Geospatial Research Prototyping

Randa El Khatib

@randaelka

Phase 1: "Collocating Places and Words with TopoText 1.0"

Geocriticism

Geocriticism is an interdisciplinary approach towards the study of literature that necessarily includes a spatial or geographical dimension. First coined by Bertrand Westphal in *Geocriticism: Real and Fictional Spaces,* a geocritical approach adopts a multifocal and geocentered perspective to explore the significance of a place, whether real or fictional.

Literary Cartography

"Like the mapmaker, the writer must survey territory, determining which features of a given landscape to include, to emphasize, or to diminish" (45).

Literary Geography

Literary geography refers to the reader who focuses on spatiality when reading a text by being conscious of how spatial configurations change over time and how this affects literature, keeping in mind that space is a formation of history, "and the history of spatial formation often overlaps with the history of narrative forms" (*Spatiality* 80).

Prototype as Theory

A digital prototype is conceived as a theory, where theory is defined from a humanities perspective as that which "promises deeper understanding of something already given, like historical events of a literary work. To say that software is a theory is to say that digital works convey knowledge the way a theory does, in this more general sense" (Ramsey and Rockwell 77).

Prototype as scholarship

Prototype as original contributions to knowledge in themselves, not unlike writing (Galey and Ruecker).

Prototype as Theory II

A second way of viewing digital artifacts as theories, according to Ramsay and Rockwell, is by approaching them as "hermeneutical instruments through which we can interpret other phenomena. Digital artifacts like tools could then be considered as "telescopes for the mind" that show us something in a new light" (79).
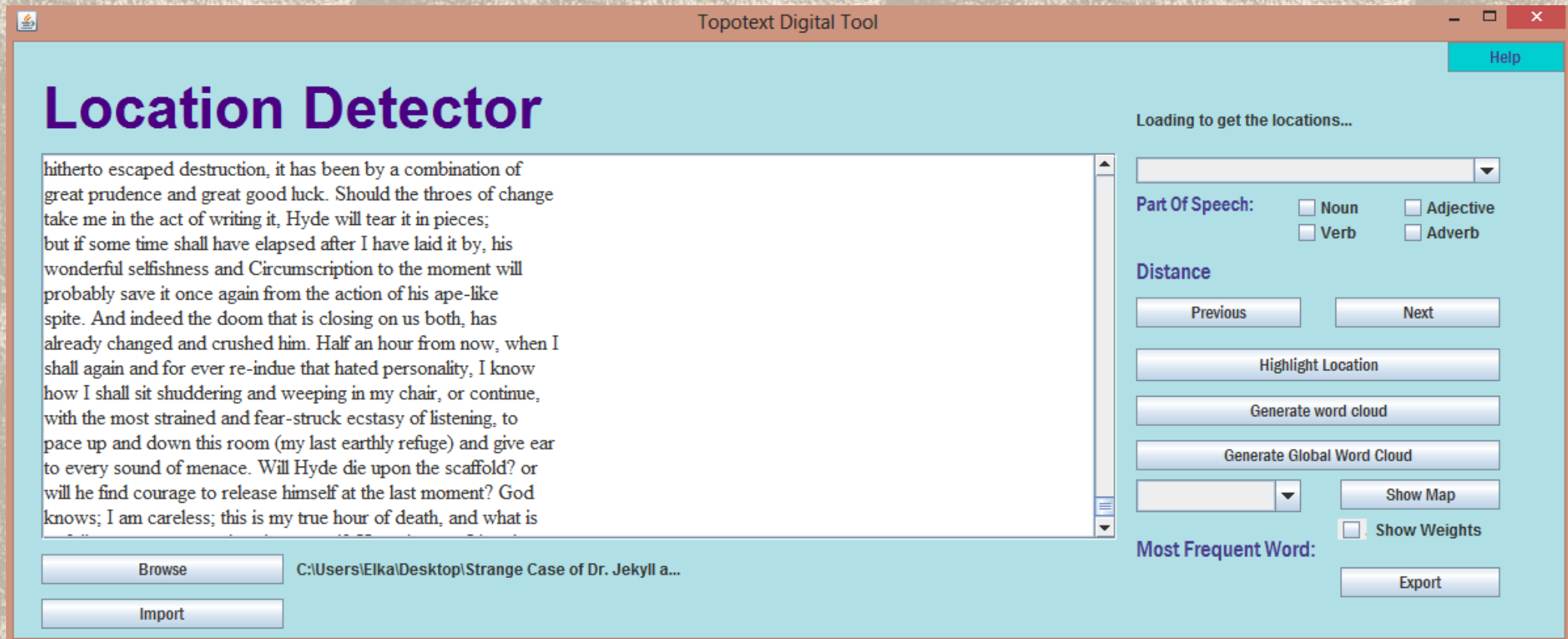
Deformance as Interpretation (Samuels and McGann)

TopoText 1.0

A world map of Thackeray's *Vanity Fair* automatically generated by TopoText 1,0

PHASE 2: Prototyping Across the Disciplines (TopoText 2.0)

Creating a map from a text

Prototyping after the digital turn can be seen as an assemblage of various methods: "*theoria* (or contemplation), *poiesis* (or making), and *praxis* (or practice/action)." See Jon Saklosfke, "Digital Theoria, Poiesis, and Praxis: Activating Humanities Research and Communication Through Open Social Scholarship Platform Design," *Scholarly and Research Communication*, vol. 2 no.3 (2016): n.p.

Software prototyping is a social process

Software Quality Standards

The 2011 International Organization for Standardization (ISO) and the International Electrotechnical Commission (IEC), also known as ISO/IEC 25010:2011, a part of the Systems and Software Quality Requirements and Evaluation (SQuaRE)
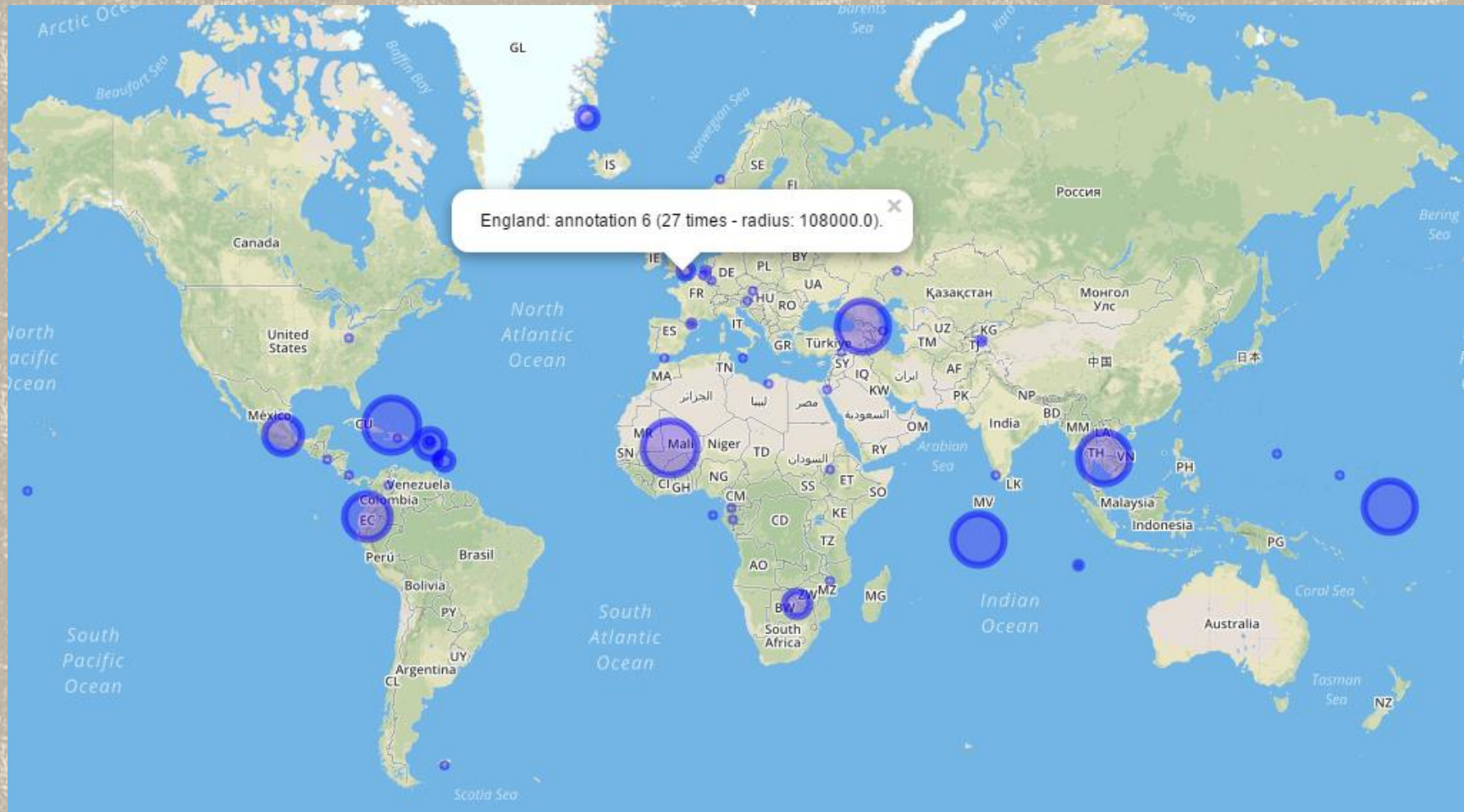
Research question:

Are there ways that the ISO/IEC 25010:2011 standard might be transformed into more general guidelines, or even rethought to be useful to the informal, interdisciplinary encounter?

TopoText 2.0

Modularity

Exportable Spreadsheet

	A	B	C	D	E	F	G
1	Location Name	Country	X	Y	Weight	Annotation	
2	Canada	Canada	60.10867	-113.643	3	1	
3	Canada	Antarctica	-77.61667	162.8333	2	1	
4	Canada	Mexico	18.73684	-97.4191	1	1	
5	Canada	Argentina	-35.08333	-57.55	2	1	
6	Canada	Russia	53.69852	41.48046	4	11	
7	Canada	Venezuela	10.8	-71.7667	43	1	
8	Canada	Australia	-33.8659	151.1159	18	1	
9	Canada	Dominican Rep	18.73333	-70.8833	1	1	
10	Canada	Solomon Islan	-9.08947	161.179	4	1	
11	Canada	Saint Kitts and	17.33335	-62.7157	3	1	
12	Canada	Uruguay	-33.69874	-58.109	1	1	
13	Canada	Costa Rica	9.85471	-83.6266	3	1	
14	Canada	Guatemala	14.46667	-89.4333	2	1	
15	Canada	Honduras	13.81167	-87.0622	1	1	
16	Canada	Cuba	21.023	-75.6397	32	1	
17	Canada	Kenya	-1.93999	38.12929	2	1	
18	Canada	Paraguay	-21.66667	-62.4	3	1	

U26

Maintainability

Reusability

- compatibility
- interoperability

Functional correctness

Thank you :)