



13 NOVEMBER 2026



A WEB-BASED RESEARCH ENVIRONMENT FOR THE HUMANITIES

nodegoat is a web-based research environment designed for the humanities. The platform enables researchers to manage and visualize complex archaeological and historical data, including vague dates and historical regions, as well as to generate diachronic geographical and social network visualizations.



nodegoat
website



request
nodegoat
account

The IAKA will host a one-day workshop introducing ***nodegoat***. The workshop will be held in English and led by Geert Kessels and Pim van Bree, the creators of the application. Participation is free, and open to all students and staff.

During the workshop, participants will learn how to use this flexible digital environment for their own projects. No prior experience is required. Participants are encouraged to bring their own research questions or datasets to explore within nodegoat.

Those who wish to start building their own research environment may request an account in advance at: <https://nodegoat.net/requestaccount>.

To **register to the workshop**, or for any inquiries, please send an email to Eythan Levy, Oberassistent in Digital Archaeology at IAKA (eythan.levy@uzh.ch).

Location: University of Zurich, *Room to be announced*.

Programme

- 09:00 Introduction to nodegoat
- 10:00 Who are you and what is your research question?
- 10:15 Learn how to enter geographical data into nodegoat
- 10:30 *Coffee Break*
- 11:00 Learn how to enter relational data into nodegoat
- 12:00 Learn how to conceptualise a data model
- 12:30 *Lunch Break*
- 14:00 Learn how to implement a data model in nodegoat
- 14:30 Enter data in your data model
- 15:30 *Coffee Break*
- 16:00 Filter & visualise data
- 16:30 Import & export
- 17:00 Conditional formatting, network analysis, LLM connectors
- 17:30 *End of workshop*