Contents

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

Introduction 1
Simon Mahony and Gabriel Bodard

PART I  ARCHAEOLOGY AND GEOGRAPHY

1  Silchester Roman Town: Developing Virtual Research Practice 1997–2008 15
Michael G. Fulford, Emma J. O’Riordan, Amanda Clarke and Michael Rains

2  Diversity and Reuse of Digital Resources for Ancient Mediterranean Material Culture 35
Sebastian Heath

3  Space as an Artefact: A Perspective on ‘Neogeography’ from the Digital Humanities 53
Stuart Dunn

PART II  TEXT AND LANGUAGE

4  Contextual Epigraphy and XML: Digital Publication and its Application to the Study of Inscribed Funerary Monuments 73
Charlotte Tupman
5 A Virtual Research Environment for the Study of Documents and Manuscripts
  Alan K. Bowman, Charles V. Crowther, Ruth Kirkham and John Pybus

6 One Era’s Nonsense, Another’s Norm: Diachronic Study of Greek and the Computer
  Notis Toufexis

PART III INFRASTRUCTURE AND DISCIPLINARY ISSUES

7 Digital Infrastructure and the Homer Multitext Project
  Neel Smith

8 Ktêma es aiei: Digital Permanence from an Ancient Perspective
  Hugh A. Cayless

9 Creating a Generative Learning Object (GLO): Working in an ‘Ill-Structured’ Environment and Getting Students to Think
  Eleanor O’Kell, Dejan Ljubojevic and Cary MacMahon

10 The Digital Classicist: Disciplinary Focus and Interdisciplinary Vision
  Melissa Terras

Bibliography

Index