*The 'Interventions' section of **Caesurae: Poetics of Cultural Translation** (**ISSN 2454-9495**) invites articles on **Culture Studies and Digital Humanities**. Articles are invited on the concept note below in about 4000-4500 words, by 1ˢᵗ June,2017, in the 7ᵗʰ Edition of the MLA Stylesheet, with an Abstract, keywords (up to four), End Notes and Works Cited. Please mail your contributions to* mail@caesurae.org

Culture Studies and Digital Humanities

Digital Humanities (DH) allows for the application of computing technologies to the disciplines of Humanities. It makes possible archiving of rare texts, valuable data related to research and field work, Culturonomics as an American neologism, studies human behavior and trends in a given culture through quantitive analysis of digitalized texts. There have been rapid strides in research collaborations in DH and computational social sciences. DH projects enable scholarship designed to visualize, simulate issues related to culture and social behavior. However cultural criticism on DH has been skeptical of its use. There has been attempts to insulate DH from the

allied field of new media studies. Despite the skepticism, DH has been a synthesis of traditional humanistic inquiry and computing technologies to expand the field of research in culture studies. Yet computerization of human beings for work efficiency erases privacy from their lives, hacking software tools complicate issues related to personal and political relationships. As DH is closely bound up with human behavior, society and culture, such computational technologies could be hazardous for social welfare in the long run and for cultural innovations. If there would be no room for privacy, areas of creativity, imagination and cultural innovations would be lost to database culture.

This issue of the *Caesurae* journal, in its "Interventions" section intends to explore the positive as well as negative aspects of DH. We invite articles on the topic from the contributors. Some subheads for this area of cultural criticism could be on:

- Social-scientific dimension of a proto-social media platform in DH
- Metadata and image collections
- Oral History and DH
- Using interactive online media as a pedagogical tool
- Online, distance and mobile education for social development
- Physical versus virtual culturescape
- Social media, public engagement and cultural institutions
- Online identity and identity construction
- Digitalization of human beings and enhancing of corporate efficiency
- Digitalization as a threat to private space, creativity and cultural innovations.