

## Lecture: 'Exploring models through programming'

**Data:** xoves, 21 febreiro, 2019 - 10:30 -  
12:00

**Lugar:** CITIUS Assembly  
Hall

**Poñente(s):** Øyvind Eide (University of  
Cologne)

**Idioma:** Inglés

**Streaming:** [Segue este evento en  
directo](#)



### About

Digital humanities (DH) is an area which is still in the process of being shaped. Not only are the borders of DH unclear, the core understanding of the nature of the thing is not fixed either. Is it a discipline, a set of methodologies, as field of praxis, an auxiliary discipline, none of those, or all of them?

In this talk the praxis of making computer systems will be explored, discussing how DH relate to both the humanities, specific humanities disciplines, and computer science. It will also be discussed how DH operates in the span between theory, praxis, and modelling.

### Bio

Øyvind Eide is a professor in Digital Humanities at the [University of Cologne](#). He holds a PhD in Digital Humanities from King's College London (2013). He has previously worked as a programmer and project manager with a focus on digital humanities and cultural heritage applications. He is the chair of The European Association for Digital Humanities (EADH) and also actively engaged in several other international organizations such as The tAlliance of Digital Humanities Organizations (ADHO), ICOM's International Committee for Documentation (CIDOC) and Cultural Literacy in Europe (CLE). He is engaged in theoretical studies of modeling in the humanities as well as beyond, with a focus on the expression of spatial information in various forms, especially the relationship between texts and maps as media of communication, and media modalities.