

# Modelling Between Digital and Humanities Thinking in Practice

## Context

- Modelling in Digital Humanities (critical/practical)
- Modelling in other disciplines
- Research and learning strategies (learning by doing)

## Argument

Modelling as creative process of thinking/reasoning

Make and manipulate meaning through external representations



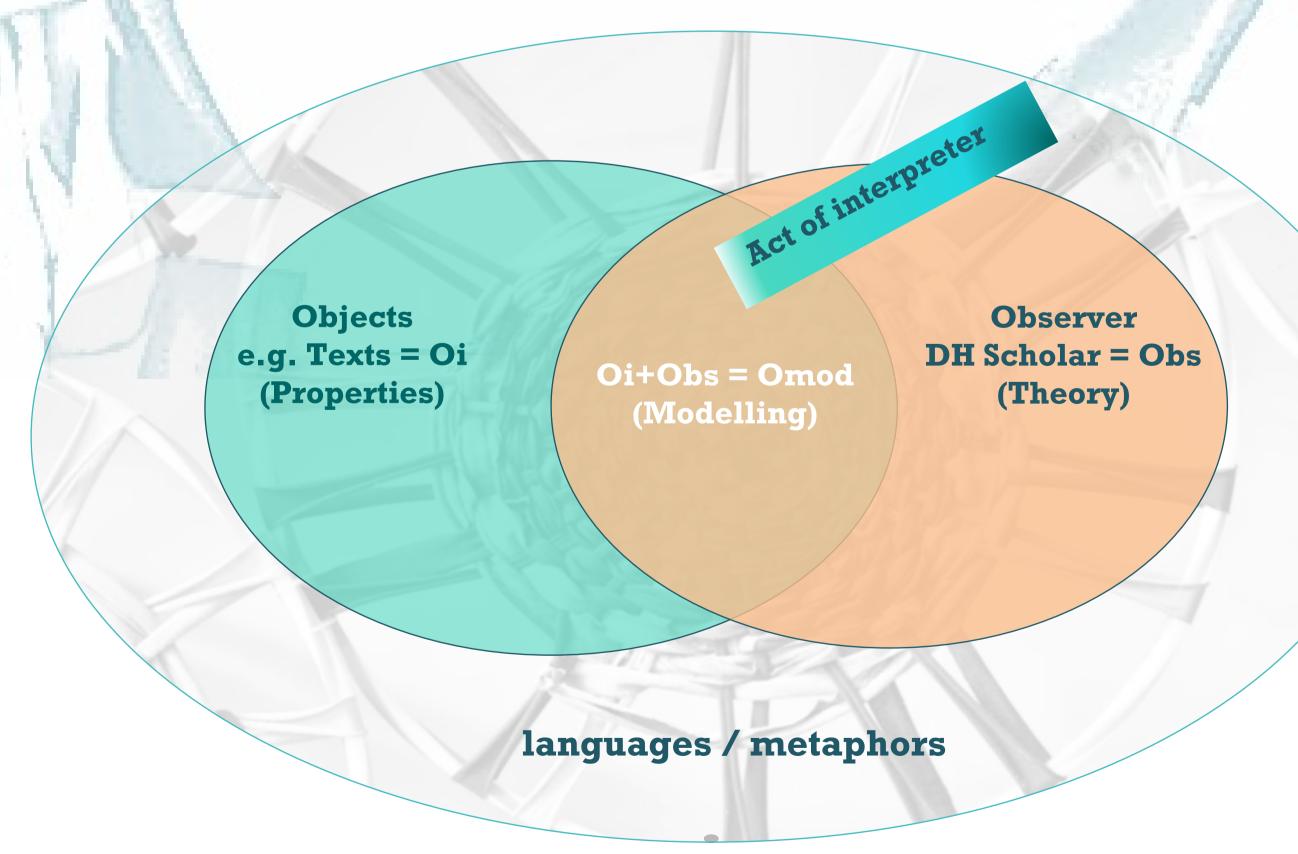
Modelling as research strategy



## Hypothesis

Pragmatic metaphorical model

- Non dualistic perspective (de-dychotomisation)
- Act of interpretation (translatio)
- Context sensitive (non-positivistic, language in use)
- Metaphorical (creative, relational, dynamic)



#### Modelling as a process of signification

- Model of modelling to grasp relational aspects
- Role of models in society

#### **Project team**

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## Modelling in DH

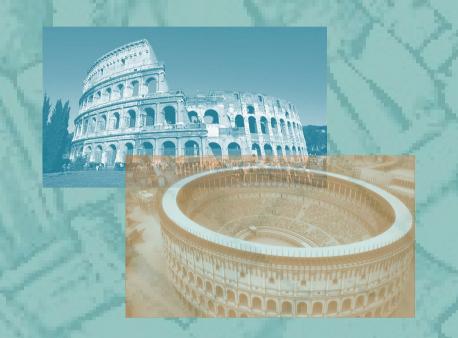
Empirical/ Taxonomic Analogical Computational Experimental thinking modelling Statistical methods reasoning reasoning Design methods Mathematical Influence on postulation/proof Modelling Concepts

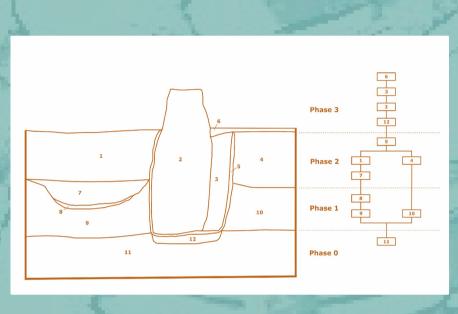
## **Digital Humanities**

Semiotic Types

Image-like models Structural models

Metaphorical models

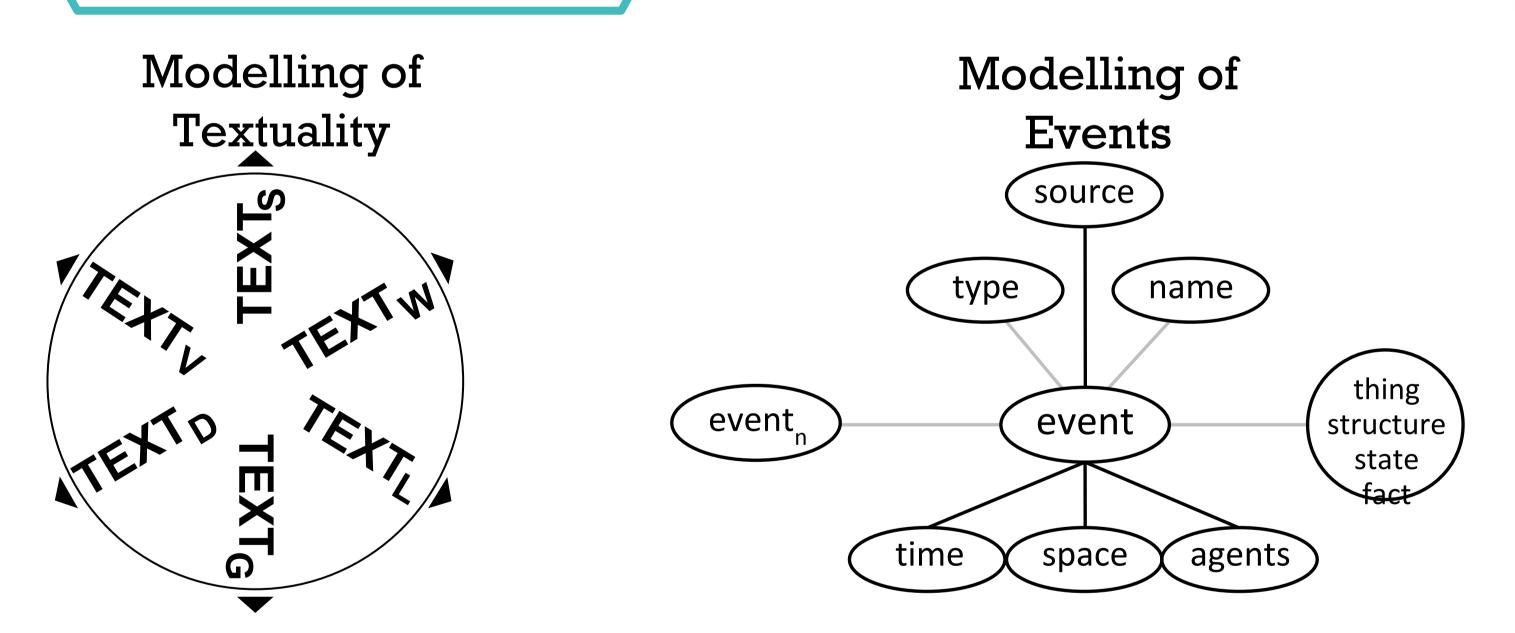






## Interdisciplinary workshop

### Case studies



#### Modelling the relation of text and event

event	text (model)	event	event (model)	text
communication intention	→ text <sub>s</sub>	interpreting	event:  name/type/	event
speech act	→ text <sub>L</sub> →	reading	time/space/agents	described as  data = text
document creation	→ text <sub>D</sub>	seeing	event.source	

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