Table of Contents

Foreword	9
I. INTRODUCTION	
Compendium of Computational Theology – Introduction Christopher A. Nunn and Frederike van Oorschot	13
II. PROJECT AND DEFINITION	
Schism or Renaissance? On the Relationship Between Computational Humanities and Digital Humanities Michael Piotrowski	31
Doing Theology with Videogames — Insights for Computational Theology Erin Raffety	51
On the Practice of Computational Theology Christopher A. Nunn	69
III. MULTIMEDIA ACCESS IN THE DIGITAL HUMANITIES	
Text Digitization Daniel Stökl Ben Ezra	99
Image Digitization Hubertus Kohle	117
Computational Audio and Music Analysis Christof Weiß	127

6 Table of Contents

Computational Tools and Methods for Film and Video Analysis Manuel Burghardt, John Bateman, Eric Müller-Budack and Ralph Ewerth	147
IV. FORMS OF DIGITAL TEXT ANALYSIS	
Python or R? Getting Started with Programming for Humanists William Mattingly	177
Stylistic Analysis Fotis Jannidis	189
Network Analysis Caitlin Burge	203
Discourse Analysis Alexander Lasch	215
Named Entity Recognition Evelyn Gius	229
Topic Modeling Melanie Althage	245
Sentiment Analysis Rachele Sprugnoli	267
Intertextuality Research Julia Nantke	283
Spatial Analysis, or The New Literary Geography Matthew Wilkens	295
Computational Theology and Information Visualization Janelle Peters	315
Digital Edition Annette von Stockhausen	333

V. DISSEMINATION

Scientific Communication and Community Building Ulrike Wuttke	347
Virtual Research Environments Caroline T. Schroeder	379
Research Data Management Jochen Apel	393
AI supported Text Production in the University Johanna Gröpler, Margret Mundorf and Nicolaus Wilder	407
Reviews of Digital Resources Ulrike Henny-Krahmer	429
Transformation of Conventional Research Environments and Publication Forms Clifford Anderson	443
Glossary Kevin Wunsch and Christopher A. Nunn	463
Contributors	477
Reviewer Wall of Fame	481