

LUCDH Newsletter – 27 January 2022

The Digital Lab in P.J. Veth 1.07

At present the digital lab is closed for drop-in sessions. However, if you require support, we'd be happy to help you via email. To organize a gathering or to book space in the Digital Lab: digital-lab@hum.leidenuniv.nl; to use the recording studio: a.a.a.mol@hum.leidenuniv.nl; general questions: lucdh@hum.leidenuniv.nl.

» [Read more](#)

Events 2022

LUCDH Lunchtime Speaker Series: MacBERTh:

A Historically Pre-Trained Language Model for English (1450-1950)

Lauren Fonteyn and Enrique Manjavacas Arevalo

Wednesday 2 March 2022 at 12:00 - 13:00 (CET)

(Postponed from February)

Location PJ Veth 1.07 and online via Kaltura

Register with email to: lucdh@hum.leidenuniv.nl

Researchers who interpret and analyse historical textual material are well-aware that languages are subject to change over time, and that the way in which concepts and discourses of class, gender, norms and prestige function in different time periods. As such, it is quite important that the interpretation of textual/linguistic material from the past is not approached from a present-day point-of-view, which is why NLP models pre-trained on present-day language data are less than ideal candidates for the job. In this talk, Fonteyn and Manjavacas Arevalo present "MacBERTh -- a transformer-based language model pre-trained on historical English -- and exhaustively assess its benefits on a large set of relevant downstream tasks. Our experiments highlight that, despite some differences across target time periods, pre-training on historical language from scratch outperforms models pre-trained on present-day language and later adapted to historical language.

More information on MacBERTh can be found on their website: <https://macberth.netlify.app/>

» [Read more](#)

The Leiden 'Humanities in a Digital World' Symposium

Friday, 28 January 2022 at 14:30 - 16:30 (CET)

Online via Kaltura.

Still time to sign up! E-mail lucdh@hum.leidenuniv.nl

Curious on how digital projects deliver on new research? Join us for this Friday afternoon, when LU researchers (supported by an LUCDH Small Grant) present updates of their innovative DH projects. For original outlines of these and other digital projects see our [Small Grant project page](#).

» [Read more](#)

The ‘Humanities and AI’ Symposium

New Date: Thursday, 7 April 2022 (morning)

Tentative location: Kijkhuis, Leiden

We will keep you posted on the confirmed times and locations for this exciting program on the ‘Humanities & AI’ to be held in Leiden. The program will include external speakers, artists and panel discussions.

LUCDH Workshops

Save the dates and register your interest for these workshops with an email to: lucdh@hum.leidenuniv.nl

Introduction to R with Leticia Pablos Robles

Postponed.

Nodegoat

13:00 – 17:00 Friday, 22 April 2022

» [Read more](#)

Webinar - Utrecht University, CDH

CDH webinar: Studying Digital History as Cross-Disciplinary Trading Zones

15:00 - 16:15 Friday, 18 February 2022

Online, please [register](#) for login details

As long as there have been computers, there have been scholars pulling at historians, challenging them to use these computers for historical research. Yet the role that computers can have in historical research is a matter of continuous debate. In his recently published book [Trading Zones of Digital History](#), dr. [Max Kemman](#) examines digital history collaborations and reflects on the positioning of digital history between the digital and the historical. In this online lecture, he will elaborate on the book and his approach to this subject. Kemman has a background in Artificial Intelligence, Computer Science and History.

More info & registration: [Centre for Digital Humanities | CDH Webinar: Studying Digital History as Cross-Disciplinary Trading Zones \(uu.nl\)](#)

New Books

'Return to the Interactive Past'

@ Sidestone Press

A defining fixture of our contemporary world, video games offer a rich spectrum of engagements with the past. Beyond a source of entertainment, video games are cultural expressions that support and influence social interactions. Games educate, bring enjoyment, and encourage reflection.

» [Read more](#)

Vacancy - Assistant Professor, Fac. of Arts, KU Leuven

The Faculty of Arts at KU Leuven offers a fulltime tenure-track position (100% assistant professor) for a linguist with expertise in the domain of **digital and multilingual communication for organisations**. We are looking for candidates who are internationally oriented, have an excellent research record and relevant teaching competence in applied linguistics.

The Department of Linguistics at KU Leuven is an internationally oriented centre for research and training in linguistics. The department is committed to a wide range of approaches to the study of language(s), with a focus on different research methods, theoretical frameworks and phenomena. Candidates have a profile that complements the existing expertise within the department and that will help to set up interdisciplinary collaboration with other departments and centres within and beyond the Faculty of Arts at KU Leuven.

Full details about the requested profile, the duties in research, teaching and service, as well as the online application procedure can be found at the links below.

English: <https://www.kuleuven.be/personeel/jobsite/jobs/60082736?hl=en&lang=en>

Dutch: <https://www.kuleuven.be/personeel/jobsite/jobs/60082736?hl=nl&lang=nl>

Deadline for application: **February 14, 2022.**