

Modelling between digital and humanities *a project and its case studies*

Øyvind Eide (Universität Passau/Universität zu Köln)
@oeide

Arianna Ciula (Roehampton University)

Cristina Marras (Consiglio Nazionale delle Ricerche)

Patrick Sahle (Universität zu Köln)

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VolkswagenStiftung: "Original - isn't it?" New Options for
the Humanities and Cultural Studies

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Main project goals



- Understanding the role of models
 - models schematising the complex world
 - how to lie with models
 - unpacking the rhetoric of data models
 - supporting cultural literacy
- Understanding learning by doing
 - model based learning in the humanities
 - model interaction as a process of coming to know
- Digital humanities
 - linking the critical humanities traditions to the craft of computer interaction



Milestones and deliverables



- An interdisciplinary workshop in January 2017
 - input from colleagues across the disciplines
- A monograph
 - manuscript to be finalised by the end of the project
- Based on
 - our reading and thinking
 - the workshop
 - input from the communities
- A better understanding of modelling
 - in DH as well as beyond



Starting points



- Models as knowledge tools
 - making and negotiating meaning
 - creating and manipulating external representations
- Modelling in
 - digital humanities
 - informatics
 - natural sciences (philosophy of science)
 - humanities (link to abstraction?)
- Modelling and signification
 - the significance of models
 - cultural literacy



Thinking in practice



- Reasoning strategies
 - formal and informal
 - language, images, icons
- Research and teaching
 - learning by doing
 - the process of coming to know the unknown
- Models around us
 - metaphors becoming real
 - models we live by
 - from fashion to climate change
 - can there be computer war games modelling feminist values? (thanks to Jon Saklofske)



Modelling as practice-research



- Crafts of model manipulation
 - design, prototyping
 - engineering
 - computer science
 - digital humanities
- Living with models?
 - lumberjacks: a model of the tree falling?
 - “We need to talk”: a model of one's partner?
- Searching for the limits of the model concept
 - the model as a hammer



Case studies

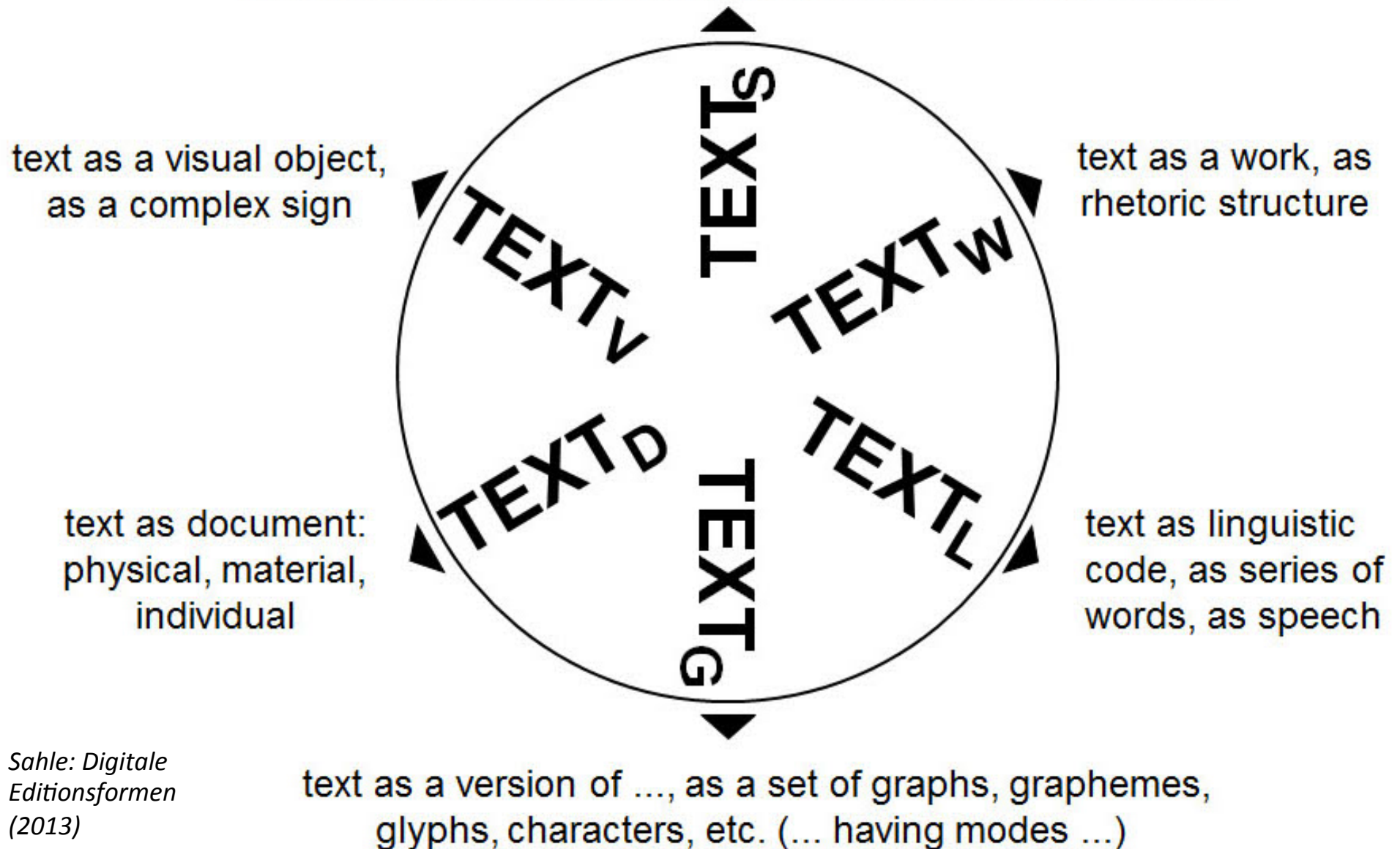


- Modelling textuality
 - Sahle’s text wheel
- Modelling events
 - narratology
 - history
 - archaeology
 - CIDOC-CRM
 - model of events as things to talk about → model for event detection etc.



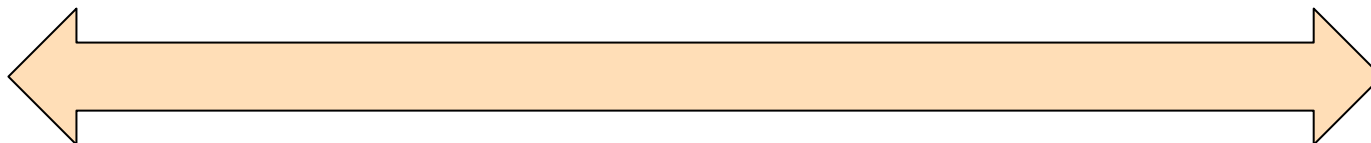
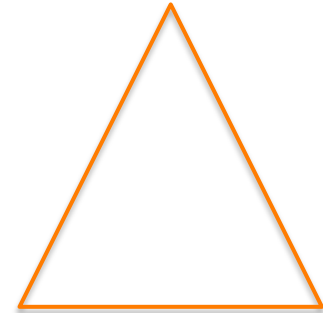
Text as Reproduction of Textual Objects

text as idea, intention, meaning, semantics, sense, content



More wheels?

- Towards an evidence base event wheel
 - can we organise event aspects this way?
- Metamodelling modelling
 - a wheel of modelling?
 - or a wheel of confusion?
- Would such wheels be
 - models of events and modelling, or
 - visualisations of such models?



What we want from you



- Early project days
 - first project meeting was 2 weeks ago
- We want input
 - comments
 - suggestions
 - critique of basic assumptions
 - offers to help
- Wheel, triangle, scale
 - how we divide the world
 - how we visualise our divisions



So, what do you think?



- Discussion right now
- Comments later today or the coming days

oeide@uni-koeln.de

@oeide

<http://modellingsdh.eu/> (will come alive soon)

Arianna Ciula <Arianna.Ciula@roehampton.ac.uk>

Cristina Marras <cristina.marras@cnr.it>

Patrick Sahle <sahle@uni-koeln.de>

