

Digital humanities and music archaeology

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➔ With an extra VR-presentation by Yaozhong Zhang

Time / Termin: 24. - 25. January / Januar 2025: Friday / Freitag 9–17

Saturday / Samstag 9–15:30 Uhr

Place / Ort: Zentrum für Philologie und Digitalität, Raum 02.002 (2. Stock)

! Für die aktive Teilnahme bringen Sie bitte einen eigenen Laptop mit !

! Please bring your own PC / laptop with you !

This workshop is block 3 of the seminar “International music archeology in dialogue”

(<https://www.musikwissenschaft.uni-wuerzburg.de/musikinstrumente/events/musikarchaeologie-seminare-w24/>)

Friday, 24. January

Time	Topic	Speaker
9:00-9:15	Wellcome	D. Shehata
9:15-10:15	(1) Archaeological ceramic idiophones (2) Introduction to sound physics	K. Tatoń I. Czajka
10:15-10:45	(3) Clay idiophone making and archaeological experimenting as research methods	K. Tatoń
11:00-12:30	(4) Producing Acoustic images and making recordings of acoustic devices	K. Tatoń I. Czajka
13:30-15:00	(5) - Experimenting with ancient pitch systems - Modelling instrumental scales (lute, doublepipe) - Working with ancient experimental settings without the fuss	S. Hagel
15:00-17:00	(6) Reverse engineering and imaging methods (including practical units: software installation: opencfs, freecad, gmsh, paraview)	K. Tatoń I. Czajka

Saturday, 25. January

Time	Topic	Speaker
9:00-9:45	(7) Numerical Reconstructions (lecture)	I. Czajka
9:45-10:15	<i>practical unit</i> : Making recordings of ceramic idiophones. Acoustical analysis of recorded sounds. Numerical analysis of idiophones.	K. Tatoń I. Czajka
10:30-12:00	(8) - Online presentation of ancient music - Language, metre, and musical rhythm in ancient Greek: software-based approaches	S. Hagel
12:30-14:00	<i>Practical Unit crossover</i> Creating simple numerical reconstructions and spectrograms of a rattles and auloi in comparison	K. Tatoń, I. Czajka, and S. Hagel
14:15-15:15	<i>EXTRA</i> : Virtual Reality musical instruments	Yaozhong Zhang