

Module 2 European Studies through Digital Historical Developments

Practical workshop No. 4

Topic 4: The Role of Interactive Digital Maps in European Historical and Cultural Research

Part 1: Theoretical Foundations and Applications of Interactive Digital Maps

1. **The Evolution of Cartography in Historical Research**
 - From traditional paper maps to digital GIS-based mapping.
 - The impact of interactive maps on the study of European history and culture.
 2. **Types of Interactive Digital Maps Used in European Studies**
 - Historical GIS maps (e.g., Mapping the Republic of Letters, Pelagios Project).
 - Linguistic maps showing language distribution and evolution.
 - Political and economic maps tracking European integration and conflicts.
 3. **Advantages of Digital Mapping for Researchers and Educators**
 - Enhanced visualization of historical events, borders, and migrations.
 - Interactive storytelling and accessibility for wider audiences.
 - Integration with other digital humanities tools for interdisciplinary research.
 4. **Challenges and Ethical Considerations**
 - Accuracy and reliability of historical data in digital maps.
 - Issues of bias in mapping historical narratives.
 - Data privacy concerns when using GIS for contemporary historical research.
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Part 2: Practical Applications and Innovations in Interactive Mapping

1. **Case Studies of Digital Mapping in European Research**
 - Examples of projects using GIS for historical analysis (e.g., EHESS's *Geohistorical Data* project).
 - Digital reconstructions of ancient and medieval European cities.
2. **Using Digital Maps for Cultural Heritage and Preservation**
 - Mapping the impact of wars on cultural landmarks.
 - Interactive maps for tracking endangered cultural heritage sites in Europe.
3. **The Role of AI and Big Data in Digital Mapping**
 - AI-powered geospatial analysis in historical research.
 - The use of big data to track migration patterns and demographic changes.
4. **Future Trends and Innovations**
 - Augmented Reality (AR) and Virtual Reality (VR) integration in historical mapping.
 - Crowdsourced mapping projects for European cultural heritage documentation.

