

Full Length Research

UNLEARN AND RELEARN WITH DIGITAL HUMANITIES

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Digital Humanities is a recent term which made drastic difference in the Humanities in India. There was great development in technology in the past few decades, at the same time the reach of technology to the entire population in an equal level was under a question. In India learners are divided into digital natives and digital immigrants. In a multilingual classroom with both digital natives and digital immigrants it is hard to carry out language class. To support such situation there were digital tool and software. This research paper gives an overall view of available software and tools to help digital natives and digital immigrants to learn English language.

Keywords: Digital Humanities, Digital Natives, Digital Immigrants, DiRT, TAPOR.

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INTRODUCTION

Digital Humanities and its sub-field literary and linguistic computing is a relatively new field of research and teaching. It is concerned with the application of digital and computer technology to the study of Literature and Linguistics. In other words, using computers to help future Humanities knowledge can be called as Digital Humanities. Literary and Linguistic computing helps us to record data of centuries together. It is hard to connect people through words, but Digital Visualization made it easier than ever. With the help of Digital Humanities, we can create digital exhibitions, which will help in bringing rare and unusual items together.

Despite its usage in learning and teaching, it is important to answer the question, why is the study of Digital Humanities important? The Humanities have a history of tracking complex questions that continue to shape our day-to-day lives, such as how to mitigate the effects of xenophobia or racism, or how to ensure a

flourishing democracy. It is important to bring a humanities perspective to the development of technology, artificial intelligence, and media, but it is also important to bring digital tools to humanity's questions.

The Humanities and the Arts in general, which include History, Philosophy, Literature Studies, Communication, Fine Arts and more, these fields help us to understand history a dhow to create effective changes. The application of digital tools to Humanities research is very powerful and helps to create a way for better teaching and learning. Digital Humanities can be a part of learning in the Under Graduate program and Post Graduate program as a part of the research. On the whole, Digital Humanities in Literature can be of a great part in understanding the past, to change the present and to create a better future effectively.

Digital Humanities provides various tools for teaching, learning, and research. The most commonly used tools are DiRT (Digital Research Tools Directory) and TAPOR (Text Analysis Portal for Research). It also provides tools

for teaching and learning. They are Pearson, Kiz Klub, ESL-Bits, Dulingo, Lingo Hut, Dance Mat Typing, Dvolver Moviemaker, and Qwilkslides. These tools will help in teaching Literature in an effective way. With these tools, we can convert text into the visual database and can create easy and effective tasks online which allows students to learn more about the subject. Such tools provide a platform for the learners to learn Literature with a deeper understanding and allow them to relate Literature, History and present day-to-day lives.

To make collaborative learning in Literature with Digital Humanities, students of Literature are in urge to identify the factors that are to be unlearned and relearned. Students don't just learn facts but learn attitudes, habits, principles, and history from Literature. From the lives of great legends and prominent fictional characters, students learn principles and values for life. When Literature is learned with digital tools, students are in a need to learn a few things, which is called unlearn, they are monotonous learning, declarative learning, and so on.

If there is learning, first one needs to think of content, facts, and concepts of a particular knowledge domain. Many students attempt to grasp the content of the subject without conceptual understanding. This type of learning is called "Declarative Knowledge" (i.e., knowing the facts), such methods will not help students in the 21st century. Students must be allowed to learn "Procedural Learning" (i.e., knowing how) which allows them to learn how a fact raised and sustained through centuries.

Literature students must be exposed to digital tools that allow them to explore literature beyond ages. Tools like Carto, D3, Gephi, Filmstrips, Maplestory, NGram viewer, and Voyant allow students to create a visual database of literary work across centuries and allow them to learn Literature in collaboration with history and technology. It also makes students unlearn the traditional method of learning and paves way for effective and efficient learning. As Alvin Toffler says "the illiterate of 21st century will not be those who cannot read and write, but those who cannot learn, unlearn and relearn".

Relearning is also equally important like Unlearning. Relearning is another important process that needs to be incorporated in Literature classrooms when Digital Humanities is merged with Literature. Relearning is the process of learning according to the need of students. This process includes relearning of reading and writing skills, critical thinking and text analyses as need in the digital era. Students must be exposed to online reading, online writing (blogs,

WebPages, etc.) and online text. As there is vast information available online, in ni minute, students must be capable of analyzing the authentic text.

Relearning in literature must include the learning of early works with technological support. Old English and its pronunciations can be converted into digital databases and online lessons so that students can relearn the

Literature in Old English on their own without paraphrases. For such a text analysis digital tools like MALLEY, Nota BENE, TEI, Encoding Initiation and Weka3 can be used. When text is stored as databases the learning and teaching process becomes easier and effective. As a result of blending technology and Humanities students can experience an advanced learning experience that allows them to self-learning, deep understanding of the subject and create a space for developing their procedural knowledge. Thus, this paper concludes as Digital Humanities can be an interdisciplinary paper in Literature classroom along with prior instructions and preparation must be given to the students. MOOC is the common platform which helps students to unlearn and relearn their skill and make thyself fit for Digital learning.

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