Venice Summer School on Digital and Public Humanities

Organized by Department of Humanities, Venice Centre for Digital and Public Humanities
Ca’ Foscari University of Venice
held in Venice from 6 to 10 July 2020

The Summer School offers advanced and in-depth training to students and scholars in theories, technologies and methods applied to historical monuments, materials, documents and artefacts in the interdisciplinary field of Digital and Public Humanities, focusing on cultural, historical, literary, archeological and artistic materials. The school will give the participants the opportunity to engage in debates about digital cultural heritage and humanities research while enhancing their competences and skills of digitizing materials and sources and for modeling, analyzing and visualizing multimedia humanities data.

Participants would choose one of our four parallel workshop strands throughout the week; details of the programme will be added as soon as they become available.

Strand #1: Digital Textual Scholarship focusing on methods and technologies for the digitization, edition and analysis of historical inscriptions, documents and literary texts

Strand #2: Digital and Public Art History focusing on the application of digital techniques and a ‘public’ approach to the development and presentation of historical research. It will include an analysis of the issues related to the research with the public and the dissemination beyond the classroom, of the digital tools used for the study of the past, and of the new role played by digital and public historians inside and outside the academia.

Strand #3: Digital and Public History focusing on technological development and its cultural implications that occurred in the arts sector, both in artistic production and in its art historical restitution. The theoretical debate on technological change, digital nativity and virtual realms, as well as practical tools for digital art historians shall be explored in lectures, labs and on site visits at Venetian art institutions.

Strand #4: Digital Archaeology and its public focusing on quantitative methods and digital approaches to the archaeological domain.

Application and Scholarship

How to apply
Your application must contain:
- MA Diploma, Laurea Magistrale or equivalent degree in any field
- Reason of Interest as demonstrated by a short description (max 100 words) of an approved or ongoing research project involving Digital and Public Humanities (DPH) methodologies;
- CV Experiences, skills and knowledge in the field

Fees
Standard Rate €300,00
What is included?
The five-day workshop
Keynote and additional lectures
Lunch

Scholarship
14 grants
€ 600,00 each

Other information
Before you register, you will need to know:
Which one of the workshop strands you want to attend for the week
Whether you want to book accommodation with Ca’ Foscari Housing office (if still available)
That you can bring a suitable laptop if your workshop requires one required

Important dates:

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<td>Call for applicants</td>
<td>20.01.2020</td>
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<td>Deadline for application</td>
<td>28.02.2020</td>
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<td>Results and Scholarships ranking</td>
<td>20.03.2020</td>
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<td>Deadlines acceptance</td>
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For further information, write to didattica.dsu@unive.it