

ENCODE BRIDGING THE <GAP> IN ANCIENT WRITING CULTURES ENHANCE COMPETENCES IN THE DIGITAL ERA

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**ENCODE** is an Erasmus+ funded project (September 2020 - August 2023), with the aim of enhancing digital competences in the study of ancient writing cultures

### Target groups

- Graduate students in Ancient History, Archaeology, Classics, Cultural Heritage, Digital Humanities
- Academics in these disciplines

## Objectives and methodology of the project

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Course Custom Menu	
	1.3 The digital epigraphic workshop 🛛
Introduction	1.3.1 Editing
	What is a digital critical edition? What do we mean with markup?
Unit I - Digital Greek and Latin Epigraphy	A digital critical edition is not just a reproduction of a printed critical edition but, to quote Patrick Sahle, «a digital edition cannot be given in print without significant loss of
1.1 Why Digital Epigraphy?	content and functionality» (Sahle 2016). It means that it should exploit the opportunities of the digital environment to provide a surplus of information and/or functionalities, like for example new possibility of flexible indexing when working on a corpus, or adding dynamic information about different possible interpretations of the written object itself (on the topic, see also Unit 2 Digital Papyrology, Chapter 2.4 (appendix) Digital Critical Editions).
<ul> <li>I.2 From user to maker</li> <li>I.3 The digital epigraphic workshop</li> </ul>	Digital critical editions usually make the most of descriptive or semantic Markup. Descriptive Markup (also called 'encoding' or 'annotation') is a way to make explicit for the computer what is implicit for a reader: it is a way to tell the computer what we think a thing represents (in a written document or in our understanding of metadata). It is
<ul><li>1.3.1 Editing</li><li>1.3.2 Structuring data</li></ul>	different from 'renditional' markup which mainly represents a layout but not the meaning associated with it. In order to make this more clear we can look at the following example:
<ul><li>1.3.3 Contextualising</li><li>1.3.4 Disseminating</li></ul>	
1.4 AI and ancient inscriptions	YOU ARE NOT WHAT YOU DWN.
Unit II - Digital Papyrology	
Unit III - Multilingual-Multicultural Digital Infrastructures	
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## **ENCODE:** Creating training material for the study of ancient writing cultures & digital epigraphy

• Stakeholders in the fields of cultural heritage curation, digital collections of artefacts and texts, and digital publishing

1) Promote collaborative, participatory and intercultural digital approaches to ancient written heritage through new professional profiles and focused training of skilled graduates 2) Strengthen the cooperation between higher education and cultural heritage institutions, supplying materials for teaching and self-training to academics and providing stakeholders with support services 3) Meet learning needs of graduates in the field of highly specialized digital skills, applied to the study of writing cultures in old European, Asian and African languages through innovative teaching modules

**KU LEUVEN** 



## **OUTCOMES & RESULTS**

- Reports on digital competences, learning outcomes and best practices in teaching and learning, considering relevant European frameworks such as DigiComp 2.1 and CALOHEE
- **Platform** for alumni community and stakeholders/employers to connect, using the GoTriple/MEOH TBS (Trust Building System)



Teaching modules (basic and advanced level) are a set of multimedia methodological and practical tools for the digital training in the field of ancient writing cultures, collected in a searchable database



- Guidelines for promoting teachers' awareness and knowledge on digital tools, the transfer and communication of this knowledge to graduate students, teachers' digital self-training and engagement
- MOOC or online course with introductions for teaching academic staff (on Digital Epigraphy, Papyrology, Multilingual & Multicultural Digital Infrastructures and Linked Open Data), using #dariahTeach, the platform for Open Educational Resources For The Digital Arts & Humanities. One course unit will focus on digital epigraphy, from user to maker and how to create a digital epigraphic workshop.











# *EPIGRAPHY*

## https://site.unibo.it/encode/en

