DIGITAL HUMANITIES AND DIGITAL HISTORY

Komolov Mavlonbek Zafarjan's son
2nd Year Student of the Faculty of History
Andizhan State University, Republic of Uzbekistan

Muminov H. M.
Scientific Supervisor, Associate Professor

ABSTRACT:
The article analyzes the role of digital technologies in the life of today's society, the emergence of Digital Humanities as a result of the development of these technologies and its essence, the formation of new digital sciences in this field, in particular, the science of Digital History and preliminary research on this science, and the scope of its activities.

Keywords: Keywords: Digital technologies, Digital Humanities, digital archeology, digital anthropology, digital diplomacy, digital economy, digital culture, digital history, Virginia Center for Digital History (VCDH).

Introduction

As you know, the last five years have been a turning point in the development of digital technologies. In this, digital technologies are rapidly entering the way of human life, even covering the places where analog technologies have always prevailed. Digital technologies deal with signals not in the form of a continuous spectrum, but with discrete signals at the analog level. Currently, digital technology is information "digitized", that is, technologies that are presented in a universal digital form, and are based on the methods of encoding and transmitting information to quickly solve problems.

RESEARCH METHODS

This article is covered on the basis of historical methods such as scientific objectivity, historicity, logical coherence, comparative analysis, chronological consistency.

RESULTS AND DISCUSSIONS

The development of digital technologies ensures the emergence of new branches of science. For example, "Digital Humanities" (DH) and its fields emerged as a result of humanities experimentation with digital technologies. The concept of digital humanities and its content are currently given different definitions by scientists. This list of definitions includes more than 250 options. Conventionally, it can be defined as a field of scientific activity at the intersection of computer or digital technologies and humanities.

Digital humanities includes the use of digitized materials and materials of digital origin and combines the methodology of traditional humanities (history, philosophy, linguistics, literature, art, archaeology, music, etc.) with computer science and provides computer tools, opens up new possibilities for data collection and visualization, information retrieval, data intellectual analysis, and also applies mathematical statistics [1].

The goal of research in the field of digital humanities is to preserve cultural heritage with the help of digital technologies. In addition, research is aimed at restoring the original (primary) material with the help of computer programs, as well as improving the methods of data analysis, their structure and access to information. The results raise new questions and provide opportunities for new approaches to the study of the humanities.

Leading scientific and educational centers and public organizations in Russia and abroad in digital humanities:

➢ M.V. Lomonosov Moscow State University (https://www.msu.ru/);
➢ Perm State National Research University (http://www.psu.ru/);
➢ National Research Tomsk State University (https://www.tsu.ru/);
➢ HSE Centre for Digital Humanities (https://hum.hse.ru/digital/);
➢ Department of Digital Humanities (King's College London, UK. https://www.kcl.ac.uk/ddh);
➢ Roy Rosenzweig Center for History and New Media, RRCHNM (George Mason University, Virginia, USA. https://rrchnm.org/);
➢ Association "History and Computer", AIK (https://aik.timepad.ru/events/);
➢ The European Association for Digital Humanities, EADH (https://eadh.org/);
➢ The Alliance of Digital Humanities Organizations, ADHO (https://adho.org/);
➢ American Historical Association, AHA (https://www.historians.org/).

Today, as a result of the rapid development of digital technologies and images, the scope of digital humanities is also expanding. Examples of digital sciences include:

Digital archaeology is the application of information technology and digital media to archaeology. It includes the use of digital photography, 3D reconstruction, virtual reality, and geographical information systems, among other techniques. Computational archaeology, which covers computer-based analytical methods, can be considered a subfield of digital archaeology, as can virtual archaeology [2];

Digital anthropology is the anthropological study of the relationship between humans and digital-era technology. The field is new, and thus has a variety of names with a variety of emphases. These include techno-anthropology, digital ethnography, cyberanthropology, and virtual anthropology [3];

Digital diplomacy (E-diplomacy) is the use of Internet and information technologies to solve diplomatic issues. Digital diplomacy uses new media tools, social networks, blogs and similar media areas of the global network [4];

Digital economy is a worldwide network of economic activity, commercial transactions and professional interactions carried out with the help of information and communication technologies. As a type of economic activity, the digital economy is based on digital technologies related to e-business and e-commerce and the digital goods and services produced and sold by them.

Sometimes it is also referred to as "Internet Economy", "Web Economy", "Cryptoeconomy" or "New Economy". Payments for services and goods of the digital economy are often made in digital currency (electronic money).

Canadian scholar Don Tapscott first coined the term "digital economy" in his 1995 book The Digital Economy: Prospects and Perils in the Age of Networked Intelligence. In the same year, the American programmer Nicholas Negroponte put the term into practice. In his book "Being Digital" (1995), he defined the digital economy as "the use of bits instead of atoms" [5].

Digital culture is a modern stage of communication technology, and it is defined as a new form of culture in which human culture is digitized and transformed into a new form. Digital culture is a whole form of lifestyle and habits created as a result of the innovations of the era in which humanity lives, the technologies that occupy a greater place in everyday life [6].

Digital literature (Electronic literature) is a collection of literary works created using digital devices (computer, tablet and mobile technologies).

The definitions given above can be called conditional. Although the first steps have been taken and a lot of research is being done in these areas, it can be said that these processes are still in their early formative stages. Scientists have not given them a clear definition yet. However, these disciplines focus on digital and electronic technologies and use them extensively as tools in their work. Their "result" will also have a digital format.

Like the above-mentioned digital science fields, digital history science is also important within the framework of digital humanities. It is a branch of digital humanities as a new scientific direction within the science of history, which applies and studies the use of digital media, computers, and modern information and communication technologies to study and present the past.

Broadly speaking, it can be understood as a way of studying, describing and interpreting the past, enabled by the new communication technologies of computers, the Internet and software systems that help to collect, quantify, interpret and share historical materials. However, today there is no single definition of the concept of digital history and its structure. Scientists give it different definitions based on their scientific views. The use of this term in foreign historiography is mainly related to the scientific research conducted in the USA in the 90s of the 20th century. In particular, in 1997, American researchers Edward Lynn "Ed" Ayers and William G. Thomas III used the term ***"digital history"*** for the first time when they proposed and founded ***"the Virginia Center for Digital History (VCDH)"*** at the University of Virginia, the earliest center devoted exclusively to history [7].

The first publication dedicated to understanding digital history was Edward L. Ayers' article "The Pasts and Futures of Digital History" (1999). In his article, the author encourages the use of digital tools to further the work of historians. In the article E.L. Eyers encourages historians to use digital tools to further their work. He points out, *"Digital history could be both a catalyst and a tool in the creation of a more literary kind of history"*. Ayers challenges historians to develop hyper textual narratives that allow "dynamically interlinked text on an electronic screen [8].

Early work in the field of digital history focused on the creation of digital archives, online presentations, data visualization, interactive maps, timelines, audio files, and virtual worlds and environments. Over the past three decades, these technologies have expanded the possibilities for studying, analyzing, and teaching history. Today's initiatives focus on making full use of the Internet to create interactive websites and history programs.

Digital history activities include:

➢ development and use of online digital archives;

➢ analysis of large volumes of data;

➢ exploring relationships using data visualization;

➢ text analysis;

➢ digital processing and storage of spoken conversations;

➢ combining historical data with maps (old and new) and using GIS (Geographic Information Systems);

➢ presentation of historical results on web pages, etc.

Analyzing many publications on digital history, we can show that it works in two main directions:

1) Deepening the Internet audience, that is, the historical knowledge of network users. To introduce them to digital archives, interactive maps, chronicles of events (yearbooks), time tables;

2) To create new research tools for historical scholars to help develop history as a science [9].

CONCLUSION

It should be noted that the translation of this term is literal, but not very clear, because it creates connections with the sources of statistics, which are called "history in numbers" of the history department. Therefore, some Russian scientists use the term "historical informatics" in relation to this term.

Comparing digital history with "historical informatics", it can be concluded that there are significant differences between them. The main activity of "Digital History" is aimed at preparing digital sources for analysis, visualizing and presenting the results of historical research, as well as creating ways to disseminate historical knowledge, in which it uses digital media.

And historical informatics is a part of the science of modern history, which includes a theoretical component related to the source evaluation of electronic resources, uses

analytical computerized tools, and at the same time tests computer technologies in historical research. However, historical informatics and digital history are different fields of interdisciplinarity and only partially overlap. They develop in parallel and enrich each other.

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