



LUCDH NEWSLETTER & EVENTS

16 November 2020

☐ November LUCDH lunchtime speaker series:

Wednesday 9 December 12:00 – 13:00 (CET) with Robin de Lange via Kaltura
(NB second Wednesday in December)

How will Mixed Reality change the ways we learn & solve problems?

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 information <http://www.robindelange.com/>

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

☐ Teach the Teachers Workshop on:

“Digital Skills and Thinking for the Humanities” (LUCDH & CDS)
25-29 January 2021 (on campus)

From **Mon 25 to Fri 29 (times 9:30 – 12:30 CET), Jan 2021**, the Leiden University Centre for Digital Humanities (LUCDH) and the Centre for Digital Scholarship (CDS) will co-organize a Teach the Teachers workshop in Digital Skills and Thinking for the Humanities. Location: will be **held on campus in Lipsius (but online if necessary)**.

After this week you will have seen a wide range of examples of concepts and tools for digital data, analysis, (visual) storytelling, and didactics and will have gained working knowledge with some of them. The aim of this workshop is to (better) integrate digital skills, methods, and theory in our teaching, but the things you will learn here will also benefit your research.

See [Teach the Teachers](#) link for further information and how to register. Deadline for registering is **8 Jan 2021**. Early registration is recommended and also please tell us whether a campus or online presentation makes a difference to your attendance. To register your interest, and any other questions, email: lucdh@hum.leidenuniv.nl.

□ Live Streaming of AC Valhalla

Angus Mol (LUCDH) and Thijs Porck (LUCAS) will live-stream AC Valhalla via [twitch.tv/valuefnd](https://www.twitch.tv/valuefnd) on **Thursday, 19 Nov at 20:00 (CET)**!



INTERACTIVE PASTS

Streaming the Past

Where [twitch.tv/valuefnd](https://www.twitch.tv/valuefnd)

What Assassin's Creed: Valhalla

When Thursday at 20:00 CET

Why We will be exploring the cultures and kingdoms of 9th century England, together with:



Thijs Porck
Leiden University
Lecturer in Old English Studies

□ Reminder: LUCDH Small Grant 2020-2021 program.

The application deadline is 20 December 2020 (23:59 CET)!

You can apply for a Small Grant if you are a Leiden University member of staff, affiliate, or PhD student. There are two tracks: a) Research Development projects; b) Personal Development. For full details at LUCDH [Resources/Small Grants Call for Applications 2020-2021](#).

Other news in Digital Humanities

□ Games in de les: 'Alles wordt bijna perfect nagemaakt'

“De nieuwe Call of Duty en Assassin’s Creed verschijnen in november. Deze games spelen zich regelmatig af in bepaalde periodes in de geschiedenis, zoals in de klassieke oudheid of tijdens de Tweede Wereldoorlog. Sommige van deze spellen worden al gebruikt in het klaslokaal, bijvoorbeeld in geschiedenislessen. Hoe zetten docenten en leraren deze games in als leermiddel en wat kunnen we ervan leren?” Angus Mol (LUCDH)

See <https://www.nu.nl/284208/video/games-in-de-les-alles-wordt-bijna-perfect-nagemaakt.html>

□ CHR2020 Online Workshop on Computational Humanities Research

18-20 November 2020 (online)

See the following link for further information and workshop registration:

<https://www.computational-humanities-research.org/cfp/>

□ Innovatie in Archiefonderzoek-prijs

Het Nationaal Archief en het Noord-Hollands Archief vragen uw kennis en hulp om een nieuwe onderzoekswedstrijd ‘Innovatie in Archief-onderzoek’-prijs tot een succes te kunnen maken.

Meer informatie Voor achtergrondinformatie over de onderzoekswedstrijd, het reglement en het project *De ijsberg zichtbaar maken* ga

naar <https://www.nationaalarchief.nl/handschiftherkenning>. Wilt u een persoonlijke toelichting of heeft u vragen? Neemt u dan gerust contact met ons op!

Contact: Nico Vriend, Coördinator publieksprojecten, Noord-Hollands Archief.