarship
scholarly editing
semantic analysis
semantic web and linked data
social media
software design and development
software studies
speech processing
standards and interoperability
stylistics and stylometry
teaching, pedagogy, and curriculum
text encoding and markup languages
scholarly publishing, open content and open science
sustainability and preservation
virtual and augmented reality