The MSU College of Arts and Letters, together with MATRIX, The Center for Digital Humanities and Social Sciences at MSU; LEADR, The Lab for the Education and Advancement in Digital Research, and the MSU Libraries, hosted the annual Humanities, Arts, Science, and Technology Alliance and Collaboratory (HASTAC) Conference at the Kellogg Center on the Michigan State University campus in May 2015.

HASTAC is an alliance of 13,000 humanists, artists, social scientists, scientists and technologists working together to transform the future of learning. Since 2002, HASTAC (“haystack”) has served as a community of connection where members share news, tools, research, insights, and projects to promote engaged learning for a global society.

The 2015 conference at MSU centered on the theme The Art and Science of Digital Humanities. Conference tracks focused on current and groundbreaking digital humanities work in such diverse areas as pedagogy, coding, and gaming. Conference registration was free for MSU students.

"HASTAC 2015 challenged participants to consider how the interplay of science, technology, social sciences, humanities, and arts are producing new forms of knowledge, disrupting older forms, and/or challenging or reifying power relationships, among other possibilities," says College of Arts and Letters Associate Dean for Graduate Studies Bill Hart-Davidson.

Sessions began with a half-day "unconference" for HASTAC Scholars, an innovative student community from across universities that is engaged in dozens of disciplines working at the intersection of technology and the arts, humanities and sciences. The unconference followed a looser format than the main conference, and encouraged more freewheeling discussion on topics of interest to the attendees.

Following the unconference, the main HASTAC Conference was held and included two full days of activities and opportunities for collaboration, as well as presentations by several high-profile speakers:

• **Keynote speakers Cezanne Charles and John Marshall**, co-directors of rootoftwo, presented their project Whithervanes, a Neurotic Early Warning System (NEWS), that comprises a network of sculptures that respond to fear production on the Internet. Cezanne is director of creative industries for Creative Many, and Marshall is an associate professor at the University of Michigan School of Art and Design.

• **Plenary speaker Roopika Risam**, an assistant professor of English and secondary English education at Salem State University, discussed how digital humanities already exist within a matrix of East, West, arts, and science, and identified the stakes for making these connections legible in scholarly practice.

• **Scott B. Weingart**, digital humanities specialist at Carnegie Mellon University, gave a plenary talk exploring how communities like HASTAC are symptoms and instigators of a turn-away from the hierarchy of sciences.

Several post-conference workshops followed, including one on text mining with the HathiTrust Research Center, and two separate post-conference workshops on data carpentry and on software carpentry. Software carpentry focuses on programming best practices for those with some programming experience, while data carpentry teaches basic concepts, skills, and tools for working effectively with data.

Conference organizers were pleased with the strong turnout as attendees joined their peers in celebrating, exploring, sharing and learning about the world of Digital Humanities scholarship, research, and performance.