Computer Science and Digital Humanities

“Digital humanities” covers a wide variety of ways in which scholars in the humanities – literature, languages, history, music, art, religion, and many other disciplines – collect, curate, analyze and present information about their fields, using digital representations and technology.

One of the appealing characteristics of computer science is how applicable it is across the whole spectrum of human activities. This talk will describe experiences from leading a seminar for undergrad computer science majors at Princeton University who are exploring digital humanities projects, hopefully along the way building tools and developing techniques that will help humanities scholars work more effectively with their data.

Brian Kernighan received his BASc from the University of Toronto in 1964 and a PhD in electrical engineering from Princeton in 1969. He was a member of the Computing Science Research center at Bell Labs until 2000, and is now a professor in the Computer Science Department at Princeton.

He is a co-creator of several programming languages, including AWK and AMPL, and of a number of tools for document preparation. He is the co-author of a dozen books and some technical papers, and holds 4 patents. He was elected to the National Academy of Engineering in 2002. His research areas include programming languages, tools and interfaces that make computers easier to use, often for non-specialist users. He is also interested in technology education for non-technical audiences; his latest book, *Understanding the Digital World*, will appear in December 2016.