1 PRACTICE EXERCISE USING THE CONNECTED CONTESTS DATABASE: CONNECTEDCONTESTS.ORG

- Answer the following questions:
    - How many victors in the Isthmian games were there in the Hellenistic period?
      (Hellenistic period = 323-146 BC)
    - Where did they come from?
- How? Go to **Search database** and select **Advanced Search** – fill in the following:
    - **Festival** = "isthmia"
    - **Period: From** = -323 **To** = -146 (Hellenistic period: note the " - " for periods BC)
    - Click **Submit**

- Click on someone, e.g. Pythokles, son of Aristarchos from Hermione.
  What did he compete in? What other festivals did he win in? What do you know about these festivals?

So you can use this database to found information on a specific contestant, like Pythokles, but you can also use it to discover where contestants came from, and in which periods.

Now we will take a look at the NETWORK of the Isthmian games in the Roman period…

2 MAKING A GEO-NETWORK OF ATHLETES IN THE ROMAN ISTHMIAN GAMES

- Answer the following questions:
    - How many victors in the Isthmian games were there in the Roman period? (= 145BC-400 AD)
    - Where did they come from?
- How? Go to Advanced Search database:
    - festival = "isthmia"
    - Period: From = -145 To = 400 (Roman period)
    - Download csv data to your drive

- Pleiades (https://pleiades.stoa.org/) gives geo-coordinates of ancient places. These have been prepared in a file
  – Go to my repository: https://github.com/cgwilliamson1/connectinggreeks_demo
  – Download the file: **CC_ALLPLACES_20191030.xlsx**
    – (TIP: if you are unable to open your csv, then download the Excel file
      CC_ISTHMIONIKAI_ROMAN_20191030.xlsx; you can also download these instructions there)
- Enter data in Palladio
  – Go to Palladio: https://hdlab.stanford.edu/palladio/
  – Open your **csv file** (or the file CC_ISTHMIONIKAI_ROMAN_20191030.xlsx)
  – Select all (Ctrl-A or Strg-A)
  – In Palladio > **Start**
  – Paste the data (Ctrl-V or Strg-V) and click **Load.** This takes you to a new page where you can further structure the data
- Structure the data in Palladio
  – Give a relevant name to the project, e.g.: WINNERS IN THE ISTHMIAN GAMES
  – Give a relevant name to the Primary table, e.g.: ISTHMIONIKAI
  – Check the red dots after each category and verify the characters by clicking on them
  – *Question: can we make a geo-network yet? No because we need geo-coordinates!*
- Enter geo-coordinates in Palladio
  – Open the downloaded file **CC_ALLPLACES_20191030.xlsx**
  – Select all (Ctrl-A or Strg-A)
  – In Palladio Primary table > click **Person__Origin__Name**
  – Click **Add a new table**, in the lower right corner
  – Paste the data (Ctrl-V or Strg-V) – it will show that 66 out of 67 places are identified. The only unidentified place is "Alexandria?" because we don't know which one out of 26 ancient Alexandrias this one is!
  – Click **Done**, in the far lower right corner
  – Go to the new table called "Untitled" and rename it "PLACES"
  – Click **Contest__Place__Name** > go to **Extension** and choose "PLACES"
  – Click **Done**, in the far lower right corner

Your screen should look something like this

— *Question: Why are there four different places for the Isthmia? The Isthmia were held in different places, usually either in Isthmia, at Corinth, or nearby Sikyon, but there is also one in Ephesos!*

Now: Let's make a geo-network of the Isthmian games in the Roman period!

— In Palladio go to **Map**
— Click on **New Layer**, lower right
— This opens Map Layers > select **Point to Point**
   • Source places = **Person__Origin__Name**
   • Target places = **Contest__Place__Name**
   • Tooltip labe = **PLACE**
   • Color = your favorite color ☺
   • Choose another background – go to the tab **Tiles** (at the top) and choose another, e.g. **Terrain** and click **Apply**
— VOILÀ – you've made a geo-network! Now you can analyze your network by mousing over the ties, or show differences by sizing the points.