

# Giulia Osti

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SFI/d-real funded PhD researcher @ University College Dublin

## About

A 3rd year PhD candidate researching the implications of releasing digitised heritage collections as data in the age of generative artificial intelligence.

**Areas of interest:** Critical Data Studies, Artificial Intelligence, Collections as Data, Digital Preservation, Mixed Methods, Digital Cultural Heritage.

## Research Experience

- 2021 – Present     **UCD, School of Information and Communication Studies** – Ireland  
SFI/d-real funded Ph.D. researcher  
Supervisors: Assoc. Prof. Amber Cushing (UCD), Prof. Suzanne Little (DCU)
- 2020 – 2021     **Cyprus University of Technology - DHRIlab** – Cyprus  
Junior researcher - semantic data modelling for digital cultural heritage  
<https://digitalheritagelab.eu>

## Education

- 2016 – on hold     **University of Bologna** – Italy  
MSc in Biodiversity and Evolution  
*Theories of evolution; micro and macro evolution; molecular phylogenetics; bioinformatics; CV in Botany.*
- 2011 – 2014     **University of Ferrara** – Italy  
MSc in Quaternary, Prehistory and Archaeology (Hons.)  
*Archaeobotany; archaeozoology; pre/protohistory in Italy; human evolution; applied archaeology.*
- 2008 – 2011     **University of Ferrara** – Italy  
BSc in Environmental and Cultural Heritage  
*Archaeological science; applied ecology and biology; theoretical archaeology; heritage studies.*

## Professional Experience

- 2017 – 2020 **Freelance Visual Designer** – Italy  
*Vectorial Graphics and Web Design (info architecture, CMS setting and customisations)*
- 2014 – 2020 **Professional Archaeologist** – Italy  
*Digital Archaeology (data management),  
Community Archaeology (outreach, qualitative research)*

## Affiliations/Memberships

- 2024 – Present **The Programming Historian in English (editor in training)**  
<https://programminghistorian.org/en/>
- 2023 – Present **Alliance of Digital Humanities Organizations**  
<https://adho.org>
- 2023 – Present **Association for Information Science and Technology (ASIS&T)**  
<https://www.asist.org>
- 2018 – Present **European Association of Archaeologists**  
<https://www.e-a-a.org/>
- 2020 – Present **Europeana Network Association**  
<https://pro.europeana.eu/europeana-network-association>

## Last Publications

**Osti, G.**, & Cushing, A. (2023). "That's Not Damning with Faint Praise": Understanding the Adoption of Artificial Intelligence for Digital Preservation Tasks. In I. Sserwanga, A. Goulding, H. Moulaison-Sandy, J. T. Du, A. L. Soares, V. Hessami, & R. D. Frank (Eds.), *Information for a Better World: Normality, Virtuality, Physicality, Inclusivity* (pp. 259–276). Springer Nature Switzerland. [https://doi.org/10.1007/978-3-031-28035-1\\_18](https://doi.org/10.1007/978-3-031-28035-1_18)

Cushing, A. L., & **Osti, G.** (2022). "So how do we balance all of these needs?": How the concept of AI technology impacts digital archival expertise. *Journal of Documentation*, ahead-of-print. <https://doi.org/10.1108/JD-08-2022-0170>

Avouri, E., **Osti, G.**, Clifflen, H., Joncic, N., Pritchard, D., Ripanti, F., & Toumpouri, M. (2021). VR in the time of social distancing: New multidisciplinary-inspired directions for virtual exhibitions. *ICAMT Online Conference 2020 - Architecture & Exhibit Design New Challenges for Museums*. <http://icamt.mini.icom.museum>

## Skills

### **Programming languages**

Navigated in: Python, R, HTML, CSS,  $\LaTeX$ , Markdown  
Often dealing with: YAML, XML, Ruby, JavaScript, SQL

### **Software of frequent use**

Jupyter Notebooks, Overleaf, VSCode, Anaconda, Github, Adobe CC (Indesign, Illustrator, Photoshop - eventually Premiere and After Effects).

### **Soft skills**

- Creative thinker
- Good at problem-solving
- Multi-tasking and passionate learner
- Teamwork lover
- Sunny personality

### **Languages**

Italian (native), English (C1), Spanish (B1)

## **Other interests**

Playing around with open source software and productivity tools, data visualisation, traditional/digital illustration, creative writing, hiking, collecting plants, PC gaming (mostly fantasy RPGs), learning learning learning.