# Digital epigraphy and Twitter: a proposal of public History for master students

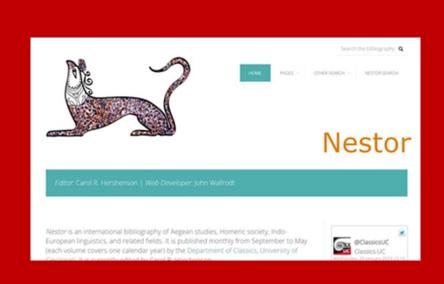
### Introduction

In this poster, I will present the improvements of the Project with the master students of the subject. The Bronze Age in the Mediterranean: Minoans and Mycenaeans, which is included in the interuniversity Master of Ancient History and Sciences of the Antiquity, held in the Autonoma and Complutense Universities (Madrid, Spain). The student's profile comes from Spain and other Latin American countries. Most of them are planning to do a PhD in the following year. In this subject, they come from the specialization of Ancient Greece and Mediterranean studies. As a teacher, it is important to provide students with skills enough to develop their professional future as researchers. Thus, managing Digital humanities tools such as digital epigraphy databases, management in social networks, and, more generally, the ability to develop research for the general public is key to the future of the research.

### The purpose

Master students need to develop different tasks related to the four points of the research work (documentation, discussion, paper publication, public History) in connection with the subject of the bronze aegean. They must read articles, participate in debates, and work with a linear B Tablet. Finally, they have to create a thread on Twitter explaining their Tablet, properly citing and linking to official accounts of digital humanities







# The twitter/ X challenge

The final product is a service-learning Project based on public History using Twitter. The idea is to produce a thread in an accessible language for the general public. It must include consistent ideas supported by data, citations, and visual accompaniment, all in an accessible language. The students have to reply to comments as well. The Knowledge produced in the University, instead of remaining available to a minority, is open and accessible. Thus, students can use their personal accounts or the official one (Historia Antigua desde la Universidad @visiantigua) to promote themselves as future researchers. Twitter is open (no need for friendship suggestions and acceptance), based on text, promotes a thread structure ideal for the Project, and is quite aggressive. Students experience real life in academia.

However, Twitter/ X has been on the verge of expiring since last year. This uncertainty has affected the Project. In conclusion, it would be challenging to enlarge to other social networks such as TikTok or Instagram. This is a desire for the future.





## The digital epigraphy

In this period, the tablets of Linear B are essential to understanding the dynamics of the society. Nevertheless, the students' previous knowledge is scarce in epigraphical resources. Thus, digital tools for this period, the DAMOS database of Oslo, based on digital epigraphy and NESTOR for bibliographical resources permit students to access recent publications. During the academic year 2022-2022, the Project started and finished with some difficulties. For this year a new training has been implemented. Students received a hands-on session of digital Epigraphy, performed by Cristina de la Escosura and Elena Duce. This session included exercises for practicing and solving all the questions related to the interface of a digital epigraphy database from the point of view of a user.

# Students resources to explain details of linear B tablets in







Popular culture characters



Images of modern artcrafts

# Their own diagrams

# Results

This academic year, the number of students has doubled. The previous work in the official account has served as inspiration material, same happens between students. This year, threads are higher in quality, using epigraphic resources, thanks to the training. Students provide feedback to each other. However, I still detect difficulties, especially with citing Museum accounts or providing a bibliography. The students' feedback has been very positive, and I hope to continue with the Project in future academic years.



