Digital Religioscapes: Current Methodologies and Novelties in the analysis of sacr(aliz)ed spaces

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The study of ancient religions – their materiality and practices – was subject to enormous changes, especially since different approaches from other disciplines, such as sociology, cultural studies, or anthropology, were made fruitful for the archaeology of ancient religions and subsequently enabled a qualitative approach to the research questions. This led to an understanding of religious spaces on the one hand as an outcome of social interaction (Lefebvre; Hofmann/Lätzer-Lasar), and on the other hand as a shared space with its own locally produced identity (Hayden/Walker 2013). However, the digital humanities have yet to find a meaningful way to integrate the resulting qualitative data into existing digital infrastructures and correlate it with quantitative data.

The session therefore aims to bring together experts working with different methods of gathering, modelling/visualising, presenting, and analysing data to discuss the diverse ways in which heterogeneous methods and tools can be usefully combined. Approaches that use mixed data (qualitative and quantitative), such as Story Maps or Deep Map(ping) (Bodenhamer et. al. 2015) are just as welcome as the presentation and discussion of the advantages and disadvantages of various individual tools and applications, such as network models, cartograms, modelling of movement patterns, temporalities or sensoryscapes (soundscapes, smellscapes, viewsheds), etc.

Since we are concentrating on the methodological approaches and applications for investigating religious spaces, we invite case studies from any chronological period, as well as from any geographical region.

Literature:


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