Bug or Feature? 4.0
Oslo/Hybrid

7ᵗʰ - 9ᵗʰ of November, 2023

Dear Participants,

We are very happy to welcome you to *Bug or Feature? 4.0*, those taking part remotely and those attending in person! This document contains everything you need to know concerning the practicalities as well as the plan for both days.

As mentioned in the Call for Papers, this year we have introduced a change to the format. While *Bug or Feature?* remains a less formal forum for all those wishing to discuss the benefits and drawbacks of software, hardware, approaches to data modelling, methodologies, and other Digital Humanities-related issues, the first day is dedicated to the discussion of DH-projects by preselected speakers.

All Day 1-presenters were asked to submit 2-3 pages with a description of their project, its aims, the software/hardware used and the issue they would like to receive feedback on during *Bug or Feature?* We have introduced this format because we believe that giving people time to ponder someone else's problem in advance instead of only during a 20-minute presentation will result in better discussion. We therefore kindly ask all of our participants to read the essays in advance (download instructions in Essay download) and think of what questions they want to ask and which feedback they can provide to help the presenter solve their problem.

On Day 2, we will follow a more traditional format with 20-minute presentations on currently ongoing, planned or past DH-projects.

We have divided up the instructions for participation by format:

If you are presenting/attending digitally, please consult Digital participation in addition to General practicalities. If you are presenting/attending in person, please consult In-person attendance in addition to General practicalities. Further instructions concerning each day can be found under 7th, Day 1 and Day 2.

We look forward to seeing you at *Bug or Feature? 4.0!*

The organising committee

Elisabeth Maria Magin, Kulturhistorisk museum, Oslo
Margareth Warburton, Samuel Gasser & Nesina Grütter, The MaSNaqtu Project, Université de Fribourg
Sven Kraus, Universität Basel

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General practicalities

Discord server

Bug or Feature? maintains a server on Discord, which serves as the digital "hallway" for our digital participants and main information hub for everyone. The organisers post all event-related information to the Info channel, including Zoom-links to the sessions. A Discord account is usually not required to join the server; creating a username is enough. Be aware, however, that if you leave the server without having created an account, you might have to create another temporary username upon return. To gain access, please use the invitation link. The *Bug or Feature?* server has existed since the first symposium, so you can scroll through discussions from previous years if you like. However, please refrain from forwarding the invite to people not attending the symposium.

If you for some reason cannot access the Discord server, please email bugorfeature@proton-mail.com. The mailbox will be monitored during the symposium and one of the organisers will be on hand to help with your problem.

Essay download

As mentioned in the introduction, all Day 1-presenters have prepared 2-3 page essays outlining their projects and the issue they would like to discuss with the other attendants at *Bug or Feature? 4.0.* These essays can be downloaded from a bespoke Switch Drive.

We ask all attendants to keep in mind that these materials refer to ongoing projects and that the essays and their contents should not be shared with others without the explicit consent of the authors.

Digital participation

To participate and present digitally at *Bug or Feature? 4.0*, you need to be able to use Zoom on your computer. Links to the Zoom sessions will be posted on the Discord server; presenters will also receive a Zoom invitation by email beforehand. We would appreciate presenters logging on 15 minutes before we officially start their session to ensure the technology works.

We also kindly ask you to use a recognisable screen name that can be connected to you. In Zoom and Discord both, the display name can be changed. If you have questions regarding that, please contact the organisers.

During presentations, please feel free to write questions you would like to ask the current presenter in the Zoom chat. The session chair will then read out those questions during the discussion slot following the presentation.

Please refrain from starting discussions in the Zoom chat during a presentation; this is what Discord is for, also if you would like to contact the presenter directly later on.

Timezones

On Day 1 and Day 2, we start at 9.00 o'clock local time. Oslo is in the Middle European Timezone (MET), participants from other timezones need to make sure that they translate the times given to their respective timezone.

In-person attendance

In 2023, *Bug or Feature?* is hosted by the Museum of Cultural History, University of Oslo. It is located in the centre of Oslo, a few minutes' walk from the train/tram station Nasjonalteatret. Seminar room 111, where the symposium takes place, is in the building directly opposite the main museum building, in Fredriks gate 3, 1064 Oslo.

Getting around

Oslo has excellent public transport, which can be consulted at ruter.no. Tickets can be purchased via the Ruter app, alternatively at shops like Narvesen or 7Eleven marked with the Ruter logo.

While there are special airport trains (Flytoget) from Oslo Gardermoen to the city centre, the local train lines R11 and R12 operated by Vy also run from the airport to the city centre. Tickets can be bought directly at the airport or via the operators' apps. Ruter tickets are also valid on Vy trains provided they cover the required zones (Gardermoen to city centre: zone 4N to zone 1).

7th: Dinner

To allow us two full days for presentations and discussions, arrival is on the 7th at your own convenience. At popular request, we will be having dinner together on the evening of the 7th, at 18.00 o'clock at Cultivate Food, located in Helgesensgate 18, 0553 Oslo (Grünerløkka). Their menu can be found here, the table is reserved for "Bug or Feature". The dinner is at the participants' own expense.

8th: Day 1, Fredriks gate 3, seminar room 111

Welcome **9:00**

Arrival
Housekeeping
Coffee, tea and smoothies provided by the organisers.

Introduction **9:30**

At *Bug or Feature?*, we prefer to stick to a first name-policy to encourage mingling and discussions. We also ask all participants to introduce themselves in one or two sentences, regardless of whether they are presenting or not, and whether they are participating digitally or in person.
The day's speakers are also presented during the introduction so they have more time during their slot.

The MaSNaqtu Project: Challenges due to Dependencies on other Projects 10:00

The presenter(s) choose whether they want to

- present updates on the progress made regarding the original issue outlined in the essay;

- add further relevant information about the project's background, goals and software;

- provide more details of the issues preventing the project from moving forward.

Discussion and feedback session based on the essay and the update.

Sven Kraus: Encoding Parchment: Challenges in Combining Material Philology and Distant Reading **11:00**

The presenter(s) choose whether they want to

- present updates on the progress made regarding the original issue outlined in the essay;

- add further relevant information about the project's background, goals and software;

- provide more details of the issues preventing the project from moving forward.

Discussion and feedback session based on the essay and the update.

Lunch **12:00**

Lunch (vegetarian) provided by the organisers.

Elisabeth Magin: Carver Creativity: Encoding visual Forms of Runes? **13:00**

The presenter(s) choose whether they want to

- present updates on the progress made regarding the original issue outlined in the essay;

- add further relevant information about the project's background, goals and software;

- provide more details of the issues preventing the project from moving forward.

Discussion and feedback session based on the essay and the update.

Isabelle Marthot-Santaniello: What Tools for Digital Paleography? Experience from Projects on Greek papyri **14:00**

The presenter(s) choose whether they want to

- present updates on the progress made regarding the original issue outlined in the essay;

- add further relevant information about the project's background, goals and software;

- provide more details of the issues preventing the project from moving forward.

Discussion and feedback session based on the essay and the update.

Coffee break **15:00**

Coffee, tea and refreshments provided by the organisers.

Rant slam **15:30**

Sometimes, working within Digital Humanities can be frustrating. Code is not working or not properly documented, common standards are either not used or not properly implemented, to name but a few. The idea with a rant slam is to create a space where participants can freely express any frustration with technologies, standards or procedures they recently might have encountered.

While you are free to rant and curse, we still want to keep it within certain boundaries. This means no ranting about specific individuals or publications, in general following the rule of "Hate the game, not the player".

Participation is voluntary and we would ask participants to keep their speeches short (i.e. two to five minutes) so everyone gets a change to vent.

9th: Day 2, Fredriks gate 3, seminar room 111

> **Welcome** **9:00**
>
> Introduction of today's presenters and new viewers/attendants

> **Marcus Smith: Normalising and Enriching Semistructured Data: A Case Study from Samnordisk runtextdatabas and Runor** **9:30**
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> Scandinavian Runic-Text Database (Samnordisk runtextdatabas) maintained by Uppsala Rune Forum, as part of the Eternal Runes (Evighetsrunor, 2017–2020) project. This work took the data from seven semistructured plain-text files, accessible only via a Windows progam (rundata.exe) to a fully normalised relational database. This data transformation, including character set upgrade and error correction, was performed using a Perl script which ingested and processed the data files, and then populated the normalised data structure. The resulting relational database is hosted and maintained by Uppsala University, and forms the basis of the Runor research platform hosted by the Swedish National Heritage Board. Topics covered will include data modelling, normalisation, scripted data transformation, data enrichment and error correction, Unicode and character set transformation, XML, and linked open data (RDF).

> **Alexis Pantos: Organising mass-production 3d Data: Workflows for new Datatypes** **10:00**
>
> The Museum of Cultural History has a long history with 3D documentation in heritage. Data types range from CT scan data and high resolution structured light scanning to aerial photogrammetry and LiDAR. This data has mostly been small volume in comparison to the other data handled during the running of the museum. Until recently. 3D data acquisition has undergone a rapid democratisation with previously cumbersome and expensive technology miniaturized into handheld devices. In parallel with this there has been a massive upwell of the amount of 3D data, the variety of the data types and the producers and consumers of this data. To cope with these changes the museum has begun developing its storage and dissemination solutions to handle large-scale data in accordance with FAIR principles. This has included the recent BiTFROST online repository, but also redevelopment of the approach to 3D data storage and archiving. Developing a structure of the archive in such a way that it serves the audiences the museum hopes to serve, satisfy the goals of long term data storage while still affording the flexibility and granularity and interoperability with the museums other data systems has proved to be non-trivial. This talk gives a short overview of the work, a frank discussion of some of the problems we're encountering and some of the possible solutions and workarounds we are working towards.

> **Coffee break** **10:30**
>
> Coffee, tea and smoothies provided by the organisers.

Lelia Houbé: An Invisibility Cloak from the Past: A Textiles Project at KHM
11:00

A particular challenge faced by researchers in the digital humanities is the bridge between the physical collection and the digital database. At the Kulturhistorisk Museum in Oslo, the textiles collection has been underestimated for many years due to its lack of digital presence. Many of the finds from early excavations have not been examined more than cursorily since they were first catalogued in the 1970s and 80s. While the large numbers of items found in these excavations likely contributed to this issue, the digital nature of research in the 21st century means that these textiles are invisible to both academia and the public. While they are physically stored and are ready to be examined, their lack of 'online presence' translates into their seeming insignificance to any current discussions within textile studies.

This presentation presents a short-term project running at the museum to combat this issue. As part of a four month internship, over 5000 textile items are being reviewed and digitally updated. To mediate the challenges this collection has faced in the bridge from physical to digital, tasks include retagging items and in-person checks for database inconsistencies or new information. The dearth of digital information includes photographic references, and thus part of the project involves taking simple images that can be used to increase access and research interest when sorting through the collection digitally. Presentation of this project will facilitate a larger conversation in a digital humanities context about the significance of this rich collection of 'invisible' items.

Nora White: Encoding Ogham Inscriptions using EpiDoc XML
11:30

From the outset of my work to digitally encode early Irish inscriptions, XML encoding has been used and made freely accessible, to ensure transparency, searchability, re-usability and sustainability. For this I follow EpiDoc guidelines, a TEI subset specifically for epigraphic material. One of the main advantages of using EpiDoc is the support of an active community of users – both specifically EpiDoc and more broadly TEI. Originally designed for classical epigraphy, EpiDoc is actively expanding and updating to include other scripts and languages. This presentation will outline some of the specific challenges of encoding inscriptions in the ogham script using EpiDoc.

Lunch
12:00

Lunch (vegetarian) provided by the organisers.

Trip to National Library
13:15

We have organised a trip to the National Library of Norway, where we will be introduced to their recent digitalisation projects and how they are planning to proceed, the availability of the scanned materials and the different access levels for users. Two employees will also present the National Library's DH-lab and the projects and software currently being developed there.