

Celtic Divine Names in Latin Inscriptions of the Military Zone in Germania Superior on the Left Bank of the River Rhine.

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The Project

This project is part of the F.E.R.C.AN. (FONTES EPIGRAPHICI RELIGIONVM CELTICARVM ANTIQVARVM) endeavour of the Austrian Academy of Sciences (ÖAW). It is a continuation of “Celtic Divine Names in the Inscriptions of the Roman Province Germania Inferior A Case Study on Religion in the Context of Cultural Contacts and Cultural Transfer”, which had conducted similar research in the whole of Germania Inferior. The project’s objective is the comprehensive collection, evaluation and re-edition of epigraphic monuments with Celtic divine names in the military zone of Germania Superior on the right and left bank of the Rhine.

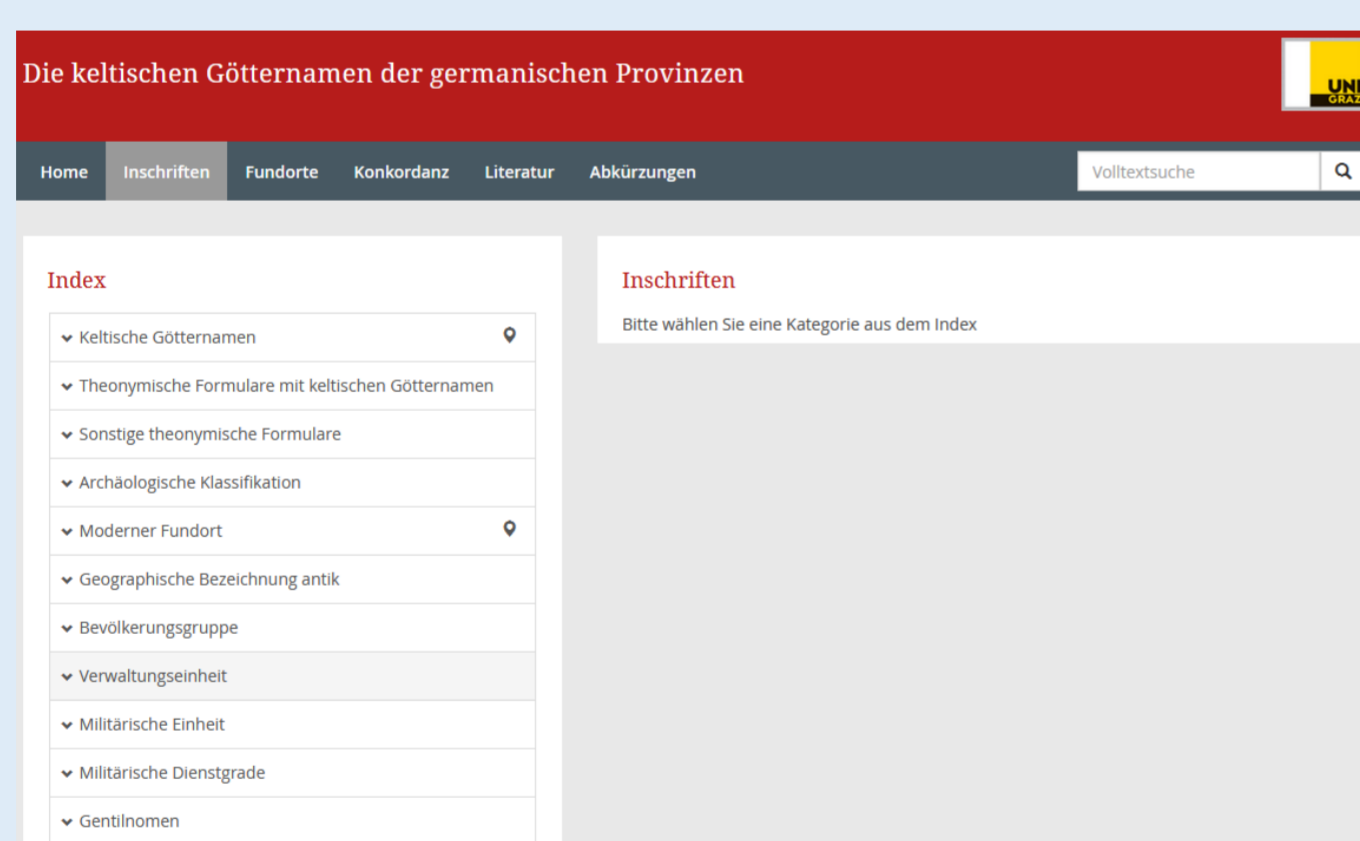
The Method

The evaluation of the available sources is carried out in a comprehensive interdisciplinary manner. This includes information about material, dating, place of discovery, scholarly literature, a description of the whole object containing the inscription, iconological aspects and explanation of special aspects of the inscriptions.

The Digital-Edition on GAMS

The digital inscription edition is made available in **GAMS** (Geisteswissenschaftliches Asset Management System – Humanities’ Asset Management System) of the **ZIM** (Zentrum für Informationsmodellierung – Centre for Information Modelling) at the University of Graz. GAMS is a trusted digital repository for the publication of research data from all disciplines of the humanities and follows the FAIR data principles: data should be “Findable, Accessible, Interoperable, and Re-usable”. All research data objects are published in a persistently citable manner.

In the digital Edition “Die keltischen Götternamen der germanischen Provinzen” (<https://gams.uni-graz.at/fercan>) we provide the user with detailed index search options, enabling specific searches within our inscription material.



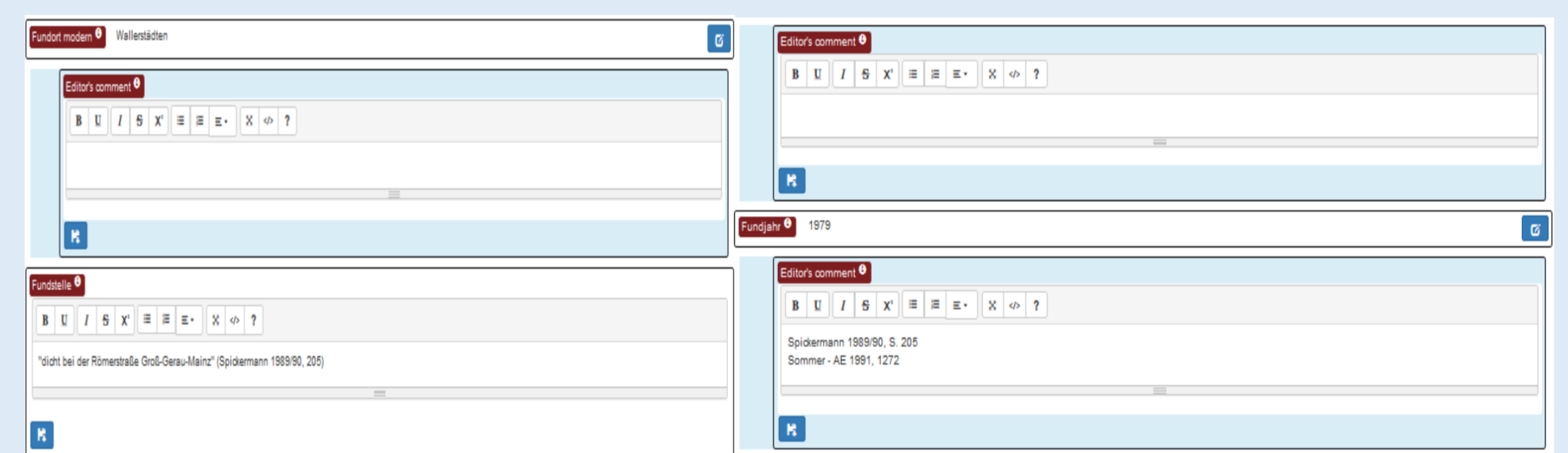
The previous workflow of the digital-Edition

The initial process for publishing the digital-Edition of the province of Germania Inferior entailed the creation of a single Word document for every entry (for the print edition) and consolidating all information into a single Excel document for the conversion to XML by our partners at **ZIM** and the following online publication on **GAMS**. This workflow was redundant, cumbersome and prone to errors especially with regard to required changes. For the follow up project the workflow had to be improved which led to collaboration with Christopher **Pollin** from the University of Graz start-up **DHCraft** (Digital Humanities Craft) and the adaption of the **PATRIMONIVM** editor to the specific needs of our project.

The PATRIMONIVM-Editor and the new workflow

The new workflow relies on re-using and adapting the **PATRIMONIVM** editor, created by Alberto **Dalla Rosa** and Vincent **Razanajao** (<https://patrimonium.humanum.fr/atlas/editor/>). This editor is a modular, customisable and integrated web application for the management of epigraphic corpora, based on the eXist-db platform. It creates TEI XML on the basis of EpiDoc, allowing the data to be used in digital editions.

The editor streamlines the EpiDoc creation, reducing the redundancy as well as the potential for errors and offers user-friendly data input for editors. The interface is customisable and enables data input for publication as well as internal comments and documentation. Validation processes can already partly be implemented for some metadata fields at this point.

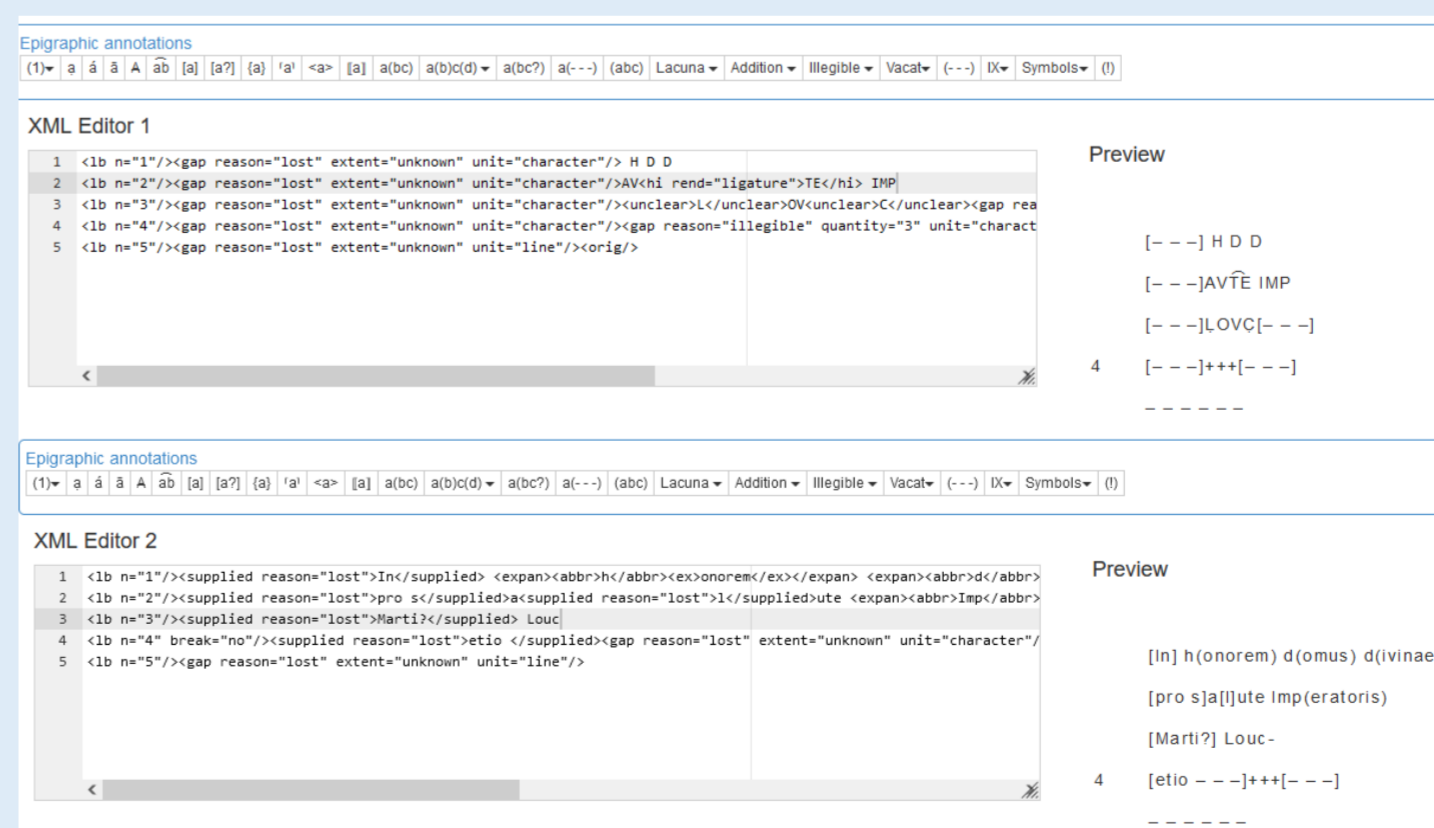


Interface of the Editor and the displayed text on GAMS.

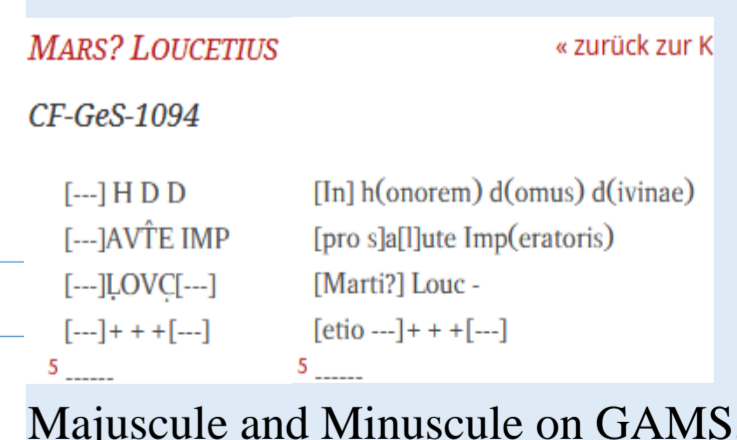
Fundort modern	Wallerstädten
Fundstelle	"dicht bei der Römerstraße Groß-Gerau-Mainz" (Spickermann 1989/90, 205)
Fundumstände	"beim Umpflügen einer Wiese und Bau einer Wasserleitung" (Spickermann 1989/90, 205)
Fundjahr	1979

The Recording of Inscriptions

Additionally, the new Text Converter of the editor allows us to easily import Majuscule- and Minusculetexts encoded in various standards, including the Leiden Conventions, by converting these non-EpiDoc texts into XML. The editor also enables us to encode inscriptions directly in XML by providing a toolbar for this purpose, as well as a text preview.



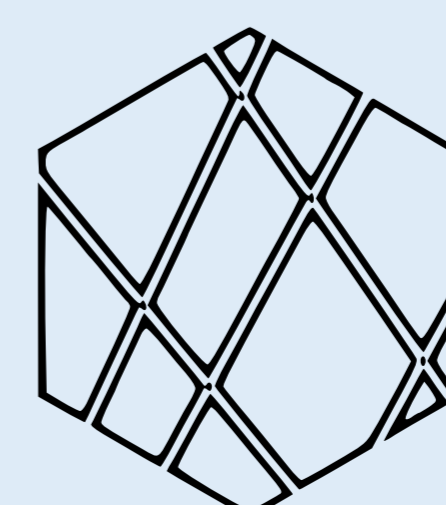
Majuscule and Minuscule in the XML-editor.



Majuscule and Minuscule on GAMS.

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