Interpretative Acts in the Digital Age
The entangled relationship between computational methodologies and humanistic methods

A question that has been at the fore of the intricate relationship between computational processing and humanistic methods, the limits of computational methods, and most recently the entanglement of computational methods and humanistic methods in literary studies, concerns **the larger ecologies of intellectual work and a critical reassessment of the digital humanities** (cf. Dobson 2019). The workshop focuses on the future of our work as literary scholars and as humanists. It aims to familiarize participants with a range of cutting-edge digital tools and [resources](#) which have been developed collaboratively by four cross-disciplinary research teams in the international context of the edition project *Arthur Schnitzler digital*. It looks at computational methods for the analysis and interpretation of text and data within German Studies and a framework of critical epistemology to ask how they impact on our research agendas and how digital ways of reading complicate our understanding of the interpretative act.

The workshop is subdivided in two parts. Core developments, tools and computational methods in the digital humanities will be introduced through a case study in the field of digital editing, namely the 'born digital' critical edition *[Arthur Schnitzler digital](#)*, his literary works between 1905 and 1931. *Arthur Schnitzler digital* combines the function of digital archives and critical editions by using a set of computational and humanistic methods which trace Schnitzler's creative process and the genealogies of literary texts.

The second part of the workshop invites all participants to join a discussion with Annja Neumann, lead-editor of Schnitzler's cycle of one-act plays *[Marionetten](#)* and co-developer of digital tools and resources for *Arthur Schnitzler digital.* The workshop will also include an interactive element which provides the opportunity for participants to interact with digital tools and resources, e.g. Frederick Baker's interactive 360 degree *Story Spheres* platform and the ASd [timeline tool](#). Participants will also have the opportunity to contribute to the conceptual development of new research methods and teaching tools based on virtual reality or augmented reality.

Requirements:
No previous knowledge in the field of digital humanities or particular computational methods is required. The workshop is particularly aimed at postgraduate students in literary studies as well as interested scholars in the humanities. Participants are asked to bring their own notebook or tablet device to the workshop. You should be able to contribute to a friendly, fun and productive atmosphere in which everyone is heard and able to build on each other to advance collaborative as well as constructive critical thinking. The workshop will be held in German but also welcomes contributions in English.