Embedding Digital Humanities in a Classics Master Programme

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OVERVIEW

Semester 1: Digital Humanities 1 (12 sessions, 24 h)  |  Semester 2: Collaborative Project (6 sessions, 12 h)
Semester 3: Digital Humanities 2 (12 sessions, 24 h)  |  Semester 4: Personal Projects (6 sessions, 12 h)

S1 & S3 CLASSES
• Readings: tutorials, theory, history
• Bibliography management: Zotero, Zotero group, citation styles
• Project analysis: Greek and Latin online libraries
• Linked Ancient World Data: spatial data, prosopography
• Scholarly editing
• Introduction to textual analysis: statistics, graphical representation, corpus exploration (Greek TLG and Latin PHI indexes, Demoethenes and Cicero)
• Computer-assisted pastiches, imitating features statistically identified in the original texts

Digital literacy elements (character encoding, naming, plain text, Unix commands, versioning, shared folders and files, etc.) are gradually integrated as students practice editing and analysis:
• Recreate traditional scholarly editing in Markdown, HTML, TEI XML (S1)
• Discover computer-assisted analytical and visualisation methods with the Voyant Tools software environment, then work in a literate programming framework implemented in R Markdown: corpus preparation, frequencies, correlations, word clouds, clustering, word distribution, topic modelling (S3)

S2 & S4 PROJECTS
• Collaborative Projects: encode and analyse place names in a Late Latin poem on the Pelagios Project platform, Recogito; prototype an online edition/exhibition of passages selected in the Odyssey, with the students of another MA specialised in Web design
• Personal Projects: corpus and text analysis for the final research mémoires

PRINCIPLES
• Avoid the lecture and the demo mode
• Favour active participation, learning-by-doing and flipped classroom teaching: links, not slides
• Understand resources: formats, rights, affordances
• Insist on the critical, reflexive dimension of digital procedures
• Promote data re-use and free resources like Pandoc, Framapad tools, Atom editor, Open Refine, RStudio, The Programming Historian, TEI by Example, TEI Critical Edition Toolbox, Omeka
• Develop an open publication culture through the blog maintained by the students (Wordpress on the Hypotheses.org platform) and a shared Zotero group library
• Create an awareness of the surrounding communities: Digital Classics, Digital Humanities
• Foster collaboration between the students and with other projects or programmes: the Pelagios Commons project on the annotation of place names, the Sunoikisis Digital Classics network in its effort to collectively define a core syllabus