

ΑΝΑΛΥΤΙΚΗ ΠΡΟΔΙΑΓΡΑΦΗ ΠΡΟΓΡΑΜΜΑΤΟΣ ΚΑΤΑΡΤΙΣΗΣ

1. Τίτλος προγράμματος κατάρτισης:

Advanced Programming for Digital Humanities & Cultural Heritage

2. Σύνδεση με Πρότυπα Επαγγελματικών Προσόντων:

Δεν εφαρμόζεται

3. Διάρκεια κατάρτισης (ώρες): 16

4. Ανάγκη κατάρτισης:

This training builds upon the foundational skills introduced in the "Introduction to Programming for Digital Humanities & Cultural Heritage" training program. It addresses the need for advanced technical skills, enabling participants to tackle complex challenges in the Digital Humanities (DH) and Cultural Heritage (CH) sectors. More specifically, DH/CH professionals:

- Require advanced programming techniques, including database optimization, API integration, and advanced web application development.
- Require training in designing systems that enhance data sharing and collaboration in research and cultural institutions.
- Need skills to scale their projects, making them robust, secure, and adaptable to emerging technologies.

5. Στόχοι:

Upon the completion of the program, participants will be able to:

- Develop advanced Web Applications tailored to Digital Humanities and Cultural Heritage projects.
- Integrate APIs and external data sources into cultural heritage web applications.
- Implement advanced database optimization and management techniques for large-scale digital heritage data.
- Build interactive, user-friendly web interfaces that enhance the accessibility of cultural heritage data.
- Analyze and apply software engineering best practices to improve the quality, maintainability, and scalability of DH/CH projects.

6. Περιγραφή υποψηφίων για συμμετοχή:

Target Audience:

- Academics, researchers, and professionals who completed the introductory course or have equivalent foundational programming knowledge.
- Cultural heritage professionals aiming to develop advanced digital applications.

- IT specialists and developers with a focus on humanities and cultural heritage sectors.

Minimum Requirements:

- Completion of "Introduction to Programming for Digital Humanities & Cultural Heritage" or equivalent knowledge.
- Familiarity with basic programming concepts and tools like Python and Django.
- Professional experience in Digital Humanities or IT is advantageous but not mandatory.

*Participants are kindly requested to bring their personal computer for the training.

7. Περιεχόμενο κατάρτισης:

A/A Ενότητας	ΑΝΑΛΥΣΗ ΠΕΡΙΕΧΟΜΕΝΟΥ ΕΝΟΤΗΤΩΝ	ΔΙΑΡΚΕΙΑ (ΩΡΕΣ)
Ενότητα 1	Setting up the Django project structure for Humanities Project Hands-on: Install Django, create the project, configure settings, and set up the development environment.	2
Ενότητα 2	Database Design based on Digital Humanities (DH) project <ul style="list-style-type: none"> • Creating Data models for DH project, including metadata fields such as period, material, origin, and inscriptions. • Establishing relationships between models (e.g., coins, collections, and exhibits). 	2
Ενότητα 3	Backend Development: Data Management <ul style="list-style-type: none"> • Customizing admin interface for managing numismatic data. • Create the interphase of the admin panel. • Adding, editing, and deleting records via the admin interface. 	2
Ενότητα 4	Frontend Development: Displaying Numismatic Data (Part 1) <ul style="list-style-type: none"> • Building views and templates to display lists of objects and detailed information. • Adding basic navigation for the application. 	2
Ενότητα 5	Frontend Development: Enhancing User Interaction (Part 2) <ul style="list-style-type: none"> • Adding search and filtering features to the platform (e.g., search by material, period, or origin). • Implementing pagination for large datasets. 	2
Ενότητα 6	Visualization and Enrichment <ul style="list-style-type: none"> • Creating visualizations like maps to display object origins using libraries like Leaflet.js. • Developing simple timelines to show historical context. 	2
Ενότητα 7	Scaling, Deployment, and Security <ul style="list-style-type: none"> • Optimizing queries and database performance for large collections. • Implementing security features (e.g., authentication, permissions). • Deploying the application on a server or cloud platform. • Object Storage. 	2

Ενότητα 8	Final Project Presentation and Feedback <ul style="list-style-type: none">• Participants present their completed platforms.• Showcase features such as filtering, pagination, and visualizations.• Group discussion on challenges, solutions, and potential future enhancements.• Hands-on: Share and receive feedback on the completed numismatic collection platform.	2
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