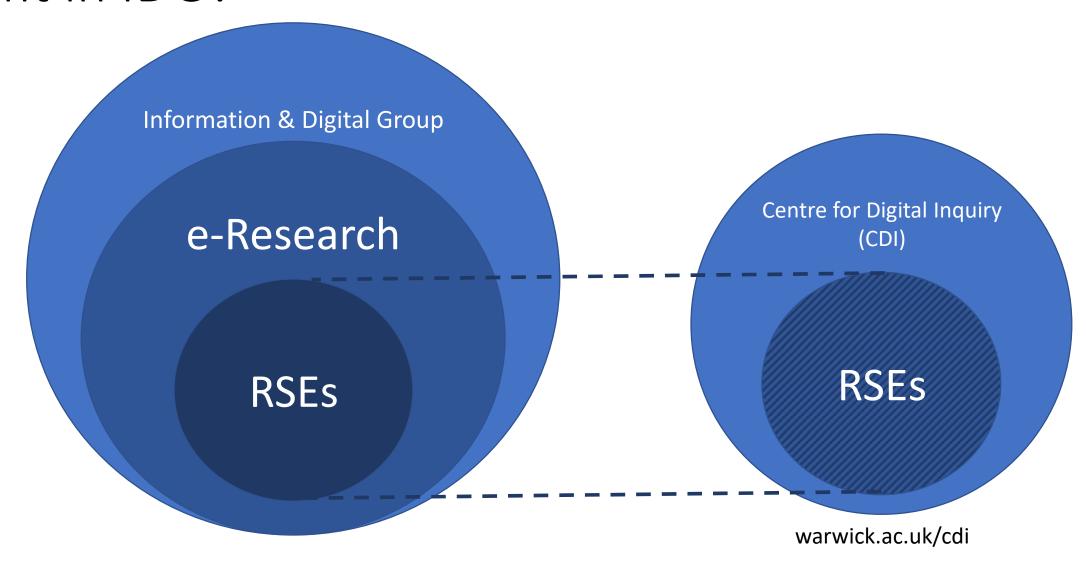
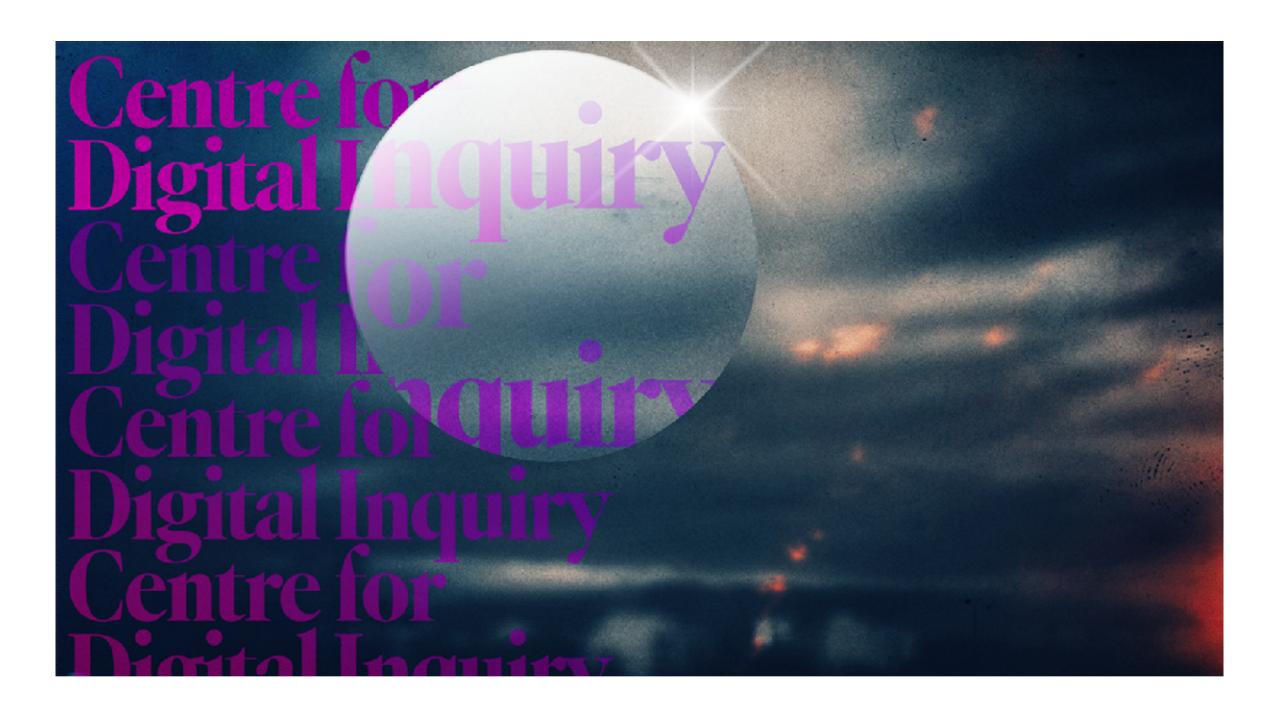
Where does Research Software Engineering fit in IDG?





In practice?

- Can be defined as the ones who conceptualize, develop, and maintain algorithms, develop tools and websites, model data, and implement and maintain research software in order to solve Humanities research questions.
- Part of the digital humanities community but also of the wider research software engineering community. DH RSEs are currently not very well represented or vocal within either community!

https://dh-tech.github.io/dhrse-whitepaper

What makes working with the humanities research questions interesting?

One example: working with dates

Computability & Correctness

As technologists, we want to to sort and compare using math.

As humanists, we want to maintain the uncertainty of knowledge.

As catalogers, we want an system that's easy to read and write.

These goals are fundamentally in conflict.



ISO 8061, EDTF, and Prose.

The **Technologist** gets to work with four ISO 8061 dates.

The Cataloger gets to work with one or two EDTF intervals.

The **Humanist** gets to work with decent, readable prose.

Each can read and write in their preferred form.

What makes working with the humanities research questions interesting?

- Often dealing with sparse, incomplete, conflicting data sources which means sophistication of viable solutions is often under-estimated by both academics and technologists!
- Encounter expressive vs pragmatic tensions in ontology/data modelling. E.g. CIDOC CRM, an event-based conceptual reference model for cultural heritage
- Galleries, archives, museums, libraries and artists as collaborators
- Public engagement, crowd sourcing and the value of digital outputs like exhibitions and websites as outputs.

The Team

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