

Collaborative Pedagogy in the Digital Age: Flipped Classrooms and Lab Environments in Classics

Digital technology is having a significant impact on all areas of Classics by enabling the collation of large and machine-actionable datasets, broad-scale collaborative research, and interdisciplinary initiatives. These changes are also noticeable in the classroom, where technology facilitates the emergence of collaborative teaching methods in which students can participate in research alongside their instructors in a lab-style environment. This hands-on approach to learning lets students design research questions and implement experimentation, solve unique problems, and contribute in the elaboration of research products and resources.

This panel explores such ongoing pedagogical initiatives at Tufts University and the University of Nebraska. It is our hope that these presentations will foster discussion and further experimentation in the Classics and Humanities community. Presentations will focus on treebanking in Greek and Latin classes, the use of digital tools in Classical Mythology, and student participation in research through these methods. One paper will address this last topic in great detail, as it describes the experience of an undergraduate student participating in the elaboration of treebanking exercises for an intermediary Greek class. In this case, the student is not only participating in professional research activities through digital technology, but he is also involved in designing the curriculum altogether. We believe that such experiences foster greater student ownership and involvement in the conduct of their own education by integrating them into the professional Classics community.