Bayeux Tapestry (XIth c.), scene XXXIII, *Centre Guillaume-le-Conquérant*, Bayeux.

CALL FOR PAPERS
IIND IRCVM
INTERNATIONAL CONGRESS

DIGITIZING THE
MIDDLE AGES

BARCELONA
5th-7th OCTOBER 2021

IRCVM, the Research Institute for Medieval Cultures of the University of Barcelona, organises its second congress entitled ***Digitizing the Middle Ages***. This congress will be held at the faculties of Philology and Geography & History of the University of Barcelona from 5th to 7th October 2021. The congress will be structured in five sessions:

SESSION 1: From *Spatial Turn* to *Deep Mapping*: the value of territorialisation

SESSION 2: The challenge of third dimension: research and research dissemination

SESSION 3: From document to *Data Mining*: data management and research

SESSION 4: Gamification as a research dissemination and learning tool

SESSION 5: Social networks in research, research dissemination and teaching

Researchers wishing to contribute with a paper can send their proposal (maximum 1,000 characters) to congres.ircvm@ub.edu until **28th February 2021** indicating the session concerned. A selection of communications will be published in a peer-reviewed volume.

All correspondence concerning the congress should be addressed to congres.ircvm@ub.edu

DIGITIZING THE MIDDLE AGES

Digital tools have become essential for research in humanities: databases, digitization, historical mapping with georeferencing systems (GIS) or virtual recreation of spaces are just a few examples of the wide range of possibilities now available to our research. This scenario exponentially multiplies the possibilities of research, transfer and dissemination; however, from a humanistic perspective, it also requires epistemological reflection. The purpose of the *II IRCVM International Congress* is precisely to be a space for debate on the opportunities but also on the risks and challenges posed by digital humanities when applied to the study of medieval world. Perfecting technological tools for the conservation of historical heritage only makes sense if these tools can help us understand the value of this legacy and, in addition, look at our present with a critical eye.

SESSION 1: From *Spatial Turn* to *Deep Mapping*: the value of territorialisation

The so-called *Spatial Turn* has awakened interest in territory and landscape, conceived as the physical and dynamic basis on which historical events occur. The availability of digital cartography and its ability to integrate complexity has become a useful tool to medievalists. On the other hand, the generalization of GIS tools and the new techniques of three-dimensional and algorithmic analysis have led to some results that go beyond the simple cartographic representation, turning territory into a real source for historical research.

SESSION 2: The challenge of third dimension: research and research dissemination

The emergence of tools that make possible a 3D representation of historical and archaeological artifacts and structures has been a turning point in historical research, not only as an asset in disseminating research results, but also as a research tool themselves. The new and wide availability of software that makes possible the creation of three-dimensional objects, as well as the emergence of increasingly accurate 3D printers make the third dimension a necessary challenge for research on the medieval world.

SESSION 3: From document to *Data Mining*: data management and research

Traditionally, historical research had been limited to a set of written documents in accordance with the work capacity of each researcher. Today this is not so anymore, as the automated techniques of text reading and the powerful labeling systems linked to data science have overcome the traditional setting. Through data mining, we are nowadays able to analyze huge volumes of information and extract results that traditional research would never have imagined.

SESSION 4: Gamification as a research dissemination and learning tool

Playing has always been a great way to learn, from children playing symbolic game to adults with board games, jigsaws or solitaire. Digital tools give us the opportunity to develop more complex games where we can simulate situations in the present, recreate realities of the past or invent those of the future. Since medieval topics have a great appeal to all types of audiences, we have a great opportunity to turn games into a teaching tool and into a dissemination tool of infinite possibilities.

SESSION 5: Social networks in research, research dissemination and teaching

Social networks are a powerful tool to publicize our activities, both individual and collective. What is published on social networks is at the same time ephemeral and volatile while also leaving an indelible print. Being absent from networks can make people and projects invisible, while over-presence ends up tiring the audience. Not any network is going to fulfill the publisher's expectations: you need to choose the networks that will reach the targeted audience. Good network management is key to disseminating our research.

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Prices

Inscription fee: 90 euros

Students, unemployed and retirees: 45 euros

Members of the IRCVM and ARDIT: 20 euros