Introduction: The CHS Workshop on Technology and the Classics

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Each issue of Classics@ is meant to be not static but dynamic, continuing to evolve with interaction from its readers as participants. New issues will appear when the editors think there is good material to offer. Often it will emphasize work done in and through the Center for Hellenic Studies, but it will also call attention to fresh and interesting work presented elsewhere on the web. It stresses the importance of research-in-progress, encouraging collegial debate (while discouraging polemics for the sake of polemics) as well as the timely sharing of important new information.

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Introduction: The CHS Workshop on Technology and the Classics

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Introduction

The first ever CHS Summer Workshop on Technology took place at the Center in Washington DC from June 23 through June 29, 2003. The papers published in this edition of Classics@ directly resulted from that workshop and represent some of what was discussed among the participants. Here we would like to recapitulate briefly the ideas behind the effort.

Purposes

This workshop was designed to bring together a group of scholars interested in the possibilities afforded by the electronic manipulation of texts, and particularly by current standards — XML, XSLT, and Unicode, to name a few — can help us create, analyze, connect, and share the materials with which we work. Among our group were some just beginning to work with these technologies, and others more experienced, and a few experts. Hence the group have activated important roles in defining the essential standard and implementing the basic technologies for the future.

The essential goal of the workshop was for all of us to take one or two steps forward from wherever we were in such work. More specifically, we hoped to increase the number of scholars working on such projects, which the Center for Hellenic Studies sees as an appropriate direction for our discipline. We hoped to raise the standard, already high, of this work. We hope to encourage collaborations among scholars, and innovation among teaching and project purposes. And we hope that such efforts will help secure our discipline among the new scholarship alongside of more traditional scholarship activity.

Goals

There were three primary goals for the workshop:

1. Teaching the basics of marking up texts using TEI-conformant XML to anyone who did not already know it; this will include helping them set up a working environment.
2. Learning from some early pioneers in classics and technology, who have valuable datasets that could become even more valuable if they could interact with other current projects.
3. Providing space for people at all stages of technological skill and experience to share ideas, make connections, and build an esprit de corps. In particular, we wanted to gather some advanced practitioners together for a week to (a) help with #1, (b) think about how best to do #2, and (c) push forward the state of the art for our discipline, if possible.

Beyond these primary goals, we also hoped that the workshop could serve the mission of the CHS in several ways. Broadly, to encourage projects that foster the Center’s mission to disseminate widely Hellenism, defined as broadly as possible. More specifically, to increase the number of professionals in the discipline who can contribute to the Center’s goals of wedding traditional scholars to new opportunities, a new communication channel, and a new audience; and to develop some shared knowledge in areas that lie between traditional and digital realms, that will otherwise continue to separate professionals.

Results

This edition of Classics@ does not by any means pretend to capture the full range of IT-related activities currently underway in Classics. Nonetheless, we argue that it provides a useful overview of the current status and potential of a range of projects that help us understand the future.

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