EVEille Days (exploration et valorisation Electroniques des corpus en Sciences Humaines et Sociales)

Numesthesia. The screen to capture the sensible?

Led by Anne Réach-Ngô, Marine Parra and Benoît Roux

with the collaboration of Régine Battiston

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Organized over five days from January to June 2023, the EVEille colloquium organized by the Institute for Research in European Languages and Literature of the University of Haute-Alsace (UR 4363) aims to develop, within the ILLE and in collaboration with other players in the world of HSS and digital humanities, a collective reflection on the uses of digital technology, the advantages and innovations but also the obstacles to its implementation, as well as future developments in research practices. The EVEille project intends to distance itself from the «all-digital» discourse and return to a reflection on a digital humanism based on the pooling of intellectual experiments, computer explorations and their appropriation by users, whether they are researchers, librarians and documentalists or managers of cultural centers.

The objective of this place of reflection is not to defend a necessary shift in the HSS towards the digital humanities, despite the strong encouragement from research funding and evaluation bodies which, through the pressure imposed, distort the methods and the questions. On the other hand, it is a question of giving participants who wonder about the interest of the digital humanities the means to examine whether such an orientation can – or not – be relevant in the context of their research or in the treatment of heritage and cultural assets for which they are responsible. It is also about allowing digital humanities project leaders to present their work and discuss the interactions between these different projects, which are still sometimes poorly integrated into team dynamics or the local cultural environment.

How can certain research projects or heritage and cultural promotion projects benefit from veering towards digital technologies? To what extent are the methodologies used rooted in older practices that have proven their worth? Do all projects lend themselves to such an approach? How to go about initiating, pursuing, relaunching or enriching a research project using the digital humanities?

Robert Fludd, Thesaurus animae & sapientiae, sections II, III, IV, 1619

Contacts

Projets-eville@uha.fr
Registration on Sciencesconf
Blog EVEille
Video channel on Uha pod
10am | Welcoming of participants
10:15 a.m. | Opening Remarks

Marine Parra (University of Utrecht), Anne Reach-Ngô (University of HauteAlsace) and Benoît Roux (University of Rouen-Normandy), Introduction

10:30 a.m. | Session 1 Immersive Excursion

During this session, participants are taken to a space designed and then built with digital technologies. The session is introduced by specialists, both face-to-face and virtually, and it allows you to examine the various valorization endeavors undertaken by heritage and cultural institutions.

Session led by Philippe Fleury & Sophie Madeleine, “Réalité virtuelle et restitution de sites patrimoniaux : comment partager une expérience “sensible” avec des publics pluriels”

Philippe Fleury is an emeritus professor of Latin at the University of Caen Normandy.

Sophie Madeleine is the director of Centre Interdisciplinaire de Réalité virtuelle at the University of Caen Normandy, HDR research engineer.

A research team from the University of Caen Normandy (ERLIS-UR 4254) has been working for more than 25 years on the interactive virtual restitution of ancient Rome with the support of the Centre Interdisciplinaire de Réalité virtuelle (CIREVE). The model is being developed with a twofold aim: research and pedagogy. First of all, it is a question of representing and experimenting with restitution hypotheses on a scale of 1, with all the freedom offered by virtual reality (circulation at real speed, access to primary sources and their interpretation to justify restitution choices, etc.). Once created, the interactive model then becomes a medium of choice for sharing with students, secondary school pupils or even the general public the latest knowledge on the secondary school pupils or even the general public. While the advanced use requires extensive training and often large teams, it is nevertheless possible for the uninitiated to get to grips with the software and at least become aware of how to use it. Among teams, it is nevertheless possible for the uninitiated to get to grips with the software and at least become aware of how to use it.

3:45 p.m. | Pause
4:00 p.m.-5:30 p.m. | Session 3 In Search of Tools

Tony Gheeraert, “Comment construire un univers qui ne tombe pas en morceaux au bout de deux jours ? Présentation d’Unreal Engine 5.1”

Tony Gheeraert is a professor of seventeenth-century French literature at the University of Rouen Normandy at the University of Rouen Normandy (CÉRÉdI-UR 3229).

“How to Build a Universe That Doesn’t Fall Apart Two Days Later” asked Philip K. Dick in 1978, already frightened by the proliferation of virtual worlds. Without getting into the philosophical or political debate or political debate, it appears that we now have tools that the creation of 3D universes, freely accessible and of professional quality. Originally designed to create video games video games, they are now commonly used by filmmakers, architects, or archaeologists. Archaeologists. While their advanced use requires extensive training and often large teams, it is and often large teams, it is nevertheless possible for the uninitiated to get to grips with the software and at least become aware of how to use it. Among these platforms, Unreal Engine tends today to become the main reference. We will quickly present its main features, and try to main features, and will try to show briefly how to create the bases of a 3D universe which is destined to collapse very quickly.

5:30 p.m. | Closing Remarks
After the first two editions devoted to the constitution of research data (2021) and their ethical foundations (2022), the EVEille project wishes to explore the place of sensoriality in digital representation, by questioning the participation of the five senses in the processing and transmission of scientific corpora and cultural objects. While the field of museography has long invested in digital devices for heritage valorization, the humanities have only recently taken up the question in the conduct of research projects.

By coining the neologism of *numesthesia* - born from the contraction of *numérique* (digital) and the Greek term *esthesia* which designates apprehension through the perception of the intellect and the senses – the EVEille project presupposes that in the field of Humanities, sensory apprehension is not only called upon to restore to large audiences the phenomenological reality of a scientific object that is offered to the intellect of the expert. The notion also suggests that the epistemological approach engages sensible devices of digital mediation to access, *through the senses*, the thickness of the scientific object and this, from the phase of investigation of the data itself.

The five days will follow a progressive path, from the most minimal digitization to the most advanced exploitation, in order to question the regimes of sensoriality that intervene in the digital communication of the scientific, cultural and patrimonial object. It will be a question of examining the way in which the five senses are solicited in a variety of ways, from the initial apprehension of the object of research to the production of a new scientific artifact, henceforth dematerialized, while passing by the various devices of its conversion to the digital format. We will study in particular the sensitive mechanisms implemented by the digital devices examined during the presentation of case studies, which could be from literary, linguistic or historical studies, as well as from the fields of musicology, art history, archaeology and more broadly from cultural studies.

**D2. Reconstructing Reality**

During the “Reconstructing reality” day, we will envisage more digital procedures that add new artifacts to the reality of objects whose completeness is definitively lost. We are thinking in particular of investigations that aim to find and assemble fragments of the same archaeological piece, to compose, in a single virtual edition, pages of books extracted from different copies, to recolor certain images, to constitute models reproducing on a reduced scale a site or a disappeared construction, etc. However, as a certain amount of information is often no longer directly known and accessible, the reconstruction requires an effort of methodical re-construction based on solid scientific foundations which, notwithstanding, orient and stimulate the imagination.

**Practical information**

The first day of the colloquium will be held at Rouen. To assist:

- **In-person**: Salle du conseil (UFR Lettres - Building B - 3rd floor)
  - Address: 17 rue Lavoisier, 76130 Mont-Saint-Aignan

- **Online**: the connection link will be sent after signing up on the Journées EVEille 2023 scienconf website.

**Scientific committee**

Régine Battiston (UHA, ILLE), Guido Braun (UHA, CRESAT), Bram J. M. Caers (Leiden University), Pierre Cubaud (CNAM), Marie-Luce Demonet (CESR / Université de Tours), Ambre Philippe (Fondation Catherine Gide), Tony Gheeraert (Université de Rouen), Nicolas Genis (Université de Lille, HALMA), Renske A. Hoff (Utrecht University), Madeleine Hubert (Bnu, Data Lab), Isabelle Lefèvre (UHA, SUAC), Véronique Lochert (UHA, ILLE), Marine Parra (Utrecht University), Anne Réach-Ngô (UHA, ILLE), Martine Robert (Université de Rouen, ERIAC), Benoît Roux (Université de Rouen, ERIAC), Franck Varenne (Université de Rouen, ERIAC).

**Organization committee**

Yanet Hernandez (SciencesConf website and uhapod channel), Michela Lagnena (workshops’ pedagogic ressources), Romane Marthoux (participant’s presentation video capsules), Marine Parra (scientific direction), Anne Réach-Ngô (scientific direction), Benoît Roux (scientific direction).