



# **Pastplay: Teaching and Learning History with Technology (Digital Humanities)**

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In the field of history, the Web and other technologies have become important tools in research and teaching of the past. Yet the use of these tools is limited--many historians and history educators have resisted adopting them because they fail to see how digital tools supplement and even improve upon conventional tools (such as books). In *Pastplay*, a collection of essays by leading history and humanities researchers and teachers, editor Kevin Kee works to address these concerns head-on. How should we use technology? Playfully, Kee contends. Why? Because doing so helps us think about the past in new ways; through the act of creating technologies, our understanding of the past is re-imagined and developed. From the insights of numerous scholars and teachers, *Pastplay* argues that we should play with technology in history because doing so enables us to see the past in new ways by helping us understand how history is created; honoring the roots of research, teaching, and technology development; requiring us to model our thoughts; and then allowing us to build our own understanding.

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#### **About the Author**

Kevin Kee is the Canada Research Chair of Digital Humanities and Associate Professor in the Department of History and the Centre for Digital Humanities at Brock University.

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