// Interdisciplinary Italy

Trinity College Dublin — The University of Dublin | ROYAL HOLLOWAY UNIVERSITY OF LONDON | UCL

Postgraduate Summer School

THE DIGITAL TURN: WHEN, WHY, AND HOW TO EMBRACE IT

1–2–3 JULY 2021

ONLINE EVENT

This Summer School is directed towards postgraduate students working in Italian Studies and interested in digital culture. It organised by the *Interdisciplinary Italy: Interart/Intermedia* team and the Department of Italian at Trinity College Dublin.

Free tuition | Application deadline: May 31th

To apply email **limae@tcd.ie**

ORGANIZERS

CLODAGH BROOK
Professor in Italian, Trinity College Dublin
Interdisciplinary Italy *International Co-Investigator*

ELEONORA LIMA
Visiting Research Fellow, Trinity College Dublin
Interdisciplinary Italy *Blog Editor*

SPEAKERS

TATIANA BAZZICHELLI
Artistic director and founder of the Disruption Network Lab, *Berlin*

MASSIMO RIVA
Professor of Italian Studies, Brown University Director of the Virtual Humanities Lab

HENRY JENKINS
Provost Professor of Communication, Journalism, Cinematic Arts and Education, University of Southern California

LEONARDO SANGIORGI
Founding member of the artist collective Studio Azzurro, *Milan | Graphics and animation artist*

DESCRIPTION

The need for researchers to embrace digital tools and culture has become even more urgent in the last year due to issues contingent to the Covid-19 pandemic. With courses, conferences, and symposia moved online, as well as university libraries often out of reach, digital tools are now essential to academic life. This, however, is just the latest stage of a longer academic trend: the term 'digital' is increasingly present in grant applications, conference calls, and college curricula. It seems that embracing the 'digital turn' is a necessity, or rather an inescapable destiny.

But what if, instead of facing a case of 'take it or leave it', we could set our own terms for dealing with this change? What if, as researchers, we could even influence and shape the nature of the 'digital beast'? The goal of this Summer School is precisely to explore what it means for us to embrace digital tools and culture.

The three goals of this summer school are:
1. to provide participants with the necessary theoretical tools to critically understand the new environment in which we all produce and share our research;
2. to invite participants to reflect on the peculiarity of artistic products and experiences (literature, films, visual art, performances, etc.) developed and consumed in this new digital environment;
3. to support participants to develop familiarity with some key methodologies, techniques, and research strategies that take advantage of the possibilities offered by Digital Humanities.

The **six workshops** and **two public lectures** have been designed with the goal of offering the participants a set of theoretical and practical tools that will allow them to understand the promises and pitfalls of digital culture. The overarching idea shaping this Summer School is not necessarily to get participants excited about digital cultures and tools, but rather to offer a space for discussing their merit and shortcomings, thereby forging a new generation of researchers whose critical approach is grounded in sound awareness of the relevant issues.

PROGRAMME

14:00–14:30 | WELCOME REMARKS
Professors Clodagh Brook, Florian Mussgnug and Giuliana Pieri

14:30–16:00 | WORKSHOP 1. THE CULTURAL TURN: AN INTRODUCTION
Convenors: Prof Clodagh Brook and Dr Eleonora Lima

How have digital technologies changed our culture? What does it mean to do research in this new context? In this workshop participants will learn the main concepts and theories defining 'digital culture'. The goal is for participants to become aware of the social and cultural impact of digital technologies and to learn how to critically evaluate it.

16:30–18:00 | WORKSHOP 2. DIGITAL CULTURE AND DIGITAL JUSTICE
Convenor: Dr Tatiana Bazzichelli

Are digital technologies and online platforms democratising tools, or do they pose a threat to freedom of expression, human rights and media literacy? Participants will discuss topics such as digital bias, data surveillance, and activism in relation to social justice and digital culture with Dr Bazzichelli, artistic director and founder of Disruption Network Lab. A supporting reading list will be made available ahead of the workshop in order to facilitate the discussion.

14:00–15:30 | WORKSHOP 3. LITERARY AND DIGITAL CULTURE: APPLYING METHODOLOGIES
Convenor: Dr Eleonora Lima

Working with digital culture and tools raises a number of questions: which skills do you need to develop? What discipline do you belong to when it comes to publishing and job applications? How is a DH output assessed in terms of career advancement? Dr Lima will take her project on Italian literature and computer culture and her website *Narrating Computing* as a starting point for working through the answers to these, and related, issues.

16:00–17:00 | WORKSHOP 4. MEETING THE KEYNOTE SPEAKER
Convenor: Prof Henry Jenkins

Participants will have the chance to discuss with Prof Jenkins the role of digital media and convergence culture, his contribution to the field Comparative Media Studies, as well as questions arising from your own research. A supporting reading list will be made available ahead of the workshop in order to facilitate the discussion.

17:30–18:30 | PUBLIC LECTURE BY PROFESSOR HENRY JENKINS
Title: TBC

14:00–15:30 | WORKSHOP 5. HOW THE DIGITAL CHANGES THE ARTS: MEETING *STUDIO AZZURRO*
Convenors: Leonardo Sangiorgi in conversation with Dr Emanuela Patti

In this workshop, Leonardo Sangiorgi, graphic and animation artist and founding member of Studio Azzurro, a collective engaged in art research related to new technology since 1982, will discuss the impact of digital culture on his artistic practice. Participants will have the chance to consider issues surrounding intermediality and digital arts from a creative rather than purely academic perspective.

16:00–17:00 | WORKSHOP 6. MEETING THE KEYNOTE SPEAKER
Convenor: Prof Massimo Riva

Participants will have the chance to discuss with Prof Riva the role of digital culture in Italian Studies, his contribution to the field and to the *Virtual Humanities Lab*, as well as questions arising from the participants' own research. A supporting reading list will be made available ahead of the workshop in order to facilitate the discussion.

17:30–18:30 | PUBLIC LECTURE BY PROFESSOR MASSIMO RIVA
Provisional title: **Simulating the Past, from Analog to Digital (and vice versa)...**