

# Free software in academia

A dialogue on free software use and development practice and philosophy in university curricula and scholarly projects

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Libre Planet 2018

# LibrePlanet 2018: Free software in academia

## D. Joe Anderson

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*I recognize that the goals of the **free software** movement are distinct from those who refer to “open source”*

# LibrePlanet 2018: Free software in academia

D. Joe Anderson

Currently:

- | Adjunct faculty, School of Interactive Games & Media (**IGM**)
- | Humanitarian Free/Open Source Software Development (**HFOSS**)
- | Interlock Rochester, Linux User Group of Rochester (**LUGOR**)
- | deep household-wide involvement in local arts/education institutions

Background:

- | Undergraduate grounding in **liberal arts**
- | Graduate and post-doctoral work in **chemistry**
- | Academic IT support for **biological science** departments

# LibrePlanet 2018: Free software in academia

RIT: Free/Open Source Software and Free Culture minor

## Required Courses (3)

Free/Open Source Culture, Humanitarian Free/Open Source Software Development, Legal and Business Aspects of FOSS

## Constrained Elective (1)

Technical Writing, Software Development on Linux Systems

## Elective Course (1)

Unix-based System Forensics, Text and Code, Language Technology, Introduction to Natural Language Processing, Project in FOSS Development, Foundations of Mobile Design

# Morgan Lemmer-Webber

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# A Colonial Merchant: The Ledger of William Ramsay.

Ramsay Ledger x


https://ramsay.arthistory.wisc.edu/title/Doll/

## A Colonial Merchant: The Ledger of William Ramsay

Alexandria, VA 1753-1756

About Shop by Department Customer Profiles

### Artifact: Doll with leading string



**Material:** Wood, glass, paper, linen  
**Dimension:** OL 18"  
**Date:** Early 18th Century  
**Origin:** England  
**Collection:** Image Courtesy of The Colonial Williamsburg Foundation  
**License:** All rights reserved

### Ledger Entry: Baby Doll

*Baby Doll*

**Department:** Personal  
**Customer:** Mrs. James Blair  
**Ledger Page:** 17

**Imported From:** Most dolls would have either been imported from England or produced in the colonies, however as fashion models, some dolls may have been imported from Paris as well.

**Product Description:**

Dolls in the eighteenth century were primarily playthings, yet they also served as prescriptive devices to teach young girls. Though varying levels of sophistication and detail survive, dolls were equipped with the full range of clothing a person dressed in the same fashion would require including in no rack as stays, petticoats, and shoes. Dolls purchased with clothing often displayed the height of fashion and indeed may have begun life as trade models of new fashions. Dolls purchased without clothing may have served as a course for the girl to display her sewing abilities by constructing miniature clothing for the doll.


**Citation:** Leslie Rankford, "Vintage Daughters: Dolls, Dren, and Female Virtue in the Eighteenth Century," *American Antiquity*, no. 2 (Summer 2004): 32-55.

**Historical Price:** 10 pence, Modern USD: 28.35

**Product Availability:**

There are 6 purchases of babies in the Ramsey's bookshop which we interpret as baby dolls. Two of these dolls are identified as having glass eyes indicating a higher quality of doll than those with eyes merely painted on. The prices range from 10d each for two babies to 1 pound for a baby with glass eyes.

This customer also bought:



<https://ramsay.arthistory.wisc.edu/>

# Programmable Publishing: Digital Humanities for Everyone

```
File Edit View Language Racket Insert Tabs Help
JessieSnowman.rkt (define ...) Debug Macro Stepper Run Stop
1: JessieSnowman.rkt 2: MichelleSnowman.rkt 3: TanyaSnowman.rkt
#lang racket
(require pict)

(define (snowball size)
  (disk size #:color "white"))

(define head
  (cc-superimpose
   (snowball 50)
   (text ":" (bold) 20 (* pi -.5))))

(define left-arm
  (colorize (text "Y" (bold) 30 (* pi .5))
            "brown"))


(define right-arm
  (colorize (text "Y" (bold) 30 (* pi -.5))
            "brown"))

(define button
  (disk 10 #:color "black"))

(define buttons
  (vc-append 8
   button
   button
   button))

(define body
  (hc-append
   left-arm
   (cc-superimpose
    (snowball 70)
    buttons)
   right-arm))

(define butt
  (disk 10 #:color "black"))

Welcome to DrRacket, version 6.7 [3m].
Language: racket, with debugging; memory limit: 128 MB.

1:0 253.97 MB
```

```
File Edit View Language Racket Insert Tabs Help
TanyaSnowman.rkt (define ...) Debug Macro Stepper Run Stop
1: JessieSnowman.rkt 2: MichelleSnowman.rkt 3: TanyaSnowman.rkt
#lang racket
(require pict)

;; Make as snowball
(define (snowball size)
  (disk size #:color "cyan"))

;; Snowman components
(define head
  (cc-superimpose
   (cc-superimpose
    (snowball 50)
    (colorize (text ":" (bold) 20 (* pi -.5))
              "orange")))
   (snowball 50)
   (colorize (text "D" (bold) 20 (* pi -.5))
             "orange")))

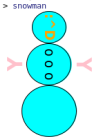
(define left-arm
  (colorize (text "Y" (bold) 30 (* pi .5))
            "pink"))

(define right-arm
  (colorize (text "Y" (bold) 30 (* pi -.5))
            "pink"))

(define body
  (hc-append
   left-arm
   (cc-superimpose
    (snowball 65)
    (text "o o o" '() 20 (* pi -.5)))
   right-arm))

(define butt
  (snowball 80))

;; Putting it altogether
(define snowman
  (vc-append head body butt))

Welcome to DrRacket, version 6.7 [3m].
Language: racket, with debugging; memory limit: 128 MB.
> snowman

1:0 253.97 MB
```

<https://github.com/mlemmer/DigitalHumanities>