

## Hannah L. Jacobs

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### EDUCATION

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#### Kings College London

Master of Arts Degree, Digital Humanities 2013-2014

Associateship of King's College London 2013-2015

#### Warren Wilson College

Bachelor of Arts Degree with Honors, English/Theatre 2007-2011

GPA: 3.93/4.00

### EMPLOYMENT

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Multimedia Analyst, Wired! Lab, Duke University 2014-present

Program Associate, John Hope Franklin Humanities Institute, Duke University 2011-2013

Production Coordinator & Office Manager, Warren Wilson College Theatre Department 2008-2011

### ASSISTANTSHIPS

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Teaching Assistant, Visualizing Venice: The Ghetto of Venice 2016

Teaching Assistant, Visualizing Venice: The Biennale & The City 2015

Research Assistant, Pericles Project, King's College London 2014

### RECENT PUBLICATIONS

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Jacobs, Hannah L. "Collaborative Teaching & Digital Visualization in an Art History Classroom." *Visual Resources Association Bulletin*, volume 43, issue 2, 2016.

Jacobs, Hannah L. "Visualizing the New Woman." *EVA London Conference Proceedings*. EVA London, 2014.

### RECENT PRESENTATIONS

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Respondent, "Sonic Dictionary Visioning Event," Publishing Makerspace & Franklin Humanities Institute, Duke University, September 16, 2016.

Presenter, "Collaborative Teaching & Critical Digital Making in an Art History Classroom," *Digital Humanities 2016*, July 15, 2016.

Presenter, "Digital Humanities Sampler Platter," Digital Humanities Initiative, Duke University, April 22, 2016.

Presenter, "Digital Curation in the Arts: Working with the Wired! Lab," Duke Library Advisory Board, Duke University, April 8, 2016.

Co-Presenter with Caroline Bruzelius, "Demonstration: Using a Neatline Syllabus in the Introductory Art History Survey," Art Historians Interested in Pedagogy and Technology: "A Signature Pedagogy for Art History in the Twenty-First Century", College Art Association Annual Conference, February 3, 2016.

### RECENT COURSES

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Technology Instruction & Project Development, ARTHIST 256 Italian Baroque Art, Dr. Kristin Huffman Lanzoni. Concepts & Tools: Digital Archiving (*Omeka*) & Historical Mapping (*Neatline*). Fall 2016.

Technology Instruction, ARTHIST 225 Gothic Cathedrals, Professor Caroline Bruzelius. Tools: AutoCAD. Fall 2016.

Technology Instruction, ARTHIST 290S The Medieval Castle in Britain, Dr. Matthew Woodworth.

Concepts & Tools: 3D Historical Reconstruction (*SketchUp*). Fall 2016.

Technology Consulting & IT Support, Master of Arts in Digital Art History/Computational Media Thesis Projects. 2016.

## RECENT PROJECTS

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*Technology Research & Instruction, IT Support, Project Development, Project Management, A Portrait of Venice*, Dr. Kristin Huffman Lanzoni. *Tools: Omeka, Neatline, SketchUp, Adobe Photoshop, Hugin, Affinity Photo, Wikitude, WordPress, iMovie, Photography, Videography.*

*Technology Instruction, Project Consulting, Kingdom of Sicily Image Database*, Dr. Caroline Bruzelius. *Concepts & Tools: User Experience Design.*

*Technology Research & Instruction, IT Support, Project Consulting, Statues Speak*, Dr. Elizabeth Baltes. *Concepts & Tools: Digital & Location-based Exhibitions (Omeka, CurateScape, Audacity, QR Codes).*

*Designer, Omeka/Neatline Interactive Syllabus, ARTHIST 101 Introduction to Art History*, Professor Caroline Bruzelius.

## RECENT WORKSHOPS

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*Presenter*, "Introduction to Digital Art History," Digital Tools for Teaching & Research Fall Workshop Series, Department of Art, Art History & Visual Studies, Duke University, September 9, 2016.

*Co-Facilitator* with Victoria Szabo, Introductory Digital Humanities Workshop, [NCCU-Duke Digital Humanities Fellows Program](#), Duke University, August 20-21, 2016.

*Consultant*, "Chronocartography of Centre College," Wired! Lab, Duke University, July 26 & 27, 2016.

*Co-Facilitator* with Victoria Szabo, "Digital Archiving & Storytelling in the Classroom with Omeka & CurateScape," [Digital Humanities 2016](#), July 12, 2016.

*Co-Organizer* with Nevio Danelon, "3D Modeling for Cultural Heritage" Workshop Series, Department of Art, Art History & Visual Studies, Duke University, April 20 & 26, May 4 & 11, 2016.

*Instructor*, "3D Computer Modeling," [Duke TIP Scholar Weekend](#), Duke University, March 12-13, 2016.

*Co-Presenter* with Andrew Van Horn Ruoss, "Managing your Digital Research with DevonThink," Tools for Digital Scholarship & Teaching in Art, Art History & Visual Studies Workshop Series, Duke University, February 26, 2016.

*Consultant*, "Dimensions of Disaster," Wired! Lab, Duke University, February 19, 2016.

*Presenter*, "Organizing Collaborative Projects with Duke Toolkits," Tools for Digital Scholarship & Teaching in Art, Art History & Visual Studies Workshop Series, Duke University, February 12, 2016.

*Co-Presenter* with Brian Norberg, "What's Your Question? Designing Digital Historical Research," Tools for Digital Scholarship & Teaching in Art, Art History & Visual Studies Workshop Series, Duke University, January 29, 2016.

## DIGITAL KNOWLEDGE

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### Visualization

*3D Modeling & Virtual Reality:* AutoCAD, Cheetah3D, Sketchfab, SketchUp, Unity3D

*Augmented Reality:* Wikitude

*Image & Film:* Adobe Illustrator, InDesign, Photoshop; Affinity Photo & Designer; Final Cut Pro X; iMovie

*Mapping:* ArcOnline, CartoDB, GeoNode, GeoServer, Neatline, QGIS

*Data & Information Visualization:* Fusion Tables, Gephi, Palladio, RAW, StoryMapJS, Tableau, TimelineJS

### Data Management & Analysis

*Data Structuring:* Access, Excel, FileMaker, Google Forms & Sheets, MySQL

*Linked Data:* RDF Turtle, SPARQL

*Text Analysis:* AntConc, Python, Regular Expressions, Voyant

### Web Technologies

*Content Management:* Drupal, Omeka, Scalar, Wordpress

*Web development:* Omeka, Wordpress

*Languages:* CSS 3, HTML 5 (proficient); JavaScript, PHP (reading knowledge)