☐ Humanities Digital Lab – P.J. Veth 1.07 – Open Day!
Friday, 29 October, 13:30 – 17:00 (P.J. Veth); 17:00 (Faculty Club)

The Digital Lab is open! This new lab in P.J. Veth 1.07 is meant for staff and students who are looking for a place to work, experiment, and find support for their digital research. Read more about the creation of the new Digital Lab@Veth.

There'll be a kickoff event, with live digital demos and a roundtable on "The Humanities in a Digital World". Program details at Digital Lab Opening.

Spread the word! All staff and students are welcome to drop in on this afternoon, and discover what the Digital Lab can mean to your research, teaching, and study. We'd appreciate you forwarding this announcement to colleagues.

LUCDH staff welcome Matthew Sung as new PhD student

Matthew is a first year PhD student in Linguistics. His primary interest is in dialectology, the study of geographical language variation (i.e. creating and analysing linguistic maps based on dialect pronunciation data). In the next few years, he aims to apply quantitative and computational methods to explore the dialect variation of Yue (Cantonese is one of the more well-known dialects, which is also his first language) in order to address dialectological questions from a tonal language's perspective.

You can read more about Matthew's research interests at Leiden University and on his personal website.

☐ LUCDH lunchtime speaker series with Dr. Christopher Handy
Wednesday, 3 November, 12:00 – 13:00 (CET)

"*Full Stack Language Apps from the Bottom Up: Custom Online Portals for Humanities Research Using Linux, Python, Django & other Open Source Tools*" with Christopher Handy
Location: P.J. Veth 1.07 - Digital Lab (or Online via Kaltura)

Christopher Handy will provide an overview of the major components he uses in his Digital Humanities course at Leiden University, '*Constructing Digital Language*

Toolkits'. Now in its fourth iteration, the course helps bridge the gap between traditional humanities language research and web technologies.

Students with no prior background in software design learn to combine general purpose computing resources to create professional quality language toolkits for their specific research needs. Past projects created for the course include online multilingual dictionaries, language tagging engines, educational games, and various other useful applications.

This system places an emphasis on practical methods for bringing existing research projects to the digital realm quickly and easily. The modular design of this stack is especially useful for creating and maintaining dynamic solutions for low resource languages, for which specialized software is often limited or unavailable within the mainstream market.

We very much hope that you can join us in the new Digital Lab in P.J. Veth 1.07. However, we will also be live-streaming on Kaltura, so please let us know if you will be attending in person or online (Kaltura Live Room login details will then be emailed to you.): E-mail: lucdh@hum.leidenuniv.nl to register.

☐ Symposium on *"Humanities and AI"*
Thursday, 11 November – Save the Date!

Save the date 11 November for an exciting program on the 'Humanities & AI' in a premium location in Leiden Further details will follow in our next newsletter and [LUCDH events](#) page.

☐ Small Grant – Call for Application!
Deadline: Wednesday, 15 December 2021 (23:59 CET)

LUCDH funds the development of Digital Humanities research activities, knowledge, and skills through a Small Grants program.

Leiden University members of staff, affiliates, or PhD students within the Humanities Faculty (or those co-working with a member of staff or student within the Humanities Faculty) are invited to apply by **15 December 2021 (23:59 CET)**

Full details on how to apply can be found at the Small Grants '[Call for Application 2021 – 2022](#)'

☐ Teach the Teacher's workshop in digital skills
Mon-Fri, 24 – 28 January 2022

Make a note of the last week in January 2022 if you would like to upgrade your digital skills in teaching. Registration details will follow in later newsletters. For an impression of the digital skills taught at this workshop – see the syllabus from the [Teach the Teacher workshop](#) held this year. On the last afternoon of the workshop you can hear how these skills can be put into practice in innovative DH projects – see the following event.

The '*Leiden Humanities in a Digital World*' Symposium
Friday, 28 January 2022

On this Friday afternoon, LU researchers will present updates of their innovative DH projects, which have progressed with the support of an LUCDH Small Grant. For original outlines of these projects see our Small Grant project page.

Further DH Events

Data Carpentry for Social Sciences and Humanities
Date: 4 sessions: 25-26 & 28-29 October, 9:00 – 13:00 (CET).
Location: Online

This workshop is open to all researchers from TU Delft, Leiden University and Erasmus University Rotterdam.

Further details can be found at: Data Carpentry workshop

Registration via eventbrite

Workshop website: https://leidenuniversitylibrary.github.io/2021-10-25-lde-online/

Computational Approaches to ancient Greek and Latin
Tuesday, 2 November, 12.15 to 17:00
(walk-in from 12:00, drinks after 17:00);
Location: Groningen, Norman Building, Lutkenieuwstraat 5; or Online: XXX
Attendance is free (both 'live' and online), but please register with
Evelien de Graaf: e.de.graaf.6@student.rug.nl

The OIKOS Platform for Digital Classics is organizing a 1-day conference on computational approaches to ancient Greek and Latin.

The use of computational approaches (Natural Language Processing) to study classical languages is a new and exciting scholarly domain. This conference aims at exploring the potential of NLP to Ancient Greek and Latin, and at forging working relationships and collaborations between scholars pioneering this field.

The conference is of interest to classicists interested in digital resources, to computational linguists, especially those interested in low resource languages, and to others working on historical data and in the various branches of Digital Humanities.

Further details can be found at: https://www.rug.nl/research/research-let/onderzoekscholen/oikos/calendar/2021/1102-platform-digital-classics-clcg

We hope to see many of you there! The organisers: Saskia Peels-Matthey (RUG), Tazuko van Berkel (Leiden), Silvia Stopponi (RUG), Evelien de Graaf (RUG).