☐ "Digital Skills and Thinking for the Humanities" mini-symposium
Friday, 29 January 2021; 9:30 – 12:00 (CET)
(Online via Kaltura Live Rooms – Open to All)

The last day of the [TtT workshop](#) (LUCDH & CDS) will be presented as a mini-symposium and is **open to all**. There will be presentations and panels discussing how to teach digital thinking and tools to students and what is on the digital horizon for the Humanities?

Felienne Hermans	*How cognitive science informs teaching programming*;
Suzan Verberne	*An introduction to neural language programming'*;
Alex Brandsen	*Letting ALICE do the heavy lifting – How High Performance Computing facilities can help the Humanities*;
Liselore Tissen	*The ability to physically (re)create anything imaginable – Reshaping research and education through 3D printing*;
Jelger Kroese	*Bridging the physical and digital: Extended Reality for education and research in Humanities.*

To register for login details email: lucdh@hum.leidenuniv.nl
(NB If you are registered for the full 5-morning workshop you do not need to register again.)

☐ DH Benelux 2021 "The Humanities in a Digital World"
Hybrid (Online and Offline from Leiden)
Conference dates: 2-4 June 2021
The Call for Papers is out **– deadline 15 Feb 202**. Submit abstracts via the EasyChair link at 2021.dh/Benelux.org. Further description at the end of this Newsletter.

☐ LUCDH lunchtime speaker series:
Wednesday 10 March 12:00 – 13:00 (CET)
"Sense Acts and Decision-Making: Electronic Tools and Artistic Models"
with Ksenia Fedorova via Kaltura

How is perception instrumental in making decisions? What epistemological and ethical questions arise with the advent of new methods of analysis and shaping perception? Tools, such as electronic sensors for measuring physiological response, have been widely employed in the fields ranging from behavioral psychology to empirical branches of humanistic research. The talk will explore how art can help critically challenge and expand our conceptions of

perception in empirical research. Biofeedback-based art, embodied interaction practices and art with nonhuman actors will be considered as models disclosing the new value of sensing and a sense act.

Ksenia Fedorova is a media and media art researcher, holding PhD in Cultural Studies (University of California Davis) and Ph.D in Philosophy/Aesthetics (Ural Federal University, St.Petersburg State University, RU). She is the author of Tactics of Interfacing: Encoding Affect in Art and Technology (MIT Press, 2020) and the co-editor of Media: Between Magic and Technology (2014, in Russian).

Please email: lucdh@hum.leidenuniv.nl for registration and Kaltura Live Room login details to the LUCDH Events channel.

☐ LUCDH Small Grant 2019-2020 Symposium
Friday, 5 February 2021; 13:00 – 17:00

Small Grant awardees from 2019-2020 will present their results via Kaltura Live Room. Read more about these exciting projects at : Small Grant Research Projects.

Sjef Barbiers	*Introduction to the Symposium*
Thijs Porck	*Mapping Connections and Interactions in Medieval Literature: Analyzing and Visualizing Social Networks in the Old English Poem Beowulf*
Laura Bertens	*Modeling the Art Historical Canon*
Sam-Sin Fresco	*Reuniting Manchu Texts on Maps - Designing the Proof of Concept*
Marina Gavryushkina	*A 3D Record of the Past: Developing a Volumetric 3D GIS Methodology for Documenting Archaeological Excavations in Three Dimensions*
Maria Hadjigavriel	*Connecting the Pieces: Employing 3D Modelling to Reconstruct Archaeological Artefacts and Contexts*
Andreea Geambasu	*Participant Database for Infant and Child Research*
Richard T. Griscom	*Mobilizing metadata: Open Data Kit for Linguistic Fieldwork*
	15:00 - 15:15 Break
K.G. Guttman	*Integration of Digital Imaging Technology in Thesis Performance and Exhibition*
Marion Pluskota	*Spaces of Awareness and Criminality in the Past*
Tazuko van Berkel	*Editing Protagoras*
Carmen van den Bergh	*L-SEVIR : Literary Segments to Visualize Italian Realism*
Timothy Vergeer	*Touchy-Feely: Text-Mining as an Expansion of Qualitative Emotion Analysis*
Xander Vertegaal	An Online Cross-linguistic Database of Sound Changes
Sary Zananiri	Mapping the Mandate: Frank Scholten in the 'Holy Lands'

Please email: lucdh@hum.leidenuniv.nl for registration and Kaltura Live Room login details to the LUCDH Events channel.

☐ LUCDH lunchtime speaker series:
Wednesday 7 April 12:00 – 13:00 (CET)
"How will Mixed Reality change the ways we learn & solve problems?"
with Robin de Lange via Kaltura (NB This talk is postponed from December.)

In this talk, Robin de Lange will share findings from five years of the student research in his Honours Class which is now called 'Getting smarter with VR & AR'. The focus of this course and Robin's research has been on learning with Virtual Reality headsets. More and more the focus shifts to Augmented Reality and how different aspects of our society could change when we would wear AR headsets on a daily basis. Questions explored at this talk: Can we solve more complex problems when we're continuously supported by a digital device? How could this change the ways we interact with each other? How can we anticipate these developments and make wise decisions to steer them in the right direction?

Robin is the founder of the Virtual Reality Learning Lab. He has a MSc. in Media Technology and a bachelor in Physics and Philosophy. Further info: http://www.robindelange.com/

Please email: lucdh@hum.leidenuniv.nl for registration and Kaltura Live Room login details to the LUCDH Events channel.

☐ NWA grant for project "Streaming the Past"

Congratulations to Researchers from the Faculty of Humanities and the Faculty of Archaeology, with the support of the communication departments of these Faculties and the VALUE Foundation, who have been awarded one of the first NWA-Science Communication and Outreach grant for their plan to produce live-streams via online platform Twitch.tv called 'Streaming the Past'.

Keep up to date with the VALUE Foundation on Twitter and at Interactive Pasts.

☐ The VALUE Foundation has regular live-streams
Tuesdays and Thursdays on Twitch
You can also re-watch a recent recording Let's Play of Assassin's Creed Valhalla with Thijs Porck, Angus Mol, and Aris Politopoulos.

☐ The Past-at-Play Lab

Want to play and do research at the same time? This is allowed under current Coronavirus conditions in this research space operating under strict and up-to-date Corona guidelines of Leiden University and the relevant national guidelines and regulations – see Past-at-Play Lab Health and Safety Protocol. You can join by yourself, in which case your play partner may either be your PlayLab host or another visiting player. You can also bring a friend.

Want to come Play in the Lab? Reserve your place here!

🔲 DH Benelux 2021 "The Humanities in a Digital World"
Hybrid (Online and Offline from Leiden)
Conference dates: 2-4 June 2021. Call for Papers deadline: 15 Feb 2021

The Call for Papers is out and EasyChair submission link is live!
More information available from 2021.dh/Benelux.org

DH Benelux 2021 – in Leiden and Online (Registration for this event will open in February) Due to the Coronavirus situation, the 7th DH Benelux Conference will take place in Leiden, if possible, as well as online. We aim to provide a programme in which all talks will be accessible on the Leiden campus to the extent allowed by current coronovirus regulations as well as online. Paper contribution will, naturally, be reviewed on the basis of their quality and not on the question of whether or not the presenter is able to travel to Leiden.

Key dates:

Deadline for submitting abstracts: **15 February 2021 (23:59 CET)** [Note: extended deadline!]
Notification of acceptance: **mid-April 2021**
Conference: **2-4 June (Leiden/Online)**

Our call is open to all colleagues, including those but not limited to those working in the humanities, the (social) sciences, and heritage sectors, with an interest and enthusiasm in the application and use of digital technologies to the study of culture. Submissions are welcome from researchers at all career stages. We particularly encourage early stage researchers (MA/PhD students and postdoctoral researchers) to submit abstracts. The conference has a primary focus on recent advances concerning research activities in the Benelux as well as data- or research projects related to Belgium, The Netherlands, and Luxembourg. However, proposals from outside the Benelux are strongly encouraged as well. Submissions, using the EasyChair system is open now!

For full details see: https://2021.dhbenelux.org/call-for-papers/

Other news in Digital Humanities

🔲 New Collaboration Develops AI for Cultural Heritage

CWI starts a new collaboration with heritage and research institutions around artificial intelligence (AI). In the Cultural AI Lab they will jointly explore the possibilities of AI for cultural research and raise AI's awareness of the cultural context.

Researcher in Residence Programme Cultural AI:

External researchers can use the data from the Dutch National Library to propose research on the themes of the Cultural AI Lab. The selected researchers will receive compensation and can make use of the facilities of the library during their research. In 2021, the library will collaborate with researcher **Simon Kemper (Leiden University)** on a project to locate entities (persons, places and organizations) in the multilingual colonial digitized newspapers using various AI language models. More information at CWI News on new collaboration