

# Contents

<i>List of Figures and Tables</i>	vii
<i>Notes on Contributors</i>	ix
<i>Series Preface</i>	xv
<i>Acknowledgements</i>	xvii
<i>List of Abbreviations</i>	xix

Introduction	1
<i>Simon Mahony and Gabriel Bodard</i>	

## **PART I    ARCHAEOLOGY AND GEOGRAPHY**

1	Silchester Roman Town: Developing Virtual Research Practice 1997–2008	15
	<i>Michael G. Fulford, Emma J. O’Riordan, Amanda Clarke and Michael Rains</i>	
2	Diversity and Reuse of Digital Resources for Ancient Mediterranean Material Culture	35
	<i>Sebastian Heath</i>	
3	Space as an Artefact: A Perspective on ‘Neogeography’ from the Digital Humanities	53
	<i>Stuart Dunn</i>	

## **PART II    TEXT AND LANGUAGE**

4	Contextual Epigraphy and XML: Digital Publication and its Application to the Study of Inscribed Funerary Monuments	73
	<i>Charlotte Tupman</i>	

5	A Virtual Research Environment for the Study of Documents and Manuscripts <i>Alan K. Bowman, Charles V. Crowther, Ruth Kirkham and John Pybus</i>	87
6	One Era's Nonsense, Another's Norm: Diachronic Study of Greek and the Computer <i>Notis Toufexis</i>	105
<b>PART III INFRASTRUCTURE AND DISCIPLINARY ISSUES</b>		
7	Digital Infrastructure and the Homer Multitext Project <i>Neel Smith</i>	121
8	<i>Ktêma es aiei</i> : Digital Permanence from an Ancient Perspective <i>Hugh A. Cayless</i>	139
9	Creating a Generative Learning Object (GLO): Working in an 'Ill-Structured' Environment and Getting Students to Think <i>Eleanor O'Kell, Dejan Ljubojevic and Cary MacMahon</i>	151
10	The Digital Classicist: Disciplinary Focus and Interdisciplinary Vision <i>Melissa Terras</i>	171
	<i>Bibliography</i>	191
	<i>Index</i>	207