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Digital Research in the Study of Classical Antiquity

Edited by **Gabriel Bodard**, King's College, London, UK and **Simon Mahony**, University College London, UK

'A productive interdisciplinary collaboration among computer scientists, engineers, classicists, and other humanities researchers within an open community of scholars sharing complementary skills and interests ... Perusing the contents of this stimulating volume, a representative sampling of innovative projects that employ advanced digital technologies, one feels much as Da Gama must have felt gazing out across the vast, variegated landscape of a world as yet unexplored.' – John Bodel, Brown University, USA

'Where once scholars considered how to apply IT to the study of the ancient world, now we must consider how to place the study of the ancient world within "digital knowledge". This has required us to rethink the classifications, collaborations and alliances with which we have operated for so long, and to consider the new audiences (expert and inexpert) who will look at, and sometimes contribute to, our resources and scholarship. This volume reflects the achievements, the potential and the challenges of this situation. It brings together practitioners from a diverse range of specialisms within classics: epigraphy and papyrology, literary and linguistic study, archaeology, numismatics. Their contributions demonstrate progress in digitization, but beyond that, they explore the wider context (academic and technical) in which digital classics must now function.' – Elaine Matthews, University of Oxford, UK

This book explores the challenges and opportunities presented to Classical scholarship by digital practice and resources. Drawing on the expertise of a community of scholars who use innovative methods and technologies, it shows that traditionally rigorous scholarship is as central to digital research as it is to mainstream Classical Studies. This volume exemplifies the collaborative and interdisciplinary nature at the heart of Classical Studies.

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