

| | |
|-----------------------------------|------|
| <i>List of Figures and Tables</i> | vii |
| <i>Notes on Contributors</i> | ix |
| <i>Series Preface</i> | xv |
| <i>Acknowledgements</i> | xvii |
| <i>List of Abbreviations</i> | xix |

| | |
|--|---|
| Introduction | 1 |
| <i>Simon Mahony and Gabriel Bodard</i> | |

PART I ARCHAEOLOGY AND GEOGRAPHY

| | | |
|---|--|----|
| 1 | Silchester Roman Town: Developing Virtual Research Practice 1997–2008 | 15 |
| | <i>Michael G. Fulford, Emma J. O’Riordan, Amanda Clarke and Michael Rains</i> | |
| 2 | Diversity and Reuse of Digital Resources for Ancient Mediterranean Material Culture | 35 |
| | <i>Sebastian Heath</i> | |
| 3 | Space as an Artefact: A Perspective on ‘Neogeography’ from the Digital Humanities | 53 |
| | <i>Stuart Dunn</i> | |

PART II TEXT AND LANGUAGE

| | | |
|---|---|----|
| 4 | Contextual Epigraphy and XML: Digital Publication and its Application to the Study of Inscribed Funerary Monuments | 73 |
| | <i>Charlotte Tupman</i> | |

| | | |
|--|---|-----|
| vi | <i>Digital Research in the Study of Classical Antiquity</i> | |
| 5 | A Virtual Research Environment for the Study of Documents and Manuscripts <i>Alan K. Bowman, Charles V. Crowther, Ruth Kirkham and John Pybus</i> | 87 |
| 6 | One Era's Nonsense, Another's Norm: Diachronic Study of Greek and the Computer <i>Notis Toufexis</i> | 105 |
| PART III INFRASTRUCTURE AND DISCIPLINARY ISSUES | | |
| 7 | Digital Infrastructure and the Homer Multitext Project <i>Neel Smith</i> | 121 |
| 8 | <i>Ktêma es aiei</i> : Digital Permanence from an Ancient Perspective <i>Hugh A. Cayless</i> | 139 |
| 9 | Creating a Generative Learning Object (GLO): Working in an 'Ill-Structured' Environment and Getting Students to Think <i>Eleanor OKell, Dejan Ljubojevic and Cary MacMahon</i> | 151 |
| 10 | The Digital Classicist: Disciplinary Focus and Interdisciplinary Vision <i>Melissa Terras</i> | 171 |
| | <i>Bibliography</i> | 191 |
| | <i>Index</i> | 207 |