

GRAFF-IT DIGITAL ARCHIVE

The First Database on Medieval and Early Modern Graffiti in Italy





Antonello Vilella University of Chieti-Pescara - ERC Graff-IT antonello.vilella@unich.it

What is Graff-IT?

The five-year ERC Advanced Grant project Graff-IT "Writing on the Margins. Graffiti in Italy (7th - 16th centuries)", running from 2022, aims to develop a new interdisciplinary approach to the study of Medieval and early Modern graffiti in Italy. Here, thousands of monuments and natural caves preserve graffiti, which are mostly still undeciphered and/or have only been cursorily studied so far. Graff-IT wishes to be a pioneering experience in the investigation of this rich body of evidence by considering together and for the first time the many aspects making up graffiti: writings, images, languages, and materialities. Its ultimate goal is to prove the full dignity of graffiti as written sources and integrate them into the realm of Medieval and early Modern historiographical studies.



<u>Digitizing Italian Graffiti</u>

To achieve these purposes it is vital to create an online database, striving to become the resource to go for everyone interested in Medieval and early modern graffiti of Italy but also more in general. Graff-IT Digital Archive is currently under development by the IT company Net7 in strict collaboration with the project's team, using Muruca: a proprietary customizable framework designed by Net7 specifically for the needs of Digital Humanities. Graff-IT Digital Archive is expected to store about 4000 graffiti.



How Will It Work?

Each record will encompass material and textual aspects of potential interest to users, who will thus benefit from a rich array of indexes built thanks to the encoding of graffiti in EpiDoc: lemmas, prosopography, places, institutions, etc. Customizable and combinable search possibilities will also be feasible in the Graff-IT Digital Archive. Moreover, users will find hi-res images through the International offered Interoperability Framework (IIIF) to make them more easily enjoyable, and a clickable map which will show the distribution of graffiti on the Italian territory. Users will be able to apply progressive filters to the latter, such as chronology and text purpose, to make their own search. Lastly, implementations to the Graff-IT Digital Archive from outside the project will be warmly welcomed, as it aims to be an open and constantly evolving digital resource.











