Digital Medieval Studies Institute 2026

Building a Virtual Medieval Pilgrimage

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Member of the Videntes Collective

Would you like to be able to send people on a medieval pilgrim's experience without ever leaving your town or campus? This public-digital-history workshop will walk participants through creating a web-based global medieval pilgrimage with several pre-created historically-inspired pilgrimage routes that can be mapped onto a local environment.

The workshop will cover
- Creating a free website using GitHub Pages
- Copying a pilgrimage-website template with 5 pre-created pilgrimages (including the Via Francigena, the Shikoku Henru pilgrimage, the Cahokia Mounds festival, and several others)
- Customizing each pilgrimage to match a local site that's easily accessible for your audience
- Adding your favorite medieval pilgrimage and mapping it to your local environs
- Planning an in-person pilgrimage event for use in a class, at an arts or community festival, or in an online-only setting

Participants will need a laptop, a word processor, and an email address.

From Digitized Manuscript to Digital Edition

Laura Morreale, *Independent Scholar*
Nicholas Laiacona, *Performant Software*

If your work involves transcribing medieval manuscripts from digital images, you may also want to publish your work in a professional-looking online edition. This workshop will teach participants how to upload and transcribe manuscript images using the collaborative transcription platform FromThePage, then create an online edition using FairCopy and EditionCrafter.

The workshop will cover
- ***Using FromThePage to***
  - Upload digital images using IIIF manifests or personal image files
  - Transcribe and translate documents individually or collaboratively
  - Export files for digital publication
- ***Using FairCopy and EditionCrafter to***
  - Format materials exported from FromThePage
  - Link transcriptions and translations to manuscript facsimile images
  - Prepare and publish an online edition of your manuscript transcription and/or translation

Participants will need a laptop and an email address. Information on accessing all software and platforms will be provided upon registration.

3D Modeling from Photo and Video

Matthew Davis, Independent Scholar

While digital facsimiles of medieval codices and inscriptions have now become fairly sophisticated, due to these objects' physicality—and their inscriptions' relationship to it in particular—information can be lost when images are translated to a two-dimensional space. Photogrammetric methods combined with 3D modeling software can recover these lost connections. To best capture all three dimensions, workshop participants will learn techniques for taking pictures of both interior and exterior spaces, and the material object under consideration. From there, participants will process pictures in the Meshroom Visual Programming framework to create 3D objects that can then be displayed online.

This workshop will cover
- How to take pictures or video to get the best coverage and clearest images available for translation into 3d models
- How photogrammetry works via a brief comparison with LIDAR-based imaging and the main methods for generating 3D images using photo or video, including
  - traditional photogrammetry,
  - gaussian splatting,
  - and NeRFs
- How to convert the generated files into models suitable for presentation online or printing using 3d printers
- Methods for incorporating photogrammetry into course instruction, in particular during study abroad sessions where students might have their own cameras.

Participants will need a laptop and an email address. Information on downloading and setting up Meshroom will be provided upon registration.

Handwritten Text Recognition for Beginners: Tools, Methods, and Discussions

Tobias Hodel, Digital Humanities, University of Bern

Handwritten Text Recognition (HTR) is becoming standard practice in the humanities, and for many scripts and styles, automatic transcription is just a few commands away. In this workshop, we'll introduce the core technology, give a brief overview of the open-source platform eScriptorium, and let you try it on your own materials. We'll then discuss approaches and techniques tailored to your research questions. Please bring your scanned or digitized documents.

The workshop will cover
- Theory of Text Recognition
- Using an HTR framework (eScriptorium)
- Considerations regarding application to own material
- Discussion of the advantages/disadvantages of different approaches

Participants will need a laptop and an email address. Information on accessing all software and platforms will be provided upon registration.

Manuscript Description and Research in the Digital Ecosystem

L. P. Coladangelo, Digital Scriptorium

Lynn Ransom, Schoenberg Institute for Manuscript Studies, University of Pennsylvania Libraries

This workshop will begin with a hands-on encounter with undescribed or underdescribed manuscript materials from the WMU collections. In the morning session, using material clues from the manuscript, instructors will work with participants to identify the manuscript's physical, scribal, and textual characteristics and create a description of it. In the afternoon, instructors will introduce online tools and finding aids to learn more about the manuscript and others like it, including platforms for provenance research such as the Schoenberg Database of Manuscripts, to find out where the manuscript came from and where it has been. Participants will then craft a machine-readable version of the newly-made description that will be contributed to WMU's catalog for upload to the Digital Scriptorium Catalog. By following metadata standards informed by linked data practices, the newly described manuscript will thereby be made discoverable and citable by others. This workshop is geared toward humanities scholars and medievalists who are interested in not only manuscript research but the tools and technologies that lead to new discoveries in digital environments.