LUCDH NEWSLETTER & EVENTS

Grant Award – Congratulations!

Lauren Fonteyn from Leiden University has been awarded a substantial Digital Infrastructure grant for a two-year research project MacBERTh – Bidirectional Encoder Representations from Transformers of historical English and Dutch. With a team of colleagues, including Jelena Prokic from LUCDH, Lauren Fonteyn will create the first set of deep neural language models for understanding how meanings and concepts are conveyed in historical texts. The overall goal of the project is to provide access for researchers from Humanities and Social Sciences to models and tools developed in the machine learning community and encourage the usage of computational and machine learning methods in the Humanities and Social Sciences. See also LU News: "A whole new (computational) world"

Congratulations to Lauren and all co-applicants!

Digital Humanities Minor – growing student interest in DH Minor

LUCDH has had a very good year with record numbers of students of high quality completing their digital humanities minor. Students are currently finishing up their capstone projects. Next year promises to have once again record attendance.

Past at Play & Live Streaming – take part in playing with the past ☉

Past at Play website has launched https://pastatplay.com/. The original plans will change somewhat due to COVID-19, but please check the website or follow us on social media for updates: https://twitter.com/pastatplaylab

Through the VALUE foundation Angus Mol now streams regularly, together with Aris Politopoulos. These live sessions (and recorded) occur every Tuesday and Thursday at https://www.twitch.tv/valuefnd. Currently, Angus and Aris are playing through Sid Meier's Civilization 1 as part of a research project on this game series.

New DH Projects in the spotlight ☉
"**things that talk**… Exploring Humanities through Objects": https://thingsthattalk.net/

> "Things—the objects, tools, and artifacts of everyday life—are the material expression of human experience. Without them, we would lose track of what makes us who we are. Things outlast us, and we rely on them to tell our stories when we are gone. Things That Talk is a place for learning the language of objects from the full sweep of human history. It is a durable, living archive of stories about the interconnected world of things."

> "Things That Talk facilitates storytelling by giving contributors all the basic curation, sequencing, and visual tools they need to narrate an object."

Contact Fresco Sam-Sin if you would like to see your stories on the TTT website or if you have any feedback or thoughts to share: **fresco@thingsthattalk.net**

DH Benelux – Online 3-5 June, 2020
Many thanks to the DH Benelux Organising Team 2020 and speakers for an excellent conference! In the spirit of Open Science, the DH Benelux sessions have been recorded and the videos will be uploaded to the DH Benelux 2020 Zenodo community. Slide presentations are already available at Zenodo.org.

DH Benelux – Leiden 2-4 June, 2021
DH Benelux-Leiden has been rescheduled to 2-4 June 2021. Deadlines for Call for Papers and Workshops will be announced later. The conference will take place at the Faculty of Humanities, Leiden University, and will be organised by the Leiden University Centre for Digital Humanities and the Centre for Digital Scholarship. See http://2020.dhbenelux.org/

Small Grants – adapting to Covid-19
Whilst Covid-19 has caused many disruptions and disappointments to SG research and personal development goals – most notably with postponements to archaelogical digs in Cyprus and the Leeds International Medieval Congress – fortunately, most small grant researchers have been able to find work arounds. The Small Grant symposium that showcases research results will go ahead in some form (online/in-person), but perhaps at a later date than usual – watch for news on the symposium after the summer. Full details on these fascinating projects at: LUCDH / Projects / Small Grant Projects.