

# Week 14: New Ways of doing History

## Digital History

### Tuesday: Crowdsourcing History

#### Spatial Analysis Practicum Due

Read:

- [“Crowdsourcing Digital Public History”](#) by Jason A. Heppler and Gabriel K. Wolfenstein
- Serge Noiret, “Crowdsourcing and User Generated Content: The Raison d’Être of Digital Public History,” in Handbook of Digital Public History, ed. Serge Noiret, Mark Tebeau, and Gerben Zaagsma (De Gruyter, 2022), 35–48, <https://doi.org/10.1515/9783110430295-003>. (on Zotero)

### Thursday: Video Games

Read:

- [“Assassin’s Creed Unity Can’t Help Rebuild Notre Dame”](#) by Simone de Rochefort.
- “Requiescat in Pace: The Afterlife of the Borgia in Assassin’s Creed II and Assassin’s Creed: Brotherhood,” by Amanda Madden (on Zotero).

Listen to:

- [“Assassin’s Creed II Podcast: History Respawned”](#)