### Appendix 1: Technology Details

**IIIF** is a standard for delivering images and image sequences (e.g., codices) with basic metadata over the web. Hosted imagery and associated data are represented in published JSON manifests, so scholars and other users can pull digital objects of inquiry from institutional collection websites and view, study, annotate, and present them in separate viewers (such as Mirador and Universal Viewer) and other IIIF-compliant tools alongside content sourced from other locations. IIIF materials are typically provided in high resolution with deep-zooming capability. Interoperability in IIIF provides a motivating concept here to the extent it is both horizontal (allowing comparisons in one context) and vertical (allowing content transfer from one context to another as part of a process). For an authoritative description of IIIF, with showcase examples and linked resources, see the [IIIF website](https://iiif.io).

**Canvas** is a proprietary enterprise-level learning management system owned by Instructure. It has an html-based page platform, similar in appearance and user experience to contemporary websites. Instructional materials are organized by type of activity (e.g., page, discussion, assignment, quiz, etc.) and bundled into modules. The examples illustrated here make use of institution-specific Canvas templates, built using Cidi Labs’ DesignPLUS content editor tools, and customized in a 3-Unit course template consistent with the principles outlined here.

**Scalar** is a free, open-source scholarly digital multimedia authoring platform. Developed by the Alliance for Networked Visual Information at the University of Southern California with funding from the Andrew W. Mellon Foundation, Scalar is designed to facilitate the production and publication of long-form textual studies of content modalities not normally included in peer-reviewed scholarship, such as time-based media (sound and video), imagery, graphic visualization, and maps. Scalar is an early exemplar of principles of the semantic web, which seek to make human scholarship computer-readable as linked open data. The page-based structure with discrete URLs for component elements enables flexibility for designing linear reading-viewing experiences, and non-linear tagged, linked, and visualized interactivity.