



Inleiding Informatiekunde

Inf. Stats

Instructor

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<http://www.let.rug.nl/~nerbonne/teach/intro-k/>

J. Glenn Brookshear, *Computer Science: An Overview* Reading, Mass., US:Addison-Wesley, 2003.

Web site has weekly topics, readings, assignments, incl. final paper, contact information, lots of pointers

RuG



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Prerequisites:

- interest in computing
- interest in humanities
 - language & linguistics;
 - (computer-mediated) communication; and/or
 - history, incl. art history; literature
- academic skills (reading, writing, reasoning)

Non-prerequisites:

- mathematical sophistication
- facility with software — taught later!

RuG

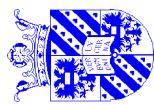


Goals of Course

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Course Emphases

- Information Systems (Informatiekunde, IK)
- Computing in Humanities
 - topics as above
- Program of Study in Groningen
 - inform decision whether to study IK
- Academic skills (writing)



Formal Requirements

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- Weekly lecture/discussion (**attendance required**)
- Five exercises based on laboratory practica.
- One paper (10pp. \approx 5,000 wd.)

Grades

- Lectures (10%)
Attendance at least five times.
- Exercises (50%)
10% each
- Paper (40%)



Why Computers in Humanities?

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Lots of humanities issues are EMPIRICAL and DATA-INTENSIVE

empirical — involving matters of fact, not purely conceptual
data-intensive — issues for which lots of data may be relevant

Examples of empirical, data-intensive issues:

- Pronunciation of all Dutch words
- 18th cent Amsterdam import records
- 800 years history of Groningen city structure
- Vocabulary in Shakespeare's writings

Computer needed for *empirical, data-intensive* issues.





Information Systems

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Information

- capture** digitalization of sound, image, video
 - basic interpretation (optical character recognition)
- storage** including indexing, preparation for retrieval
- organization** incl. databases, DB extensions
- processing** algorithms and programming
- presentation** make information accessible

Illustrated in this course with topics from humanities computing.



Scientific/Scholarly Aims

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Scientific/Scholarly Knowledge

theory Coherent, general account

experiment Concrete, specific test of theory

application Practical use of knowledge

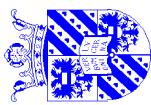
Structure of Texts

theory Sequences, regular languages, finite automata

experiment Analysis of texts into word-forms, words (lemmata), ...

application Search in textual databases (WWW)

- Find texts similar to query



Curriculum Informatiekunde

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Semester	Colleges
1	Inleiding IK, Programmeren, HTML, Logica, Tekstmanipulatie
2	Inleiding (2), Datastructuren, WebTech, Statistiek, Corpusstaalkunde
3	Databases, XML, Prolog, Vrij (10)
4	Taalverwerking, DB Modellen, Beeldverwerking, Vrij (10)
5	IR, Informatiesystemen, Keuze (CIW óf KI), Vrij (10)
6	Project in Elek. Media, Taalverwerking; Scriptie; Vrij (10)