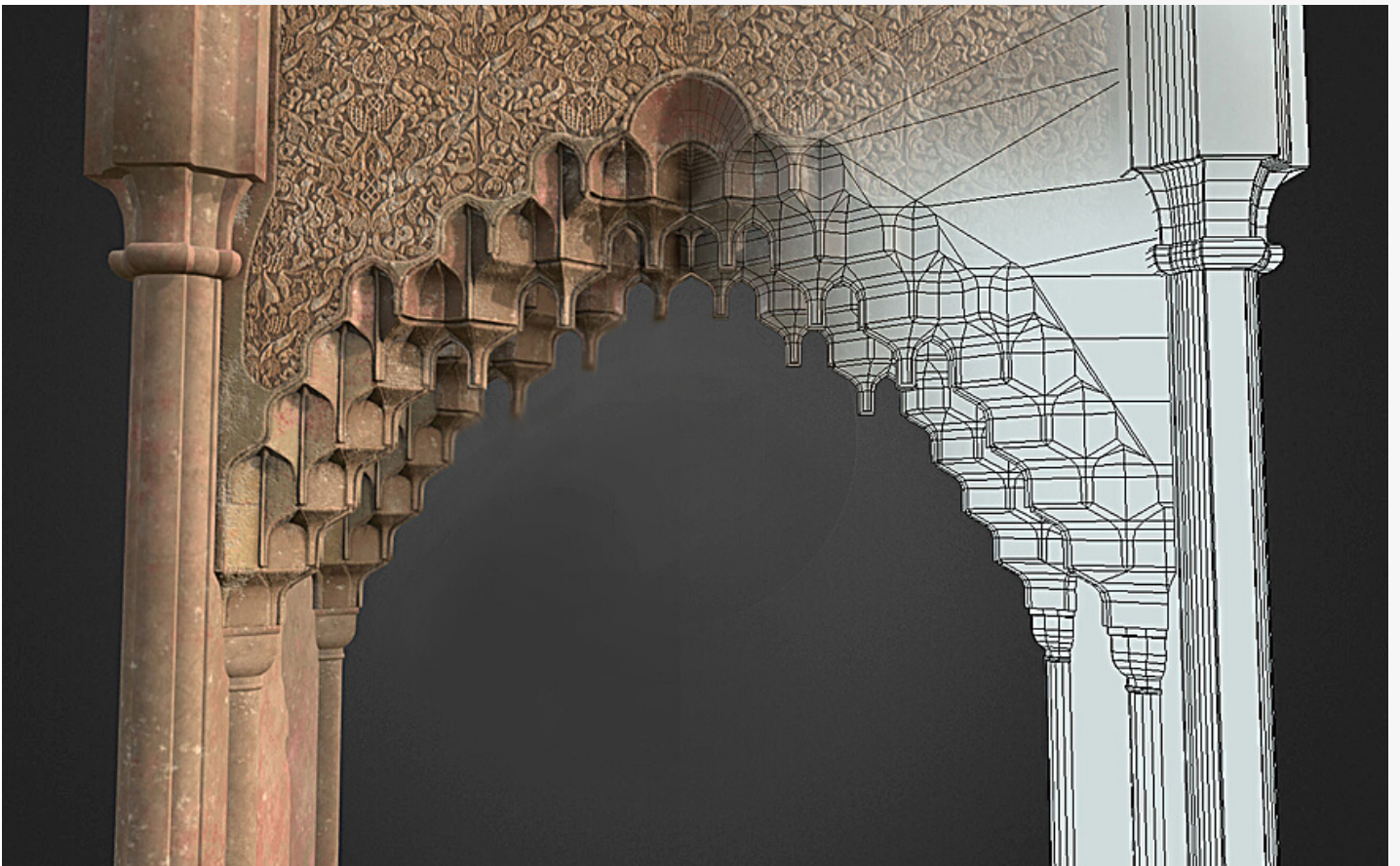


DIGITAL HUMANITIES AT OXFORD SUMMER SCHOOL

# DIGITAL CULTURAL HERITAGE COURSE



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**COURSE LEADER: LISANDRA (LIA) COSTINER**

11-15 JULY 2022

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# OVERVIEW

## DIGITAL CULTURAL HERITAGE COURSE @ DHOXSS 2022



After two years of delivering a taster of our new Digital Cultural Heritage course online, we were able to offer the training in person. We designed and launch the first edition of the course at the Oxford Digital Humanities Summer School in July 2022. In the span of a week, participants were introduced to methods for capturing, analysing, and digitally displaying cultural heritage. Training included the digital capture of objects and the creation of 3D models using photogrammetry, an introduction to creating virtual reality environments using the programme Unity and SketchUp, and a taster of 3D printing technologies. Students also explored immersive technology applications both in the classroom and museum settings (Pitt Rivers Museum).

Fourteen students attended the training, hailing from the UK, Italy, the United States, Spain, the Netherlands, Singapore, and the Philippines. Backgrounds were diverse, ranging from academics (professors), to university support staff, museum professionals, post-doctoral researchers and undergraduate students.

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# INSTRUCTORS & GUEST SPEAKERS



## **LISANDRA (LIA) COSTINER**

Founder of (En)coding Heritage Network, Oxford  
Co-leader, Oxford X-Reality Hub, University of Oxford

Assist. Prof., Digital Art History, Univ. of Utrecht

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## **RICHARD SMITH**

New Technology Office, Bodleian Library,  
University of Oxford

Founder and Leader of the Oxford X-Reality Hub,  
University of Oxford

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## **MATTHEW NICHOLLS**

Senior Tutor, St. John's College, Oxford  
Formerly Prof. of Classics, University of Reading

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# INSTRUCTORS & GUEST SPEAKERS



## **KATHRYN ECCLES**

Senior Research Fellow, Oxford Internet Institute and Pembroke College, Oxford  
Leader of the Cabinet Project, University of Oxford

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## **REMO GRILLO**

Digital Humanities Research Associate,  
Harvard University Center for Renaissance Studies, Villa I Tatti, Florence, Italy

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## **GIOVANNI PALA**

DPhil Candidate in Economic History,  
University of Oxford

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A SPECIAL THANKS GOES TO OUR TEACHING ASSISTANT **SMARANDA COSTINER**

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# Schedule

## MONDAY, 11 JULY

### 9:00 - 10:00: OPENING KEYNOTE

Prof. David DeRoure

### 10:30 - 12:00

#### INTRO TO DIGITAL CULTURAL HERITAGE

Dr Lisandra (Lia) Costiner

### 12:00 - 13:30: LUNCH

### 13:30 - 15:30

#### CABINET: TEACHING AND LEARNING WITH DIGITAL OBJECTS

Dr Kathryn Eccles

### 16:00 - 17:00

#### EXPLORATORY WORKSHOP OF AR AND VR EQUIPMENT

Dr Lisandra (Lia) Costiner

### 18:00 - 19:30: DRINKS RECEPTION

# Schedule

## TUESDAY, 12 JULY

**9:00 - 10:30**

**DIGITAL MODELLING AND THE  
RECONSTRUCTION OF ANCIENT ROME**

Prof. Matthew Nicolls

**11:00 - 13:00**

**INTRODUCTION TO DIGITAL  
MODELLING IN SKETCHUP**

Prof. Matthew Nicolls

**13:00 - 14:30: LUNCH**

**14:30 - 15:30**

**INTRODUCTION TO DIGITAL  
MODELLING IN SKETCHUP**

Prof. Matthew Nicolls

# Schedule

## WEDNESDAY, 13 JULY

**9:00 - 10:30**

### INTRODUCTION TO PHOTOGRAMMETRY USES AND TECHNIQUES

Remo Grillo & Lisandra (Lia) Costiner

**11:00 - 13:00**

### A PRACTICAL INTRODUCTION TO PHOTOGRAMMETRY

Remo Grillo

**13:00 - 14:30: LUNCH**

**14:30 - 15:30**

### EXPLORING PHOTOGRAMMETRY TECHNIQUES AND APPLICATIONS

Remo Grillo

# Schedule

## THURSDAY, 14 JULY

**9:00 - 10:30**

**A PRACTICAL INTRODUCTION TO  
CREATING VIRTUAL REALITY  
APPLICATIONS IN UNITY**

Richard Smith

**11:00 - 13:00**

**A PRACTICAL INTRODUCTION TO  
CREATING VR APPS (cont.)**

Richard Smith

**13:00 - 14:30: LUNCH**

**14:30 - 15:30**

**VR APPLICATION DEPLOYMENT**

Richard Smith



# Schedule

## FRIDAY, 15 JULY

**9:00 - 10:30**

**3D MODELS AS RESEARCH TOOLS: A  
BRIEF HISTORY OF OBJECT-SERIES**

Giovanni Pala

**11:00 - 13:00**

**INTRODUCTION TO 3D PRINTING**

Richard Smith

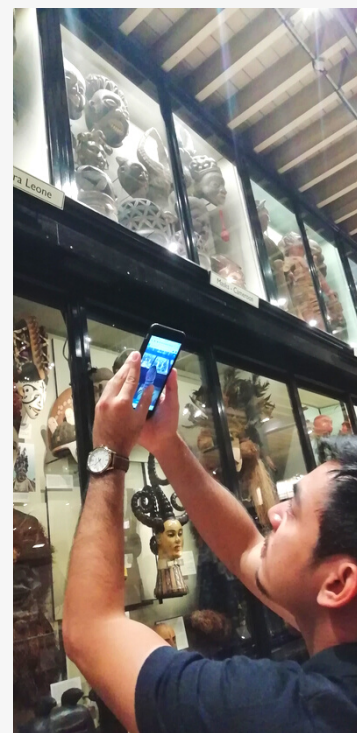
**13:00 - 14:30: LUNCH**

**14:30 - 15:30**

**KICK-START YOUR OWN PROJECTS:  
WORKSHOP AND DISCUSSION**

Lisandra (Lia) Costiner & Richard Smith

**16:00 - 17:00: CLOSING KEYNOTE**



Students participating in the Digital Cultural Heritage Course at the 2022 Digital Humanities at Oxford Summer School.

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# RESOURCES



## OXFORD X-REALITY HUB

The OXR Hub harnesses the power of immersive technologies for innovation in research, teaching and outreach at the University of Oxford. It does so by providing: project support, access to equipment, offering dedicated training and fostering engagement activities, both locally and internationally.

<https://oxr.eng.ox.ac.uk>

## (EN)CODING HERITAGE NETWORK

The aim of this network is to connect scholars from the humanities, social sciences and applied sciences interested in harnessing the power of 3D mapping, photogrammetry and virtual environments in their research. To join, email: [encodingHeritage@gmail.com](mailto:encodingHeritage@gmail.com).

<https://torch.ox.ac.uk/encoding-heritage>

