

Re-engineering a Website into a Digital Humanities Project - We Think!

Our problems

- Most everyone associated with the project had left
- Very little documentation from the prior development team
- Multiple databases, but we were unsure which one was the right one
- Very little metadata
- Required translation and transcription of many documents
- The project had been on hiatus for almost a year
- So where to start?

Our solutions

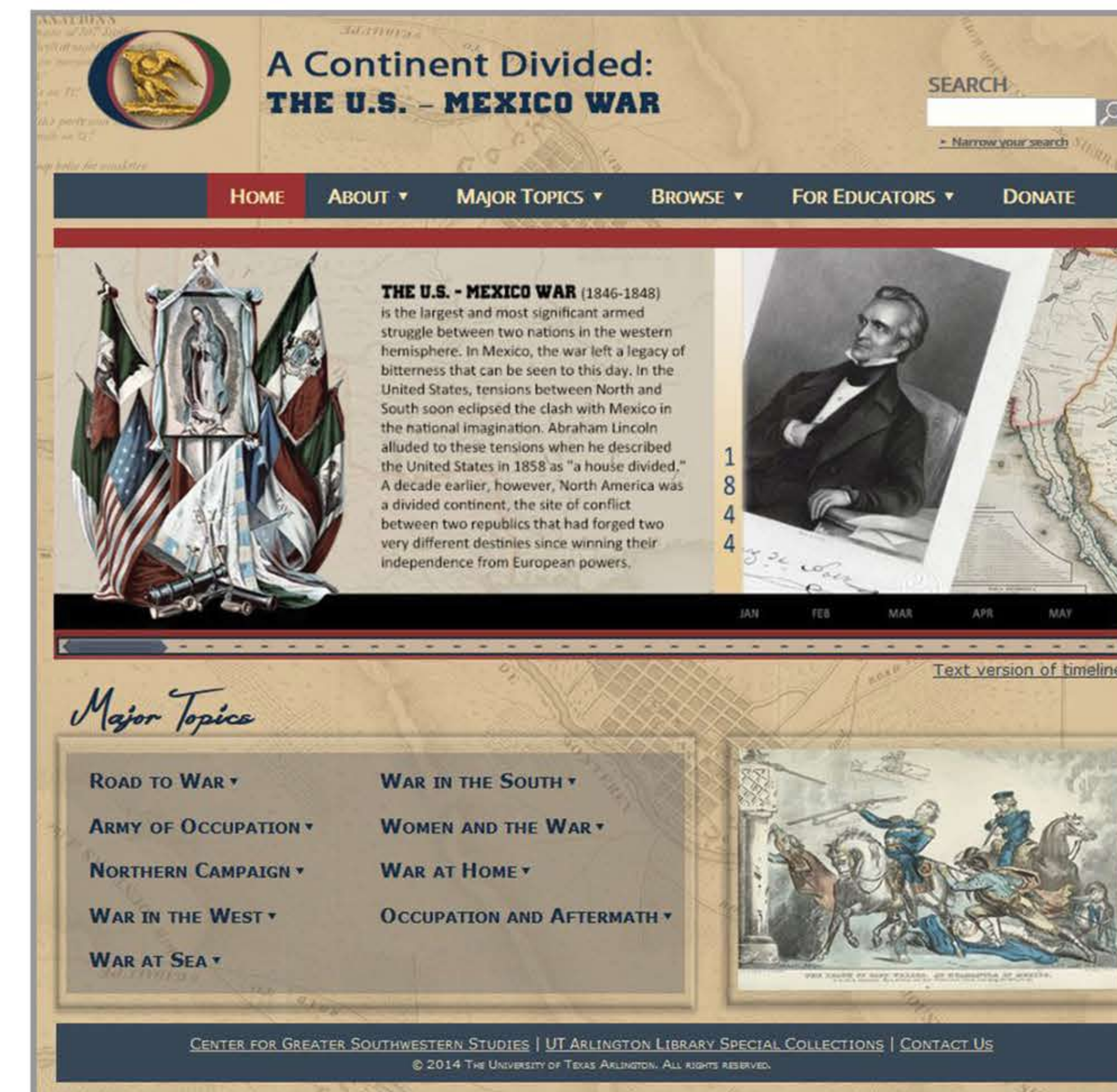
- Start over? ... Too time consuming.
- Morph into something else? ... Why not?

Our ideas

- Complete website re-design
- Major clean-up of one consolidated database
- Creation of metadata
- Scanning 300 more images, bring the total to almost 1,000
- Find an angle for a digital humanities project
- Morph into a interactive digital humanities site by:
 - Incorporation of GIS coordinates of major battles for use with the Google Maps API
 - Seeking partner(s) in sociology or criminology to develop interdisciplinary project
 - Development of an education piece to involve K-12 public teachers, and their students
 - Add a 360° walk through the USMW Exhibit

Our results

- Great partnership with faculty
 - Website was collaboration between library and a UT Arlington history professor.
 - Maintaining his vision of the site was imperative to the success of the project.
- Grant opportunities
 - Received grant from the Summerlee Foundation, used for translations and transcriptions.
- Training exercise
 - Due to an internal reorganization, this project was one of the first by a completely new team of people



This project aims to bridge the histories of two very different nations, it also seeks to serve two separate audiences. Scholars actively engaged in research and teachers looking for ways to engage their students.

<http://library.uta.edu/usmexicowar/>