

## “It’s Volatile”: Standards-Based Research & Research-Based Standards Development

**Walsh, John A.**  
jawalsh@indiana.edu  
Indiana University

**Hooper, Wally**  
Indiana University

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*You even have  
my field guide. It's you I love.  
I have believed so long  
in the magic of names and poems  
I hadn't thought them bodiless  
at all. Tall Buttercup. Wild Vetch.  
"Often I am permitted to return  
to a meadow." It all seemed real to me  
last week. Words. You are the body  
of my world, root and flower, the  
brightness and surprise of birds.  
I miss you, love. Tell Leif  
you're the names of things.  
—Robert Hass, “Letter”*

*It's volatile because anciently painted  
with wings in this manner whence came  
this character ♀ for mercury.  
— Sir Isaac Newton, “Praxis,”*

Babson Collection (Burndy Library Collection)  
MS. 420, Huntington Library

Digital humanities scholarship often integrates humanities scholarship (literary studies, historical studies, and so on) with technological research and development. Some of this technological work takes the form of standards development. The most noteworthy example of such standards development in the digital humanities community is the Text Encoding Initiative (TEI). The TEI provides Guidelines for encoding texts for scholarly and general use. The TEI is pervasive in digital humanities and digital library contexts. It is a de facto standard developed and evolved over the past twenty some years through the efforts of a number of dedicated scholars, librarians, and technologists, and with input from the larger community of TEI users.

Another standard of significance to the digital humanities community is Unicode. Our paper presents a case-study of a successful effort to have included in the Unicode standard dozens of characters required by the *Chymistry of Isaac Newton*, an ongoing digital humanities project to digitize and edit, study and analyze the alchemical works of Isaac Newton and to develop various scholarly tools around the collection. Unicode has become the universal character encoding standard. Unicode is nothing more, as it is certainly nothing less, than a massive mapping of characters to numbers, a mapping that seeks to accommodate all the world’s languages and writing systems, including symbols of all sorts—mathematical symbols and operators, astronomical and astrological symbols, Zapf Dingbats, and many more. Operating systems, and the applications built upon them—databases, word processors and text editors, browsers, graphics software, and games—depend on such mappings, or encodings, to reliably reference, store, input, output, and display textual data. The Unicode Consortium’s “What is Unicode” page <http://unicode.org/standard/WhatIsUnicode.html> accurately reports the standard’s significance: “Unicode is required by modern standards such as XML, Java, ECMAScript (JavaScript), LDAP, CORBA 3.0, WML, etc., and is the official way to implement ISO/IEC 10646. It is supported in many operating systems, all modern browsers, and many other products. The emergence of the Unicode Standard, and the availability of tools supporting it, are among the most significant recent global software technology trends.”

In spite of Unicode’s impressive comprehensiveness, it does not include every character ever used. It does not at present, for instance, include many of the alchemical symbols found in Isaac Newton’s alchemical writings. Unicode provides a “private use area,” a series of reserved *code points* (the numbers assigned to characters) for projects and products to use “privately” for mapping to characters not represented in Unicode. A project like the *Chymistry of Isaac Newton* can make use of this private use area to map to characters that are not already described in the standard. A pitfall of the Private Use Area is that it is meant to be used privately; it is not suitable for easily interchangeable or interoperable data.



Our paper provides a case-study of one project's navigation through the Unicode proposal, review, and approval process. We also provide a more theoretical discussion, illustration, and examination of the mutually beneficial relationship between technical standards development and basic humanities research.

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## References

**Unicode Consortium** (15 June 2009). *What is Unicode?*. <http://unicode.org/standard/WhatIsUnicode.html> (accessed 15 Nov 2009).

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