# COURSE DETAIL

| DIGITAL TOOLS FOR STUDYING THE ANCIENT WORLD |
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| **Country**<br>Denmark |
| **Host Institution**<br>University of Copenhagen |
| **Program(s)**<br>University of Copenhagen |
| **UCEAP Course Level**<br>Upper Division |
| **UCEAP Subject Area(s)**<br>History Computer Science Anthropology |
| **UCEAP Course Number**<br>117 |
| **UCEAP Course Suffix** |
| **UCEAP Official Title**<br>DIGITAL TOOLS FOR STUDYING THE ANCIENT WORLD |
| **UCEAP Transcript Title**<br>DIGITAL TOOLS |
| **UCEAP Quarter Units**<br>12.00 |
| **UCEAP Semester Units**<br>8.00 |

**Course Description**

This course offers a broad introduction and critical review of recent trends in the field of digital humanities, with particular attention paid to applications relevant for the study of premodern societies (history, archaeology, anthropology, theology, museum studies). The course is divided into four broad themes – text, image, place, and object – highlighting an extensive interdisciplinary range of evidence that both sits within students' fields of study and encourages them to create connections with parallel avenues of scholarship. Following these themes, the course introduces cutting edge tools, successful research projects, and recent scholarship that have leveraged digital advances to fundamentally reshape our understanding of the past. Simultaneously, it engages with more complex topics concerning the ethical and methodological implications of the “Digital Turn” in humanistic studies and its implication for more traditional modes of enquiry. As a whole, this course prepares students to both more substantively engage with digital methodologies and their potential for novel research in religious studies, broadly defined. The course provides hands-on experience developing fundamental skills in digital humanistic scholarship, developing a “Digital Toolbox” that allows students to both undertake digital scholarship in their own studies and to critically engage with ongoing trends and projects relevant to their own research. These tools include, but are not limited to, introductions to GIS, database development, 3D modeling, text encoding, large language models, network modeling, and semantic modeling. Special attention is paid to ongoing research at the University of Copenhagen, highlighting the fundamental skills and research objectives of the diverse research programs taking place throughout the university. The Faculty of Theology, in particular, hosts several compelling case studies for the development and implementation of digital humanities and offers a behind-the-scenes look at these methods in action.

**Language(s) of Instruction**
English

**Host Institution Course Number**
TTEANTVBAU

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| **Host Institution Course Title**<br>DIGITAL TOOLS FOR STUDYING THE ANCIENT WORLD |
| **Host Institution Course Details**<br>https://kurser.ku.dk/course/tteantvbau/2024-2025 |
| **Host Institution Campus** |
| **Host Institution Faculty**<br>Theology |
| **Host Institution Degree**<br>Bachelor |
| **Host Institution Department**<br>Theology |
| **Course Last Reviewed**<br>2024-2025 |

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