

# **The Shape of Data in the Digital Humanities**

Modeling Texts and Text-based  
Resources

**Edited by Julia Flanders  
and Fotis Jannidis**

# Contents

<i>List of figures</i>	ix
<i>List of tables</i>	xi
<i>List of contributors</i>	xii
<i>Preface</i>	xvii
<b>PART I</b>	
<b>Orientation</b>	1
<b>1 Data modeling in a digital humanities context: an introduction</b>	3
JULIA FLANDERS AND FOTIS JANNIDIS	
<b>2 A gentle introduction to data modeling</b>	26
FOTIS JANNIDIS AND JULIA FLANDERS	
<b>PART II</b>	
<b>Topics in digital humanities data modeling</b>	97
<b>3 How modeling standards evolve: the case of the TEI</b>	99
LOU BURNARD	
<b>4 How subjective is your model?</b>	117
ELENA PIERAZZO	
<b>5 Modeling space in historical texts</b>	133
IAN GREGORY, CHRISTOPHER DONALDSON, ANDREW HARDIE, AND PAUL RAYSON	
<b>6 Modeling time</b>	150
BENJAMIN SCHMIDT	

<b>7 Visualizing information</b>	167
ISABEL MEIRELLES	
<b>8 Ontologies and data modeling</b>	178
ØYVIND EIDE AND CHRISTIAN-EMIL SMITH ORE	
<b>9 Where semantics lies</b>	197
STEPHEN RAMSAY	
<b>10 Constraint</b>	204
JULIA FLANDERS, FOTIS JANNIDIS, AND WENDELL PIEZ	
<b>11 Modeling and annotating complex data structures</b>	217
PIOTR BAŃSKI AND ANDREAS WITT	
<b>12 Linguistic and computational modeling in language science</b>	236
ELKE TEICH AND PETER FANKHAUSER	
<b>13 Algorithmic modeling: or, modeling data we do not yet understand</b>	250
TED UNDERWOOD	
<b>14 Modeling the actual, simulating the possible</b>	264
WILLARD MCCARTY	
<b>15 Playing for keeps: the role of modeling in the humanities</b>	285
C. M. SPERBERG-MCQUEEN	
<b>PART III</b>	
<b>Back matter</b>	311
<b>16 Glossary</b>	313
JULIA FLANDERS AND FOTIS JANNIDIS	
<i>Index</i>	334