

## COURSE MATERIALS

The structure and a lot of the inspiration for the course is taken from:

*Digital Humanities: Eine Einführung*. Fotis Jannidis, Hubertus Kohle, Malte Rehbein (eds.). Stuttgart: J.B. Metzler, 2017

If you can read German, this book would be an excellent course textbook. The course has been developed to give an overview of some key principles, before moving on to practical methods which can be done for free to enhance the research you are doing now. It is designed to help you see if digital methods could be useful for your own research interests, and point you to further resources. All participants have the opportunity to contribute data and analysis to the course project:

<https://editions.mml.ox.ac.uk/topics/reformation-viz.shtml>. Unfortunately, it isn't possible to support individual projects. However, the techniques may well be applicable to your own research.

## ACTIVITY

Have a go at some programming – not with a view to becoming an expert, but simply to have had the experience of working with the kind of logic computers demand.

If you already have some programming experience, then take the opportunity to develop it further, or try something new.

<http://www.programmingbasics.org/en/beginner/gettingstarted.html> (Javascript – easy)

<http://miriamposner.com/classes/dh101f16/tutorials-guides/programming/lets-play-with-python/> (Python – medium)

<https://cran.r-project.org/doc/contrib/Torfs+Brauer-Short-R-Intro.pdf> (R – medium/hard)

If you have access to LinkedIn Learning, there are many courses to choose from.



@TAYOXFORD



EMMA.HUBER@BODLEIAN.OX.AC.UK



+44 1865 (2)78153