Record Nr. UNINA9910136934103321 Digital classics outside the echo-chamber: teaching, knowledge Titolo exchange & public engagement / / edited by Gabriel Bodard and Matteo Romanello London:,: Ubiquity Press,, 2016 Pubbl/distr/stampa **ISBN** 1-909188-46-8 Descrizione fisica 1 online resource (xii, 221 pages): b illustrations (chiefly colour); digital. PDF file(s) 480.071 Disciplina Soggetti Classical philology - Study and teaching Civilization, Classical - Study and teaching Lingua di pubblicazione Inglese **Formato** Materiale a stampa Livello bibliografico Monografia Nota di bibliografia Includes bibliographical references. Nota di contenuto Section 1. Teaching -- chapter 1. Learning by doing: learning to implement the TEI guidelines through digital classics publication -chapter 2. Open education and open educational resources for the teaching of classics in the UK --chapter 3. Epigraphers and encoders: strategies for teaching and learning digital epigraphy --chapter 4. An open tutorial for beginning ancient Greek --chapter 5. The ancient Greek dependency Treebank: linguistic annotation in a teaching environment -- Section 2. Knowledge exchange -- chapter 6. Of features and models: a reflexive account of interdisciplinarity across image processing, papyrology, and trauma surgery --chapter 7. Cultural heritage destruction: experiments with parchment and multispectral imaging -- Chapter 8. Transparent, multivocal, crossdisciplinary: the use of linked open data and a community developed RDF ontology to document and enrich 3D visualisation for cultural heritage -- Section 3. Public engagement -- chapter 9. The Perseids platform: scholarship for all! --chapter 10. Engaging Greek: ancient lives --chapter 11. Ancient inscriptions between citizens and scholars:

the double soul of the EAGLE project.

Sommario/riassunto

This volume, edited by the organizers of the "Digital Classicist" seminars series, presents research in classical studies, digital classics and digital humanities, bringing together scholarship that addresses

the impact of the study of classical antiquity through computational methods on audiences such as scientists, heritage professionals, students and the general public. Within this context, chapters tackle particular aspects, from epigraphy, papyrology and manuscripts, via Greek language, linguistics and literature, to imaging and modelling of artefacts, architecture, and technologies and methods in digital classics research. The book is aimed for scholars in the various fields of history, classical studies, digital humanities and archaeology. It will also be of interest to researchers in library and information sciences, informatics and pedagogy.