UNIVERSITÀ DEGLI STUDI DI PALERMO

DEPARTMENT	Culture e società
ACADEMIC YEAR	2021/2022
MASTER'S DEGREE (MSC)	CLASSIC STUDIES
SUBJECT	SPECIALIST COMPUTER SCIENCE LABORATORY
TYPE OF EDUCATIONAL ACTIVITY	F
AMBIT	21210-Abilità informatiche e telematiche
CODE	04209
SCIENTIFIC SECTOR(S)	
HEAD PROFESSOR(S)	RUSSO SALVATORE Professore a contratto Univ. di PALERMO
OTHER PROFESSOR(S)	
CREDITS	3
INDIVIDUAL STUDY (Hrs)	0
COURSE ACTIVITY (Hrs)	25
PROPAEDEUTICAL SUBJECTS	
MUTUALIZATION	
YEAR	1
TERM (SEMESTER)	2° semester
ATTENDANCE	Not mandatory
EVALUATION	Pass/Fail
TEACHER OFFICE HOURS	

PREREQUISITES	• ECDL (European Computer Driving Licence)-level IT skills, base level • Use of the main tools for word search on Latin and Greek textual corpora (TLG, PHI 5.3, Diogenes, Perseus) • Knowledge of the main tools of traditional bibliographic search in Classics (Année Philogique, printed or onilne version) • Basic knowledge of the main conventions of scholarly writing in Classics (citation and reference of ancient and scholarly literature, plagiarism awareness). Such knowledge is requested of these conventions, as it is expected from those who submitted either a final BA dissertation, or a paper at an undergraduate Humanities class.
LEARNING OUTCOMES	Knowledge and understanding: Recognize, behind Digital Classics tools and methods, the main principles of Digital Humanities. Ability to apply knowledge and understanding and problem solving abilities: Apply those tools and methods to research in Classics as well as in teaching and Cultural Heritage management. Critical awareness of knowledge issues: Develop well informed critical skills on the methods and theory behind Digital Classics tools. Evaluate those tools and use them with a deeper understanding and awareness. Communication skills: Express the key concepts of Digital Humanities with a correct and specific vocabulary also when communicating with a specialist audience. Disseminate those concepts to the poorly informed working environment of schools and Cultural Heritage management. Write essays on Classics based on the conventions of academic writing. Learning skills: Ability of keeping up-to-date in the fast-evolving scenario of Digital Humanities
ASSESSMENT METHODS	• "Theoretical" written exam with questions (paragraph or short essay) on the main concepts of Digital Humanities (50% of the final grade) • Computer lab practical exam: the students will use digital tools for classical research and academic writing (50% of the final grade) • Students who cannot attend the lessons (e.g. Erasmus students) may substitute those two exams with one oral exam • The final grade will be one of the following: ◦ "Ottimo": excellent understanding of Digital Classics (i.e. understanding of of the theoretical and methodological principles of Digital Humanities applied to Classics), excellent Digital Classics practical skills (i.e. ability to use the tools and methods of Digital Humanities applied to Classics to actual research questions and awareness of the theoretical and methodological issues behind those tools and methods) ◦ "Buono": good understanding and digital skills in Digital Classics, as defined above ◦ "Sufficiente": basic understanding and digital skills in Digital Classics, as defined above
EDUCATIONAL OBJECTIVES	• Recognize, behind Digital Classics tools and methods, the main principles of Digital Humanities • Apply those tools and methods to scholarly writing and to professional practice in teaching and Cultural Heritage
TEACHING METHODS	• Lectures with practical computer lab application • Computer lab student activities
SUGGESTED BIBLIOGRAPHY	1. F. Stella, Testi letterari e analisi digitale, Carocci 2018. 2. Dispense fornite a lezione e disponibili sul sito del corso (http://www.unipa.it/paolo.monella/labinformatica).

SYLLABUS

Hrs	Frontal teaching
3	•Course presentation •Digital Humanities: an overview •Algorithms (The Hour of Code)
3	•Modeling •Creating a minimal textual model: charsets •Text markup. HTML, SGML and XML •The Text Encoding Initiative (TEI) •EpiDoc

SYLLABUS

Hrs	Frontal teaching
3	•Greek and Latin textual corpora •Tokenization •Frequency lists, indexes, concordances •Distant reading
3	• Lemmatization. String matching search vs. lemmatized search. Boolean search • Computational linguistics (Lemmatization, PoS Tagging and Treebanking)
4	•Bibliographical search: bibliography repertories, OPACs, downloading secondary literature •Academic writing: advanced computer assisted writing functions (headings, footnotes, cross-references) •Academic writing: citing primary sources and bibliography; the Harvard Style for citations
3	• Digital methods in history, cultural heritage, archeology
3	• Digital philology

Hrs	Practice
3	•Practice for the exams