Contents

Andreas Fickers, Juliane Tatarinov, Tim van der Heijden
Digital history and hermeneutics – between theory and practice:
An introduction — 1

I Hermeneutics of machine interpretation

Antonio Maria Fiscarelli
Social network analysis for digital humanities — 23

Kaarel Sikk
Hunting for emergences in stone-age settlement patterns with
agent-based models — 43

Shohreh Haddadan
Argument structures of political debates — 65

Ekaterina Kamlovskaya
Exploring a corpus of Indigenous Australian autobiographical works with
word embedding modeling — 87

Thomas Durlacher
Philosophical perspectives on computational research methods in
digital history — 109

II From ‘source’ to ‘data’ and back

Eva Andersen
From search to digital search — 131

Sam Mersch
The hybridity of living sources — 159

Jan Lotz
Reconstructing Roman trade networks — 179
III Digital experiences and imaginations of the past

Marleen de Kramer
3D models are easy. Good 3D models are not —— 239

Jakub Bronec
Walking through the process —— 259

Christopher Morse
Meaning-making in the digital museum —— 277