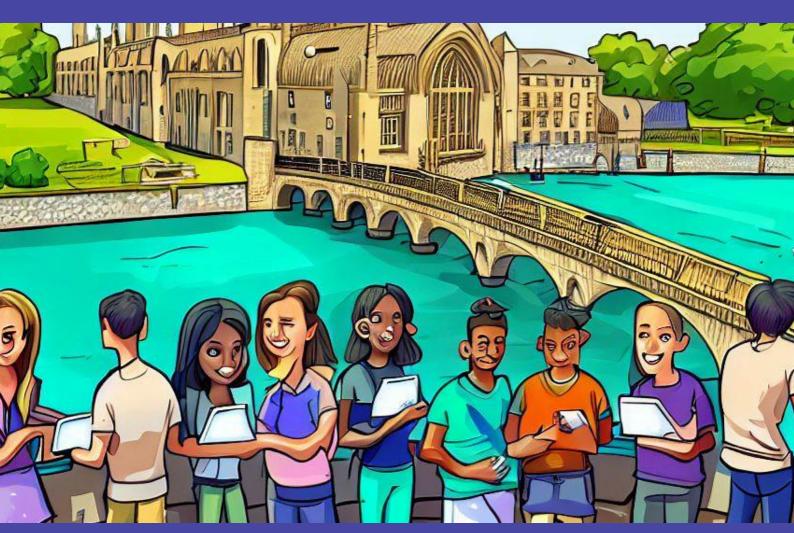# DIGITAL HUMANITIES
RESEARCH SOFTWARE ENGINEERING (RSE)
SUMMER SCHOOL 2023

ONLINE: 24 & 25 JULY
IN-PERSON: 27 & 28 JULY
THE UNIVERSITY OF CAMBRIDGE

In collaboration with:

CDH Cambridge Digital Humanities   King's Digital Lab   The Alan Turing Institute   DCS DATA CULTURE SOCIETY CDCS.ED.AC.UK

RSE SUMMER SCHOOL 2023

CDH

PROGRAMME OUTLINE

This summer school is split into **two parts.**

- **MONDAY 24 & TUESDAY 25 JULY 2023, 9.30AM - 4PM (TALKS) ONLINE**
- **THURSDAY 28 & FRIDAY 29 JULY 2023, 10AM - 5PM (IN-PERSON WORKSHOPS) CAMBRIDGE, UK**

- **The first two days (Mon and Tue) are online. These days are free of charge.**
- **The second two days (Thu and Fri) are in-person in Cambridge.** *There is a small charge of £60 to attend in-person, to cover catering costs.*

You must attend the first-two days online to attend in-person
NB: There are no events on Wed 26th July 2023.

KEY CONTACTS

DR MARY CHESTER-KADWELL

Summer School Course Convenor

Email: mec31@cam.ac.uk

For all course enquiries regarding content and curriculum, including technology, contact Mary.

FLORENCE HARRY

CDH Events Coordinator

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For all admin enquiries including logistics, payment, and planning, contact Florence.

TIMETABLE

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SESSION	TOPICS	SPEAKERS
Morning		
Organised by The Alan Turing Institute	Overview of RSE; the importance of RSE in digital humanities – software tools created for The Living with Machines Project	• Opening Keynote: **David Beavan**, Lead Research Software Engineer, The Alan Turing Institute • **Katherine McDonough**, Lecturer in Digital Humanities, Department of History, Lancaster University and Senior Research Fellow, The Alan Turing Institute • **Mariona Coll-Ardanuy**, Senior Research Associate, The Alan Turing Institute
Afternoon		
Organised by Cambridge Digital Humanities	Deployment infrastructures with containers and serverless; supporting Digital Humanities MPhil students; careers in RSE.	• **Mary Chester-Kadwell**, Senior Software Developer, Cambridge University Library and Lead Research Software Engineer, Cambridge Digital Humanities • **Mahmoud Abdelrazek**, Senior Research Data Steward, Advanced Research Computing, University College London • **Jonathan Blaney**, Digital Humanities Research Software Engineer, Cambridge Digital Humanities Followed by discussion: • Careers for RSE in DH

TIMETABLE

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SESSION	TOPICS	SPEAKERS
Morning		
Organised by the Centre for Data, Culture, & Society (University of Edinburgh)	Working and engaging humanities researchers in digital humanities projects; rapid prototyping; parallel computing in the humanities.	• **Lisa Otty**, Acting Director of the Centre for Data, Culture, & Society (Edinburgh Future Institute, University of Edinburgh) • **Lucia Michielin**, Digital Skills Training Manager of the Centre for Data, Culture, & Society (Edinburgh Future Institute, University of Edinburgh) • **Jessica Witte**, Postdoctoral Fellow in Text & Data Analysis, School of Literatures, Languages & Cultures and Centre for Data, Culture, & Society (University of Edinburgh)
Afternoon		
Organised by King's Digital Lab (King's College, London)	Research Software Development Life Cycles; AHRC investment in RSE resources and career pathways	• **Neil Jakeman** (Senior Research Software Analyst, King's Digital Lab) • **James Smithies,** Professor of Digital Humanities, King's College London

Wednesday 26 July | Travel day. Pease note, there are no events on this day.

TIMETABLE

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SESSION	TOPICS	ABOUT
Morning		
Organised by The Alan Turing Institute	Collaborating on Code	Collaboratively writing and reviewing code is a crucial skill for working as part of a team. Keeping track of outstanding issues and proposed solutions, as well as ensuring compatibility of code written by different team members becomes challenging as the team size grows. In this hands-on workshop, we will review the "gitflow" framework for efficiently organising and tracking collaborative programming, and practice creating GitHub Issues, Git branches, and Pull Requests. A basic familiarity with Git and the GitHub interface is recommended.
Afternoon		
Organised by Cambridge Digital Humanities	Testing and Continuous Integration	Testing code helps to make sure it behaves the way we intended and continues to do so in the future. Writing code and tests together at the same time helps us to write modular and testable code. Running tests should be done every time code changes and whenever code is merged on collaborative projects, which is a task ideally suited for automation. In this workshop we will cover these topics, building on the collaborative coding exercise from the morning. The workshop will use Python and YAML.
Evening (optional) Drinks and Networking Reception		

TIMETABLE

DAY 4 | IN CAMBRIDGE
FRIDAY 28 JULY, 10AM – 5PM

SESSION	TOPICS	ABOUT
Morning		
Organised by King's Digital Lab	3D Data – Structure from Motion	Structure from motion is an imaging technique for creating 3D images from 2D images. In this workshop we will cover how to image a variety of artefacts for humanities and collections research. We will look at strategies for different scenarios (e.g. room scale capture, landscape capture, and capturing individual smaller items with differing textural qualities). We will consider how to systematically record the creation process for reproducibility and third-party critique. To explore the method we will use trial versions of Agisoft Metashape (30-day evaluation licence), which will allow us to see the technique in action.
Afternoon		
Organised by University of Edinburgh	Teaching Computational Methods to Humanities Researchers	Teaching computational methods to researchers from non-STEM backgrounds, such as those working in humanities disciplines that have not historically incorporated digital methods, presents unique challenges. During this workshop, we are going to explore several pedagogical methods for training humanities researchers on digital research techniques. We will discuss and demo different training modalities, including hands-on live coding workshops, how-to guides to approach methods, and asynchronous online options.

TIMETABLE

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SESSION	TOPICS	ABOUT
Afternoon continued...		
Organised by University of Edinburgh	Teaching Computational Methods to Humanities Researchers	We will also explore ideas for good practice in supporting humanities researchers in incorporating computational techniques into their existing research. We will do this by exploring different training activities focusing on the same technique to see how to set learning environments to better engage with various audiences, and how to bridge the gap between computer science and humanities methodologies. The workshop will focus on text analysis techniques and will use Python.

NB: CONTENT AND TIMINGS MAY BE SUBJECT TO CHANGE

RESEARCH SOFTWARE ENGINEERING (RSE) SUMMER SCHOOL

THANK YOU!

Whether attending online only, or online and in-person, we can't wait to welcome you to the RSE Summer School this July.

If you have any questions, please do not hesitate to contact us at office@cdh.cam.ac.uk.

Enjoy the Summer School!

The CDH Team