

# The Carpentries in SSH

Kristoffer L Nielbo  
knielbo@sdu.dk  
knielbo.github.io

Dept. of History & SDU eScience Center  
University of Southern Denmark

January 31, 2019

## 1 Digitization or Transformation

Data deluge

Basic computing skills

Digitization or  
Transformation

Data deluge

Basic computing skills

The Carpentries

Organization

From humanities  
computing

Features

## 2 The Carpentries

Organization

From humanities computing

Features

Digitization or  
Transformation

**Data deluge**

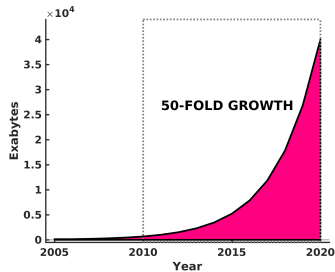
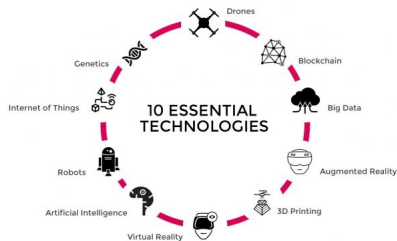
Basic computing skills

The Carpentries

Organization

From humanities  
computing

Features

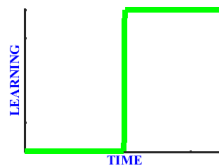
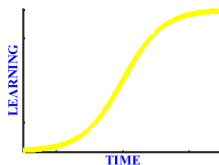
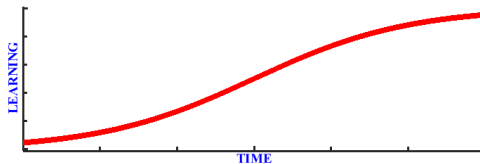


“The fact is, it's hard for **scientists** to do the cool things their colleagues are excited about without **basic computing skills**, and impossible for them to know what other new things are possible. Our ambition is to change that: not just to make scientists more productive today, but to allow them to be part of the changes that are transforming science in front of our eyes.”

Greg Wilson 2016, Software Carpentry Foundation

Digitization or  
Transformation  
Data deluge  
**Basic computing skills**

The Carpentries  
Organization  
From humanities  
computing  
Features



## CARPENTRIES|introduction

---

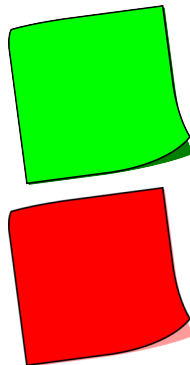
- non-profit organization (1996-|2012-) that promotes basic computing skills for research through short intensive workshops financed through memberships, workshops, and grants
- offers workshops in popular programming languages, shell scripting, version control, and - increasingly basic data science skills have also been included → Software\*, Data,& Library Carpentry build tools
- teaching material is developed by a community of instructors (~ 1000)

## SOFTWARE CARPENTRY|as a humanist

- training resources invested with multiple 'generations' of instructors' experiences
- common **standard** (education and development) for teaching basic computing skills
- community treatment against *expert blind spot*
- course material is primarily focused on **scientific computing**

## SOFTWARE CARPENTRY|practice

- feedback and lateral knowledge transfer
- live coding
- meet learners on own ground
- pair programming - diversity (code of conduct)
- open lessons
- industry standards tools
- ...
- lessons





```
1 if questions:
2     try:
3         answer()
4     except RuntimeError:
5         pass
6     else:
7         print "thank you"
```