

DIGITAL SKILLS HUB WORKSHOPS PROPOSAL ACADEMIC YEAR 2023-2024

During the Digital Skills Hub workshops, students will be introduced to various techniques that are useful to conduct or publish research. All the workshops are introductory workshops that function as the first interaction with these visual and digital tools; invited tutors with various expertise will lead 2\3-hour interactive workshops to help guide students through the possibilities of each medium and its uses.

Students can sign up for any workshops, but there is a limit of 18 students per workshop. It is important to be aware of the fact that the slots are limited and therefore valuable. We expect that signing up means attending the workshop.

Currently, with the setup of the Hub there is no possibility for one-on-one mentoring and supervision on projects beyond the workshop hours, but there are walk-in hours during which students can access the Digital Lab (PJ Veth 107).

During the walk-in hours students can work collectively in the Lab and request to borrow equipment.

We look forward to seeing you in the Digital Skills Hub in the upcoming semester!

PODCASTS

This workshop provides you with the tools to prepare, make and edit your very own academic podcast. We will first discuss what the essence of a podcast is as a medium in general and what an academic podcast is specifically. Then, the creative workflow of making a podcast will be explained in detail. Participants will then have to put this workflow into practice which includes making a small test recording in the studio! At the end of the workshop participants will also be provided with additional documentation and tools (such as the 'podcast planner') to make podcasts on their own after the workshop has ended.

Tutor: Thomas Vorisek

Starting as web-lecture teacher-assistant in 2012, Thomas Vorisek has since gained substantial experience with audio-visual techniques in education at University Leiden. Most notably is his work in producing educational content such as knowledge clips, interviews and fictional short films for the Leiden Teachers Academy. With a bachelor's degree in art history and master's degree in film and Photographic studies Thomas never takes an image or audio clip for granted. As of late, Thomas is moving more towards audio-oriented endeavors such as podcasts and recording high-quality voice-overs. Working at Royal Conservatoire The Hague between 2019-2021 has been instrumental to that. Thomas Vorisek is currently the video-coordinator of the Faculty of Humanities and part of the ECOLe (Expertise Centre Online Learning) support team.

Location: Digital Lab in P.J. Veth Building 1.07

Schedule:

25th September 9-12

25th October 13-16

1st December 9-12

19th February 9-12

3rd April 13-16

24th May 9-12

SOCIAL MEDIA DATA ANALYSIS

In this workshop students will learn how to collect, analyse, and visualise textual data collected from social media. First, students will get acquainted with various Application Programming Interface (API) services to collect data. Then we will look into the pre-processing steps needed prior to the analysis, as well as several most popular text analysis and visualization techniques. Finally, we will discuss both the benefits and limitations of relying on social media data compared to more traditional data and methods of research. During the workshop, participants will have the opportunity to get hands-on experience with analysing textual data collected from social media.

Tutor: Jelena Prokic

Jelena Prokic is an Assistant Professor at Leiden University Centre for Digital Humanities. After getting a PhD in computational linguistics from the University of Groningen, she has worked as a researcher at the University of Marburg and at the University of Munich. Her research is focused on development and application of quantitative approaches to less resourced language varieties and digital text analysis. She is dedicated to developing digital databases, tools and methods that would assist researchers in contributing to a theory of natural language and shed more light on language evolution, and eventually on human cognition, society and history. In her work she applies methods from natural language processing, machine learning, corpus linguistics and GIS.

Location: Digital Lab in P.J. Veth Building 1.07

Schedule:

13th October 10-13

15th March 10-13

SPEAK LOUDER THAN WORDS: FROM (SURVEY) DATA TO VISUALISATION

In this course, you will embark on a journey to explore the power of Tableau, one of the leading data visualization tools. Discover how to unleash the potential of your survey data by transforming it into captivating visual narratives that uncover valuable insights. From basic charts and graphs to interactive dashboards, you will learn how to create dynamic visualizations that effectively communicate survey findings in a clear and informative manner.

Through a series of hands-on exercises and real-world examples, you will develop a solid foundation in Tableau's features and functionalities. You will gain practical experience in utilizing Tableau to craft visually stunning representations of survey data, allowing you to present your findings with impact and clarity. Delve into color schemes, formatting options, and visualization best practices to create visuals that effectively convey complex information.

By the end of this course, you will possess the skills to leverage Tableau's capabilities to create compelling visual narratives that are relevant to your academic work. Whether you need to present research findings, analyze survey data, or visualize complex concepts, Tableau will become an invaluable tool for your academic pursuits. Join us in this immersive learning experience and unlock the potential of your survey data through the art of data visualization with Tableau.

Tutor: Aron van de Pol

Aron van de Pol is a Ph.D. student specializing in the combination of computer vision and Korean historical research. He completed his Bachelor's and Master's degrees in Korean Studies at Leiden University, as well as having followed the Digital Humanities minor. In his Ph.D. research, Aron explores the application of computer vision techniques, leveraging visual data (images) instead of pure text to conduct his research into colonial Korean printshops, Shaman art and OCR on Calligraphy. By using these methods, he aims to gain insights and contribute to a better understanding of Korea's history.

Location: Digital Lab in P.J. Veth Building 1.07

Schedule:

16th October 10-13

18th October 10-13

BE IN COMMAND:

Command Line Interface for Humanities Students

The command line is a simple but powerful text interface for the computer. Every major operating system (e.g., Windows, macOS, Linux) has its own command line interface, which allows a user to carry out any tasks the computer can perform. Knowledge of the command line is key to learning more complex concepts such as automated scripts and large-scale software development. In this workshop, we will fearlessly explore the many features of the command line, beginning with simple directory navigation and file manipulation utilities, and then progressing to regular expressions, bash scripts and other useful and time-saving techniques. No prior computing knowledge is required for this workshop.

Tutor: Chris Handy

Christopher Handy is a software engineer at Leiden University IFZ (Informatisering en Facilitaire Zaken). He has a PhD in Religious Studies with a focus on early Indian Buddhism, and many years of experience creating and teaching others to create custom research software for the humanities.

Location: Lipsius 1.26 PC

Schedule:

6th October 13-16

8th November 11-14

8th March 10-13

PYGRAMMER:

Write your first python program in 3 hours.

Python is a popular programming language in data science and digital humanities and is a powerful tool for developing custom scripts and software projects. Despite its reputation as a relatively easy to learn language, students new to the world of computer programming often find it difficult to know where to begin. In this workshop we will go over some of the main features of the language, including the concepts of variables, conditionals and loops, functions, and external modules. Participants will create a simple Python program that they can use as a starting point for exploring their digital research interests. No prior computing knowledge is required for this workshop.

Tutor: Chris Handy

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Location: Lipsius 1.26 PC

Schedule:

20th October 14-17

15th November 11- 14

10th April 10-13

INTERACTIVE MAPS

This workshop will cover the the basics of digital mapping. It will discuss the core principles underlying geo-spatial visualisations, together with the data formats and software applications that are commonly used in this field. During the workshop, participants will learn how to create digital and interactive maps using Leaflet, an open source Javascript library. The workshop, more specifically, will demonstrate the use of base maps, layers and control elements.

Tutor: Peter Verhaar

Peter Verhaar works as an assistant professor at the Leiden University Centre for Arts and Society. He teaches courses for the MA Book and Digital Media Studies and for the BA minor Boek, Boekhandel en Uitgeverij. Next to his appointment as a lecturer, he also works as a research software engineer at Leiden University's Centre for Digital Scholarship, where he offers advice on various aspects of digital scholarship and data science.

Location: Digital Lab in P.J. Veth Building 1.07

Schedule:

Wednesday 20 September 10-13

Rescheduled Date! **Friday 8 December 10-13**

DOCUMENTARY MAKING

This workshop will give you an insight in what documentary film is and how you could use it in your research. We will discuss different forms and styles of documentary film and learn about their pro's and cons along with some examples.

The workshop is interactive, and you will do some assignments about visualising stories in different formats. With small groups you will make a small prototype and get some tips & tricks based on the format of your choosing. This could be basic camera technique but also animation or field recording. The overall goal is to get acquainted with the format but also give you some tools do start up your own project.

Tutor: Sebas Muñoz

Sebas is an all-round filmmaker that has been working for Leiden University since the end of 2016. Over the years he edited and directed a wide range of knowledge clips, interviews, podcasts and all sorts of audiovisual material for the Centre For Innovation (Now LLinC). He studied at the art academie St. Joost and did a bachelor Media & Culture at Utrecht University. Next to his professional work he also made some video clips for bands and a pilot for a comedy series. Currently he is focusing more on training media skills and also working on a documentary project with LUMC following doctors in their daily practice.

Location: Digital Lab in P.J. Veth Building 1.07

Schedule:

29th September 10-13

9th October 10-13

10th November 10-13

1st March 10-13

17th April 10-13

BLOGGING

Do you want to communicate with a wider audience about your research or scientific paper? A blog is a great way to do this. A blog is a written text which combines your scientific expertise with a personal touch.

Moreover, a blog is a great way to bring your knowledge to the media.

Why are the headline and lead of your text so important? What makes a text easy to read. How to avoid jargon? Where do you find the perfect illustrations and graphics? This workshop will give you the basics of blogging. And of course there is plenty of time for discussion and practice.

Preparation:

Please write a short summary of the topic you would like to address in your blogs, by going these discussions will be more meaningfully and you can help each other find your voice in writing.

Tutor: Willemien Groot

Willemien Groot is a freelance science journalist and blog trainer. She helps scientists/researchers make their research and papers accessible to a wider audience. How to write an easy to understand blog, avoiding jargon but without cutting corners. To get your message across will fuel a meaningful dialogue

Location: Digital Lab in P.J. Veth Building 1.07

Schedule:

27 September 14-17

6 October 10-13

PHOTOGRAPHY

During this workshop, we will think together of the photograph as social phenomenon — or rather, the social turn in photography that has taken place with the advent of social media and the smartphone. What new features, challenges and questions arise for (academic) research when we think of sociality as mediated by images? Additionally, we will consider the impacts of this mediation as enacted by mathematical operations: algorithms, targeted advertising, and artificial intelligence.

First, we will get familiar with concepts that relate to social photography, departing from Nathan Jurgenson's "The Social Photo", after which we will think of the "social photo" in three realms: the selfie and identity, memes and vitality, and the post-human photograph. Aside from collective discussions, we will also be doing two different exercises that relate to these topics — so get ready to think about memes in research and be creative with machine learning models! — to deepen our connection with image making and use in research.

Preparation: Bring 3 memes (preferably printed) that you think could be used to discuss a political, social, economic issue and/or that relate to your field of study.

Tutor: Carolina Pinto

Carolina Valente Pinto is a designer and researcher who works to develop alternative, subversive and critical approaches to both design methods and content. She holds a degree in Graphic design from the Royal Academy of Arts in The Hague and an MA from the University of Amsterdam in New Media and Digital Culture. With a strong theoretical and research approach to the design process, Carolina's work is often linked to themes such as feminism, decolonial practices, archives, access, history, and autonomous and DIY cultures. Previously she worked with alternative and feminist archival practices in the Collecting Otherwise project at the Nieuwe Instituut in Rotterdam and is now a Project Manager and researcher at the Institute of Network Cultures, testing and implementing sustainable strategies for hybrid programming in the cultural sector.

Location: Digital Lab in P.J. Veth Building 1.07

Schedule:

18 September 10-13

27 October 10-13

11 March 10-13

26 April 10-13

STORYTELLING THROUGH GAMING: A TWINE EXPERIENCE

Workshop participants will learn how to use Twine 2 (www.twinery.org) to create their own interactive storytelling games. We will introduce Twine, discuss how to make interactive narratives, write and link passages, learn the basics of styling and structuring the text, and publish Twine stories. You will create your adventure through a text-game based with an easy tool to handle. Interactive storytelling is a very useful and versatile tool that can be applied across various fields. During the workshop, participants will have the opportunity to work together, create their own text-based adventure game, and share their games with all the workshop participants

Tutor: Amanda Pina

Amanda Pina is a Ph.D. researcher in Archaeology at the University of Sao Paulo (Brazil) and an external Ph.D. at Leiden University (LUCDH/LUCAS). She is currently engaged in projects that explore the intersection of education, archaeological heritage, and electronic games. She completed her master's degree in Anthropology focusing on Archaeology at the Federal University of Pará (Brazil) and her bachelor's degree in Museology at the same university. Her Ph.D. project centers around developing a 3D game designed to teach archaeology and heritage to teenagers engagingly and playfully. To achieve the project's objectives, a methodology drawing from anthropology and game design was employed following interviews conducted with students and professors in Brazil. The aim of her Ph.D. project is to create a three-dimensional simulator that incorporates both theoretical and practical aspects, offering new parameters for archaeological interpretation.

Preparation:

If you are struggling and thinking, "This is not for me", the good news is that no previous experience with Twine or coding is needed. Do not hesitate. You are totally capable of making your own Twine game in this workshop. All that you will need is a computer with internet access and Twine 2 installed on it. You can make the download of the program here: www.twinery.org

Location: Digital Lab in P.J. Veth Building 1.07

Schedule:

Friday 3 November 10-13

Rescheduled Date! **Monday 27 November 10-13**