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**Title: The Practicalities of Collaboratively Digitally Editing Medieval Prose: The *Estoria de Espanna* Digital Project as a Case Study**

**Abstract**
This paper will use the *Estoria de Espanna* Digital Project as a case study to examine some of the practical issues that may be encountered when carrying out collaborative digital editing projects of medieval texts. I will look at the three of the main tasks involved in creating an electronic edition as part of a collaborative digital editing project: transcription, collation and regularisation, and will explain the necessity of the circle of activity for the effective completion of these tasks by more than one person: communication/dissemination of norms 🡪 agreement of norms 🡪 any required training 🡪 carry out task 🡪 moderation 🡪 feedback 🡪 norms updated if required 🡪 communication/dissemination of norms 🡪 and so on. I will describe some of the practical issues we encountered when creating the electronic edition of the *Estoria de Espanna*, and will look at some of the strategies we employed to overcome them. I will also pose the question of whether ‘collaborative digital editing’ could be considered a misnomer in this context: what do we mean by ‘collaborative’ and ‘editing’ in the phrase ‘collaborative digital editing’ when we are creating electronic editions of medieval texts?

*Key words:*

Collaborative digital editing; transcription; collation; regularisation; team work.