



Digital Humanities & Digital Classics

Introduction to Digital Classics (course 74086)

Dr. Matteo Romanello



Introductions

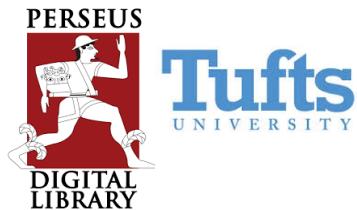


About myself



Ca' Foscari
University
of Venice

BA Classics
MA Digital Humanities



Visiting scholar at
Perseus project



WissMA
DARIAH-DE

Post-doc Researcher
Linked Books



PhD in Digital
Humanities





Goals of this course

- becoming 21st c. philologists:
 - how can the core activities of a philologist be carried out in a digital world?
- develop an understanding of:
 - methods
 - tools
 - debates/technical topics
 - ... in the Digital Humanities (DH) and Digital Classics



Why do DH skills matter?

The screenshot shows a web page from the IANUS research data center for Archaeology & Ancient History. The header includes the IANUS logo, navigation links for Overview, News, Documents, and Wiki, and a search bar. A sub-navigation bar at the top left includes 'Projektübersicht' and 'Startseite'. The main content features a statement titled 'Statement zu minimalen IT-Kenntnissen' by Maurice Heinrich, posted 11 days ago. It discusses the need for students of ancient history to have basic IT skills, particularly in handling digital data. Below this is a section titled 'EMPFEHLUNGEN ZU MINIMALEN IT-KENNTNISSEN FÜR STUDIERENDE DER ALTERTUMSWISSENSCHAFTEN', which provides recommendations for minimum IT knowledge requirements for students of ancient history. The footer contains legal disclaimers.

„Dabei geht es einerseits darum, Studierenden eine erste inhaltliche Orientierung/Aussage über zukünftig im altertumswissenschaftlichen Berufsleben relevante IT-Kenntnisse aufzuzeigen. Ferner kann dieses Statement auch als Aufforderung an die Hochschulen und Institute verstanden werden, Angebote mit entsprechenden Studieninhalten zu entwickeln.“

<https://www.ianus-fdz.de/news/169>

Why do DH skills matter?

An Affable Guide to Leaving Classics

Kyle P. Johnson, Ph.D.*

September 5, 2017

1 To sever th' enchanted knot

ἰώ ξένοι,
τίνες ποτ' ἐς γῆν τήνδε χάκ ποίας πάτρας
κατέσχετ' οὖτ' εύρομον οὖτ' οἰκουμένην; (Sophocles, *Philoctetes* 219–221)

You went to grad school because you love the Classics. In persevering through part or all of a Ph.D. program, you have proven this love through a sacrifice and self-discipline known by few your age. But perhaps plans have not manifested the way you had hoped, and now you find yourself at a decision-making point between the ivory tower and the wastes your parents call the real world. Should you be inclined to leave the discipline, or are already one of those poor souls tossed to the wayside, this document is for you. It is not a map to pathways leading out of Classics, rather a collection of knowledge and strategies by which you may find your own way out. The disgruntled, the broke, the paralyzed, the passed-over – you the lost Classicist have my sympathy and encouragement!

Kyle P. Johnson, “An Affable Guide to Leaving Classics” (online essay)

<http://kyle-p-johnson.com/assets/kyle-johnson-affable-guide-leaving-classics.pdf>



Course schedule

Seminar 1 /10 Nov 2017

- 15:00-15:45 Lecture 1
- 16:15-16:30 Coffee break
- 16:30-17:15 Lecture 2
- 17:15-18:00 Practical session
- 18:00-19:00 Time for assigned reading



Course schedule

Seminar 2 /11 Nov 2017

AM

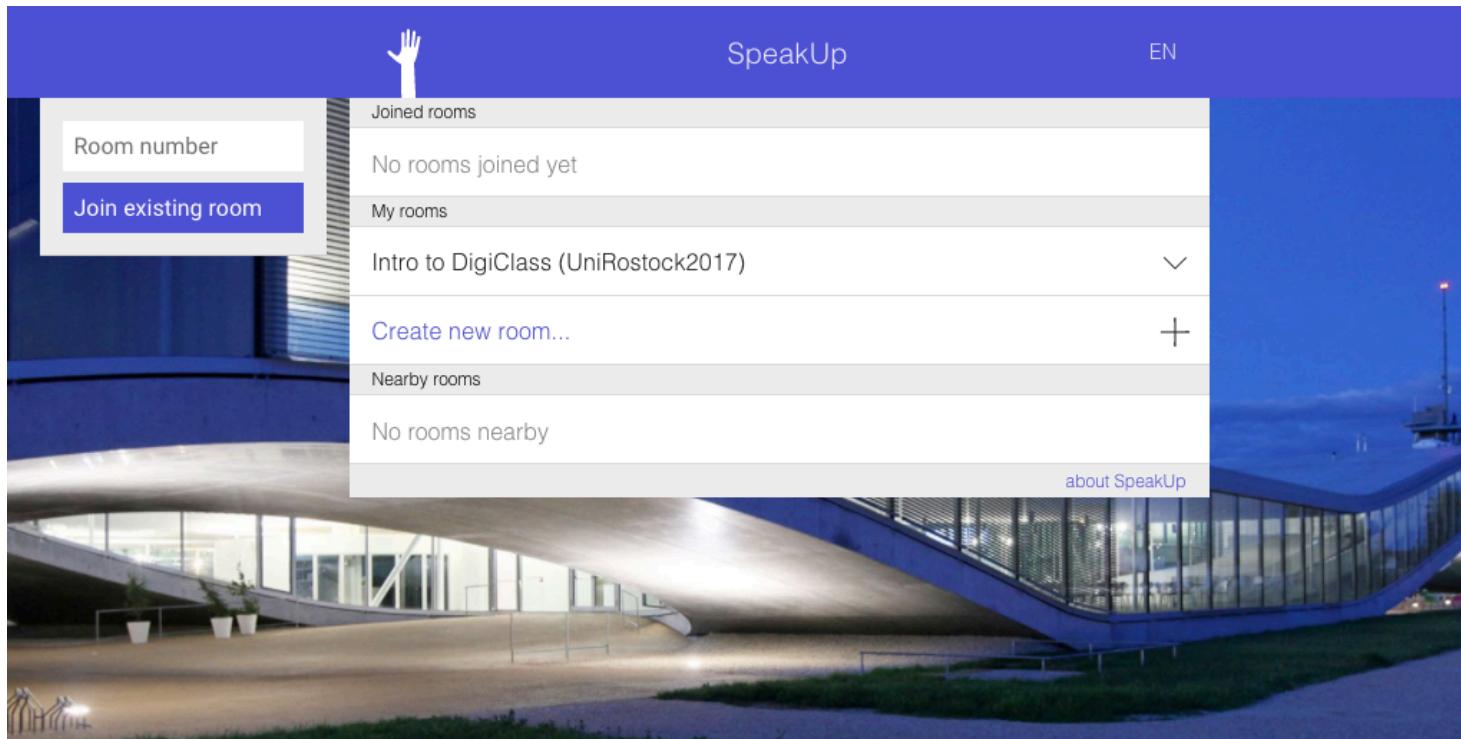
- 9:00-10:00 Time for assigned reading
- 10:00-10:45 Lecture 1
- 10:45-11:00 Coffee break
- 11:00-11:30 Lecture 2
- 11:30-12:15 Practical session
- 12:15-13:30 Lunch Break

PM

- 13:30-14:15 Lecture 3
- 14:15-15:00 Practical session
- 15:00-15:15 Coffee break
- 15:15-16:00 Lecture 4
- 16:00-16:45 Practical session
- 17:00-17:15 Coffee break
- 17:15-18:00 Lecture 5



Use of SpeakUp (room #14659)



<https://web.speakup.info/>



What is Digital Humanities?

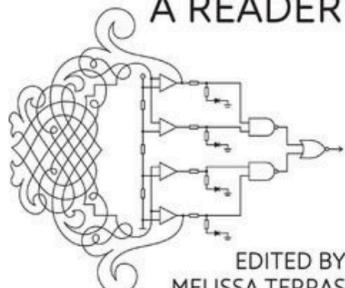


What is DH? We even write books about this Q



[Home](#) Subjects ▾ Products ▾ Resources ▾ Info / Help ▾ Featured Authors

DEFINING
DIGITAL
HUMANITIES
A READER



EDITED BY
MELISSA TERRAS
JULIANNE NYHAN
EDWARD VANHOUTTE

Defining Digital Humanities

A Reader

Edited by **Melissa Terras, Julianne Nyhan, Edward Vanhoutte**

© 2014 – Routledge

330 pages



[Look Inside](#)



What is DH? Definitions from the community

What Is Digital Humanities?

Using computational tools to do the work of the humanities.

John Unsworth

NB: Refresh the page to get a new definition. Quotes were pulled from participants from the [Day of DH](#) between 2009-2014. As of January 2015, the database contains 817 rows and randomly selects a quote each time the page is loaded. If you want to do something cool with the data, I am providing a download for the CSV I compiled [here](#).

Made by [Jason Heppler](#). Problems? Questions? I'm [@jaheppler](#) on Twitter.

<https://whatisdigitalhumanities.com/>



A pragmatic definition of DH and applied DH(s)

Piotrowski 2016

Definition (Digital humanities)

The digital humanities study the means and methods of constructing formal models in the humanities.

→ concerned with “construction materials” for formal models: **metascience**.

Definition (Digital history, DH applied to history)

Digital history is concerned with the construction of formal models of historical circumstances and with the methodology of constructing such models.

→ digital history creates *concrete* formal models of its research objects.
Correspondingly: Digital philology, digital musicology, etc.—“applied DH”,
subfields of their disciplines.

Definitions of DH in Voyant

Voyant Tools

Cirrus Terms Links Reader TermsBerry Trends Document Terms

The thoughtful use of computing in humanistic inquiry and the thinking through of computing from the perspective of the traditions of the humanities.

2-micki_mcgee-2012

Digital humanities is the use of advanced digital technologies (and the extended social and discursive worlds these technologies make possible) to investigate questions in the humanities.

#	Term	Count ↑	Relative	Trend
<input checked="" type="checkbox"/> 507	computing*	5	38,760	
<input type="checkbox"/> 497	computing*	5	54,348	
<input type="checkbox"/> 473	computing*	5	54,348	
<input type="checkbox"/> 276	computing*	4	43,478	
<input type="checkbox"/> 482	computing*	4	74,074	
<input type="checkbox"/> 495	computing*	3	12,605	
<input type="checkbox"/> 509	computing*	3	30,000	
<input type="checkbox"/> 476	computing*	3	32,967	
<input type="checkbox"/> 257	computing*	3	41,667	
<input type="checkbox"/> 504	computing*	2	6,154	
<input type="checkbox"/> 379	computing*	2	9,390	
<input type="checkbox"/> 418	computing*	2	19,802	

computing* 87

Summary Phrases Summary

leigh_bonds-2014 (0.0); 178-jason_rhody-2012 (0.0)

Most frequent words in the corpus: **humanities** (1033); **digital** (952); **research** (263); **new** (238); **tools** (231)

Distinctive words (compared to the rest of the corpus):

1. geoffrey_rockwell-2012: **traditions** (1), **thoughtful** (1), **computing** (2), **perspective** (1), **thinking** (1).
2. micki_mcgee-2012: **extended** (1), **discursive** (1), **words** (1), **advanced** (1), **investigate** (1).
3. stan_uecker-2012: **researchers** (3), **materials** (2), **methods** (3), **studying** (1), **working** (1).
4. rebecca_davis-2012: **intersected** (1), **ways** (1), **technologies** (1), **digital** (1), **humanities** (1).
5. michael_widner-2012: **transform** (1), **relevant** (1), **generate** (1), **scholar** (1), **share** (1).
6. ernesto_priego-2012: **includes** (2), **interconnected** (1), **evolve** (1), **educational** (1), **diverse** (1).
7. kiyonori_nagasaki-2012: **scholarship** (1), **digital** (1), **humanities** (1).

Document Contexts Correlations

Document Left Term Right

507 50... I broadly define Humanities computing /Digital Humanities as a field

I broadly define Humanities Computing /Digital Humanities as a field in which scholars within the humanities use or study computers or a digital environment (e.g. the WWW, video games, etc.) in their research. I consider myself to be a digital humanities researcher because I am studying digital short fiction and its communities in my thesis.

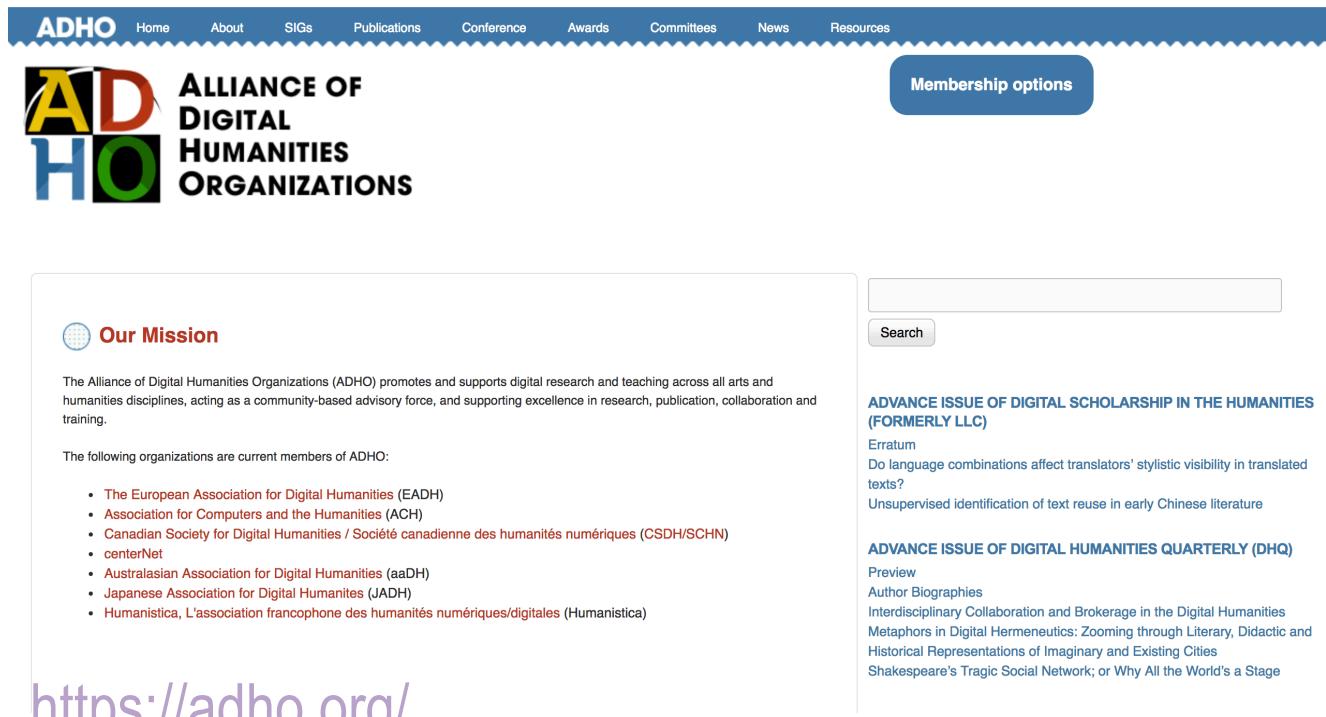
507 50... use social science methods and computing tools (online questionnaires, quant... humanities use or study computers or a digital environment (e.g. the WWW, video games, etc.) in their research. I consider myself to be a digital humanities researcher because I am studying digital short fiction and its communities in my thesis, but also because I sometimes use social science methods and computing tools (online questionnaires, quantitative/qualitative analysis, etc.), which reflects the interdisciplinary nature of humanities computing. Although I

5 context expand Scale

Voyant Tools, Stefan Sinclair & Geoffrey Rockwell (© 2017) Privacy v. 2.4 (M2)

DH as a discipline

ADHO: Alliance of Digital Humanities Organizations



The screenshot shows the ADHO website homepage. At the top is a blue navigation bar with the ADHO logo and links for Home, About, SIGs, Publications, Conference, Awards, Committees, News, and Resources. Below the navigation bar is the ADHO logo (stylized letters A, D, H, O) and the text "ALLIANCE OF DIGITAL HUMANITIES ORGANIZATIONS". To the right is a blue button labeled "Membership options". The main content area features a section titled "Our Mission" with a circular icon, followed by a list of member organizations. On the right side, there are sections for "ADVANCE ISSUE OF DIGITAL SCHOLARSHIP IN THE HUMANITIES (FORMERLY LLC)" and "ADVANCE ISSUE OF DIGITAL HUMANITIES QUARTERLY (DHQ)".

Our Mission

The Alliance of Digital Humanities Organizations (ADHO) promotes and supports digital research and teaching across all arts and humanities disciplines, acting as a community-based advisory force, and supporting excellence in research, publication, collaboration and training.

The following organizations are current members of ADHO:

- The European Association for Digital Humanities (EADH)
- Association for Computers and the Humanities (ACH)
- Canadian Society for Digital Humanities / Société canadienne des humanités numériques (CSDH/SCHN)
- centerNet
- Australasian Association for Digital Humanities (aaDH)
- Japanese Association for Digital Humanites (JADH)
- Humanistica, L'association francophone des humanités numériques/digitales (Humanistica)

ADVANCE ISSUE OF DIGITAL SCHOLARSHIP IN THE HUMANITIES (FORMERLY LLC)

Erratum
Do language combinations affect translators' stylistic visibility in translated texts?
Unsupervised identification of text reuse in early Chinese literature

ADVANCE ISSUE OF DIGITAL HUMANITIES QUARTERLY (DHQ)

Preview
Author Biographies
Interdisciplinary Collaboration and Brokerage in the Digital Humanities
Metaphors in Digital Hermeneutics: Zooming through Literary, Didactic and Historical Representations of Imaginary and Existing Cities
Shakespeare's Tragic Social Network; or Why All the World's a Stage

<https://adho.org/>



What is Digital Classics?



Digital Classics

Disciplinary Focus

- at the **intersection** between **computing** and **the study of the ancient world**
- use of digital methods, resources or technologies to enable a better or new understanding of the ancient world
- Classics => Altertumswissenschaften (Greek & Latin, Egypt, Near East, etc.)

Digital Classicist

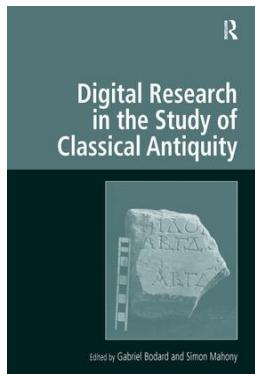
- decentralised and international community of scholars interested in Digital Classics
- centered around web-based hubs for discussion, collaboration and communication

Digital Classicist Seminars

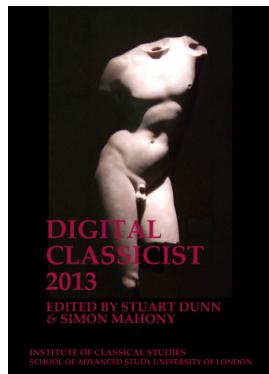
Work in progress seminars,

- DC Work-in-progress (London, 2006-)
 - <http://www.digitalclassicist.org/wip/>
- Digital Classicist Berlin (2012-)
 - <http://de.digitalclassicist.org/berlin/>
- Leipzig E-Humanities seminar (Leipzig)
 - <http://www.dh.uni-leipzig.de/wo/e-humanities-seminar/>
- Digital Classicist New England (2015-)
 - <http://sites.tufts.edu/perseusupdates/events/dcne/>

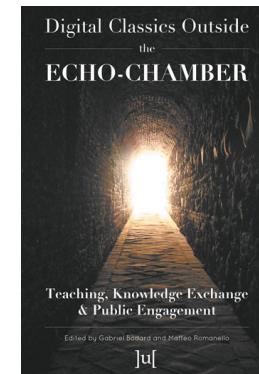
DigiClass Publications (books)



G. Bodard, S. Mahony (2010).
Digital Research in the Study of Classical Antiquity. London:
Ashgate



S. Dunn, S. Mahony (2013).
The Digital Classicist 2013.
BICS supplement 122.



G. Bodard, M. Romanello (2015).
Digital Classics Outside the Echo-Chamber.
London: Ubiquity Press.

DigiClass Publications (journals)

Home	About	Contact	Content	Research Integrity
				
Volume 4 -- 2008				Share Issue: f t g in
				
<h2>Introduction</h2>  <p>"Though much is taken, much abides": Recovering antiquity through innovative digital methodologies: Introduction to the special issue Gabriel Bodard, Simon Mahony</p>	  21 Mar 2008 4			
<h2>Editorial</h2>  <p>We are all together: On publishing a Digital Classical issue of the <i>Digital Medievalist</i> journal Gabriel Bodard, Daniel Paul O'Donnell</p>	  21 Mar 2008 4			
<h2>Peer-Reviewed Article</h2>  <p>The <i>Inscriptions of Aphrodisias</i> as electronic publication: A user's perspective and a proposed paradigm Gabriel Bodard</p>	  21 Mar 2008 4			
				

#= DIGITAL CLASSICS ONLINE

<https://journal.digitalmedievalist.org/4/volume/4/issue/0/>

<https://journals.ub.uni-heidelberg.de/index.php/dco/issue/view/3634>



A Collaborative Knowledge Base

Main Page

128.179.148.129 TALK FOR THIS IP ADDRESS LOG IN

digitalclassicist

- Home
- FAQ
- Projects
- Tools
- Discussion
- Members
- Events

Navigation

- Categories
- Recent changes
- Random page

Search

Search

Toolbox

- What links here
- Related changes
- Special pages
- Printable version
- Permanent link

The Digital Classicist Wiki

The [Digital Classicist](#) is a hub for scholars and students interested in the application of humanities computing to research in the ancient and Byzantine worlds. This wiki collects guidelines and suggestions of major technical issues, and catalogues digital projects and tools of relevance to classicists. The wiki also lists events, bibliographies, publications (print and electronic), and other developments in the field. A discussion group serves as grist for a list of Frequently Asked Questions. As members of the community provide answers and other suggestions, some of these may graduate into independent wiki articles providing work-in-progress guidelines and reports.

The scope of the wiki follows the interests and expertise of collaborators, in general, and of the editors, in particular. As a general principle, key sections of the website or summaries of discussions will, where possible, be translated into the major languages of European scholarship: e.g. English, French, German, and Italian.

We seek to encourage the growth of a community of practice, which is open to everyone interested in the topic, regardless of skill or experience in technical matters, and language of contribution. To become a editor of the wiki, please contact one of the administrators (Gabriel Bodard or Simon Mahony). (The "create account" option has been disabled due to spam bots.) Consult the [Wiki editing page](#) to familiarize yourself with formatting conventions.

The Digital Classicist is hosted by the Department of Digital Humanities at King's College London, and the Stoa Consortium, University of Kentucky.

In memoriam [Ross Scaife \(1960-2008\)](#)

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Note that material quoted from other sites under what we believe is fair dealing are not covered by this licence and you should refer to their terms and conditions of use.

<https://wiki.digitalclassicist.org/>



Online Conversations

Timeline 4339 Search Mentions 116 DM 68 Lists Favorites i

Q #DigiClass

 **Thibault Clerice** @Pontineptique Toulouse University looking for a #digiclass research developer / engineer ! mshb.fr/sites/default/... (English star... 8. Nov 2017
Retweeted by Matteo Romanello

 **Aurélien Berra** @aurelberra @diyclassics Pleiades, of course. But a #DigiClass sprint could help feed that page. 6. Nov 2017

 **Aurélien Berra** @aurelberra I really would like to see one, too... #DigiClass twitter.com/diyclassics/st... 6. Nov 2017
Retweeted by P4rs3c

 **Patrick J. Burns** @diyclassics Notebook looking at three-word hexameters in Latin poetry (based on a question I saw on FB)—github.com/diyclassics/ll..... 1. Nov 2017
twitter.com/i/web/status/9...

 **Matteo Romanello** @mr56k Leif Scheuermann from @DH_Graz just started this year's #DigiClass #berlin keynote, with a full room despite the "B... 30. Oct 2017
twitter.com/i/web/status/9...
Retweeted by DH Graz

<https://twitter.com/search?q=DigiClass>

<http://www.jiscmail.ac.uk/digitalclassicist>

<https://www.listserv.dfn.de/sympa/subscribe/digitalclassicistde>

SunoikisisDC

An International Consortium of Digital Classics Programs



SunoikisisDC

An International Consortium of Digital Classics Programs

SunoikisisDC

An International Consortium of Digital Classics Programs

Program Director

Monica Bertì

SunoikisisDC is an international consortium of Digital Classics programs developed by the Alexander von Humboldt Chair of Digital Humanities at the University of Leipzig in collaboration with the Harvard's [Center for Hellenic Studies](#) and the [Perseus Project](#).

The goal is to extend [Sunoikisis CHS](#) to a global audience and contribute to it with a teaching program focused on the application of digital technologies to the study of Greek and Latin. The aim is to offer collaborative courses that foster interdisciplinary paradigms of learning. Master students of both the humanities and computer science are welcome to join the courses and work together by contributing to digital classics projects in a collaborative environment.

SunoikisisDC started in the SS 2015 with a Digital Classics course involving 12 countries. Faculty members of participating institutions gathered at the University of Leipzig on [February 16-18](#) for a planning seminar in order to discuss course topics, schedule the academic calendar, and develop the course syllabus. The [SunoikisisDC 2016 Planning Seminar](#) was held at the University of Leipzig on December 16-17, 2015 for developing the course syllabus for SS 2016. A new [SunoikisisDC 2017 Planning Seminar](#) was held in Leipzig on December 12-13, 2016 for planning the course of SS2017.

In the Fall 2016 we started a new track of SunoikisisDC based at the [Institute of Classical Studies](#) in London. We currently have a community of instructors and students from more than 15 countries involving more than 30 institutions.

<https://github.com/SunoikisisDC/SunoikisisDC>



Seminar Videos on Youtube



Digital Classicist London Seminars
229 subscribers

SUBSCRIBED 229

HOME VIDEOS PLAYLISTS CHANNELS DISCUSSION ABOUT

All activities ▾



Digital Classicist London Seminars uploaded a video



Digital Classicist London 2017: 9. Rada Varga

Digital Classicist London Seminars • 55 views • Streamed 3 months ago

Rada Varga (Babeş-Bolyai University, Cluj-Napoca) Romans 1by1: Transferring information from ancient people to modern users Abstract and details: <http://www.digitalclassicist.org/wip/wip2017-09rv...>



Seminar Videos on Youtube

Deutsches Archäologisches Institut
235 subscribers

SUBSCRIBED 235

HOME VIDEOS PLAYLISTS CHANNELS DISCUSSION ABOUT

All playlists ▾

Created playlists

Digital Classicist Seminar Berlin 2016/2017	Digital Classicist Seminar Berlin 2015/2016	Projektfilme des DAI	Digital Classicist Seminar Berlin 2014/2015	Tutorials zur digitalen Infrastruktur des DAI
Digital Classicist Seminar Berlin 2013/2014	Wikidata trifft Archäologie	Aus der Arbeit des DAI - Expertenvorträge	Digital Classicist Seminar Berlin 2012/2013	Beiträge über das DAI

Practical Session 1

- go to <http://voyant-tools.org/>
- pick one or more texts to analyze, e.g.:
 - a Latin text from [The Latin Library](#) or the [Perseus DL](#)
- familiarize with the various components of the interface
- focus on at least 3 visualization components

Discussion:

- on which specific components did you focus?
- were there any difficulties in using Voyant?
- any interesting patterns emerged?
- in which contexts you may want to use it?

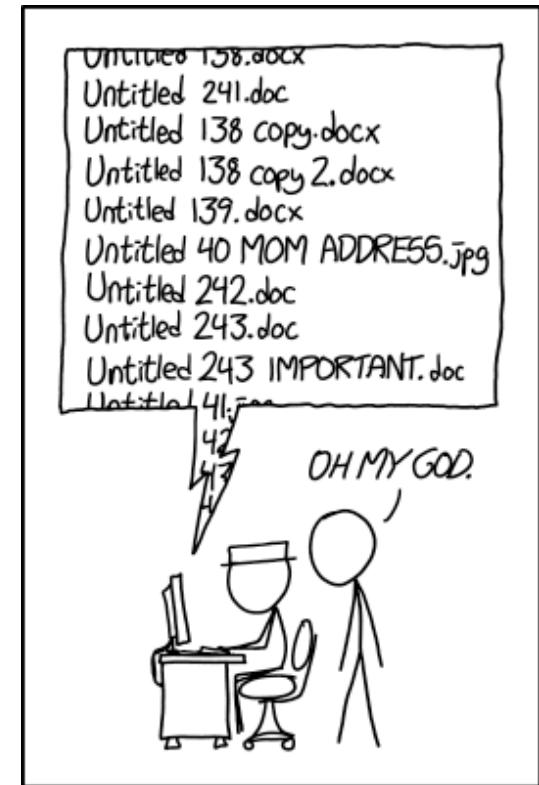
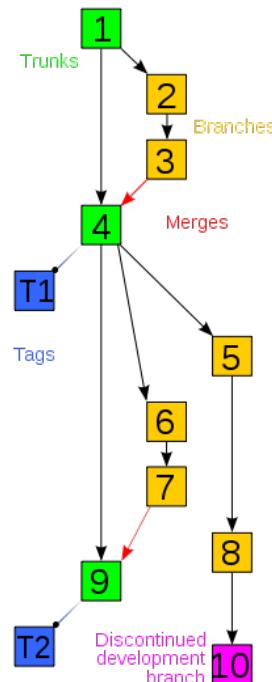


Git, GitHub, Markdown



Version control? Why?

- organize documents
- keep track of changes
- document/review changes
- collaborative work



Git Basics (video): What is version control?
<https://vimeo.com/41027679>

PROTIP: NEVER LOOK IN SOMEONE ELSE'S DOCUMENTS FOLDER.

<https://xkcd.com/1459/>



Git commands

- git init
- git fetch
- git log
- git status
- git add
- git commit
- git pull
- git push = git fetch + git merge



Git commands

Typical working session (alone)

```
# let's see where we left
git log
# work on some files
git status
git add modified_file.md
# when done, let's save our work
git commit -m "changed title of document"
# finally, publish it on the GitHub repo, branch master
git push origin master
```

Git commands

Typical working session (in team)

```
# create a new branch (~ local working copy)
git branch new_feature
# start working in this branch
git checkout new_feature
# get changes from Sarah, who has already started working on this new feature
git fetch
# before merging, see/review what changes will be merged
git diff new_feature origin/sarah_new_feature
git merge origin/sarah_new_feature
git commit -a -m "did some work, starting from where Sarah had left"
# publish it in a new branch of the remote (not local) repository
git push origin/new_feature
```



Git ≠ GitHub

Git: the tool; GitHub: a service for projects using Git

The screenshot shows the GitHub homepage. At the top, there's a search bar, navigation links for 'Pull requests', 'Issues', 'Marketplace', and 'Explore', and a user profile icon. A notification bubble says '(*) A more connected universe' with a link to 'View 241 new broadcasts'. Below the header, there are two main sections: 'Browse activity' and 'Discover repositories'. The 'Discover repositories' section is currently active. It lists several recent starred repositories by users like 'efi' and 'jtauber'. To the right, there's a sidebar titled 'Repositories you contribute to' which lists repositories like 'dhiab-epfl/LinkedBooksMonogr...', 'dhiab-epfl/Trajectories', and 'impresso/impresso.github.io'. Below that is another sidebar for 'Your repositories' containing 'RA-Danny/DLReferenceParsing', 'simple-tei-edition', 'praxisreflexion-berlin.de', 'CitationExtractor', 'flask-mongoengine', and 'hucit_kb'. A 'New repository' button is also present in this sidebar.

<https://github.com>



GitHub Desktop

A GUI around Git and GitHub

The screenshot shows the GitHub Desktop application interface. At the top, there are dropdown menus for 'Current repository' (set to 'desktop') and 'Current Branch' (set to 'progress-reporting'). A button to 'Publish branch' is also visible. The main area is divided into three sections: 'Changes' (selected), 'History', and 'app/src/ui/app.tsx'. Under 'Changes', it says '1 changed file'. The 'app/src/ui/app.tsx' section shows a diff between two versions of the file. The left column shows line numbers 956 through 969, and the right column shows line numbers 956 through 971. The diff highlights changes in green (additions) and red (deletions). The code snippet includes imports from React and a class definition for App.

```
@@ -956,6 +956,8 @@ export class App extends React.Component<IAppProps, IAppState> {
 956   const state = selection.state
 957   const remoteName = state.remote ? state.remote.name : null
 958
 959 +  const progress = state.pushProgress || state.pullProgress
 960 +
 959   return <PushPullButton
 960     dispatcher={this.props.dispatcher}
 961     repository={selection.repository}
 962
 963   @@ -963,7 +965,7 @@ export class App extends React.Component<IAppProps, IAppState> {
 964     remoteName={remoteName}
 965     lastFetched={state.lastFetched}
 966     networkActionInProgress={state.pushPullInProgress}
 967
 966 -    progress={state.pushProgress}
 968 +    progress={progress}
 969
 968   />
 969 }
```

At the bottom, there are buttons for 'Show progress in toolbar' (with a checkbox), 'Description' (with a text input field), and a large blue 'Commit to progress-reporting' button.

Diff => allows us to see what are the **differences** between two text files in terms of **additions** and **insertions**.

(in GitHub the output of the diff command is rendered visually, thus making it easier to see what's changed)



Markdown

(Be ready to say ‘Goodbye’ to MS Word)

- as easy as:
 - write: ****a very important concept****
 - render as: **a very important concept**
- a document formatting language
- similarly to markup, allows for separation between **source** and **output(s)**
- used in a wide variety of contexts:
 - academic writing
 - software/code documentation
 - generation of websites

Practical Session 2

- install **Git** on your machine (start from [here](#))
 - open terminal and type `git`
- open a **GitHub account** (if you don't have one)
- download, install & configure **GitHub desktop**
 - the [Programming Historian](#) has a very nice guide on this
- (on GitHub) fork the course repository
 - https://github.com/mromanello/DigiClass_UniRostock2017
- install **Atom + markdown plugin** (e.g. “markdown-preview-enhanced”)
- clone (make a local copy) of your forked repository
- in Atom edit `student_expectations.md` and `student_motivations.md` adding one (or more) bullet points about your expectations/motivations
- commit and push to your forked repository
- create a pull request **from** your repo **to** the course repo