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25 Print Scholarship and Digital Resources26 Digital Media and the Analysis of Film; 27 Cognitive Stylistics and the Literary Imagination; 28 Multivariant Narratives; 29 Speculative Computing: Aesthetic Provocations in Humanities Computing; 30 Robotic Poetics; PART IV Production, Dissemination, Archiving; 31 Designing Sustainable Projects and Publications; 32 Conversion of Primary Sources; 33 Text Tools; 34 "So the Colors Cover the Wires": Interface, Aesthetics, and Usability; 35 Intermediation and its Malcontents: Validating Professionalism in the Age of Raw Dissemination  
36 The Past, Present, and Future of Digital Libraries37 Preservation; Index

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## Sommario/riassunto

This Companion offers a thorough, concise overview of the emerging field of humanities computing. Contains 37 original articles written by leaders in the field. Addresses the central concerns shared by those interested in the subject. Major sections focus on the experience of particular disciplines in applying computational methods to research problems; the basic principles of humanities computing; specific applications and methods; and production, dissemination and archiving. Accompanied by a website featuring supplementary materials, standard re

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