

Forschungsseminar Digital Humanities

Literaturliste Wintersemester 2024/25, Uni Leipzig

© Vera Piontkowitz, Nicolas Ruth

- Argyle, L. P., Busby, E. C., Fulda, N., Gubler, J. R., Rytting, C., & Wingate, D. (2023). Out of One, Many: Using Language Models to Simulate Human Samples. *Political Analysis*, 31(3), 337–351. <https://doi.org/10.1017/pan.2023.2>
- Arnold, T., Tilton, L., & Wigard, J. (2023). Understanding Peanuts and Schulzian Symmetry: Panel Detection, Caption Detection, and Gag Panels in 17,897 Comic Strips Through Distant Viewing. *Journal of Cultural Analytics*, 8(3). <https://doi.org/10.22148/001c.87560>
- Biedermann, B. (2021). Virtual museums as an extended museum experience: Challenges and impacts for museology, digital humanities, museums and visitors – in times of (Coronavirus) crisis. *Digital Humanities Quarterly*, 15(3). <https://dhq.digitalhumanities.org/vol/15/3/000568/000568.html>
- Bowman, M. (2023). Text-mining metadata: What can titles tell us of the history of modern and contemporary art? *Journal of Cultural Analytics*, 8(1). <https://doi.org/10.22148/001c.74602>
- Broadwell, P., & Tangherlini, T. R. (2021). Comparative K-Pop Choreography Analysis through Deep-Learning Pose Estimation across a Large Video Corpus. *Digital Humanities Quarterly*, 15(1). <https://dhq.digitalhumanities.org/vol/15/1/000506/000506.html>
- Campregher Paiva, I., & Diecke, J. (2024). Revisiting Weimar Film Reviewers' Sentiments: Integrating Lexicon-Based Sentiment Analysis with Large Language Models. *Journal of Cultural Analytics*, 9(4). <https://doi.org/10.22148/001c.118497>
- Clariana-Rodagut, A., & Cardillo, A. (2024). Quantifying Women's Marginalisation in Ibero-American Film Culture During the First Half of the Twentieth Century: A Network-Science Proposal. *Journal of Cultural Analytics*, 9(4). <https://doi.org/10.22148/001c.118589>
- Dang, S.-M. (2020). Unknowable Facts and Digital Databases: Reflections on the Women Film Pioneers Project and Women in Film History. *Digital Humanities Quarterly*, 14(4).
- Del Rio-Chanona, R. M., Hermida-Carrillo, A., Sepahpour-Fard, M., Sun, L., Topinkova, R., & Nedelkoska, L. (2023). Mental health concerns precede quits: Shifts in the work discourse during the Covid-19 pandemic and great resignation. *EPJ Data Science*, 12(1), 49. <https://doi.org/10.1140/epjds/s13688-023-00417-2>
- Gördele, W. T., Rampetsreiter, F., Macher, C., Mauthner, K., & Pimas, O. (2024). Deep Learning for Historical Cadastral Maps and Satellite Imagery Analysis: Insights from Styria's Franciscan Cadastre. *Digital Humanities Quarterly*, 18(3).

- Guay-Bélanger, D. (2022). Assembling Auras: Towards a Methodology for the Preservation and Study of Video Games as Cultural Heritage Artefacts. *Games and Culture*, 17(5), 659–678. <https://doi.org/10.1177/15554120211020381>
- Hofmann, V., Kalluri, P. R., Jurafsky, D., & King, S. (2024). AI generates covertly racist decisions about people based on their dialect. *Nature*, 633(8028), 147–154. <https://doi.org/10.1038/s41586-024-07856-5>
- Knüpfer, C. B., Schwemmer, C., & Heft, A. (2023). Politicization and Right-Wing Normalization on YouTube: A Topic-Based Analysis of the “Alternative Influence Network.” *International Journal of Communication*, 17(0), Article 0.
- Li, B., Ge, Y., Wang, G., Wang, R., Zhang, R., & Shan, Y. (2023). *SEED-Bench-2: Benchmarking Multimodal Large Language Models*. arXiv.
- Ludwig, C., & Albanides, S. (2023). A Spatio-Temporal Analysis of the Urban Fabric of Nuremberg From the 1940s Onwards Using Historical Maps. *Urban Planning*, 8(1). <https://doi.org/10.17645/up.v8i1.6084>
- Matter, D., Schirmer, M., Grinberg, N., & Pfeffer, J. (2024). Investigating the increase of violent speech in Incel communities with human-guided GPT-4 prompt iteration. *Frontiers in Social Psychology*, 2, 1383152. <https://doi.org/10.3389/frsps.2024.1383152>
- Metzger, S. A., & Paxton, R. J. (2016). Gaming History: A Framework for What Video Games Teach About the Past. *Theory & Research in Social Education*, 44(4), 532–564. <https://doi.org/10.1080/00933104.2016.1208596>
- Muenster, S. (2022). Digital 3D Technologies for Humanities Research and Education: An Overview. *Applied Sciences*, 12(5), 2426. <https://doi.org/10.3390/app12052426>
- Oiva, M., Ohm, T., Mukhina, K., Canet Solà, M., & Schich, M. (2024). Soviet View of the World. Exploring Long-Term Visual Patterns in “Novosti dnia” Newsreel Journal (1945–1992). *Journal of Cultural Analytics*, 9(4). <https://doi.org/10.22148/001c.118495>
- Pawlicka-Deger, U. (2020). The Laboratory Turn: Exploring Discourses, Landscapes, and Models of Humanities Labs. *Digital Humanities Quarterly*, 14(3).
- Pirrone, M., Centorrino, M., Galletta, A., Sicari, C., & Villari, M. (2022). Digital Humanities and disability: A systematic literature review of cultural accessibility for people with disability. *Digital Scholarship in the Humanities*, fqac045. <https://doi.org/10.1093/llc/fqac045>
- Schirmer, M., Nolasco, I. M. O., Mosca, E., Xu, S., & Pfeffer, J. (2023). Uncovering Trauma in Genocide Tribunals: An NLP Approach Using the Genocide Transcript Corpus. *Proceedings of the Nineteenth International Conference on Artificial Intelligence and Law*, 257–266. <https://doi.org/10.1145/3594536.3595147>
- Simon, T., Pagel, S., & von Korflesch, H. F. O. (2020). Influencing factors for acceptance of digital tools in the humanities. *Proceedings of Mensch Und Computer 2020, MuC '20*, 17–27. <https://doi.org/10.1145/3404983.3405524>

- Smits, T., & Wevers, M. (2023). A multimodal turn in Digital Humanities. Using contrastive machine learning models to explore, enrich, and analyze digital visual historical collections. *Digital Scholarship in the Humanities*, 38(3), 1267–1280. <https://doi.org/10.1093/llc/fqad008>
- Thomas, J., & Testini, I. (2024). Capturing Captions: Using AI to Identify and Analyse Image Captions in a Large Dataset of Historical Book Illustrations. *Digital Humanities Quarterly*, 18(3).
- Tong, S., Liu, Z., Zhai, Y., Ma, Y., LeCun, Y., & Xie, S. (2024). *Eyes Wide Shut? Exploring the Visual Shortcomings of Multimodal LLMs*. arXiv.
- Ukolov, D. (2023). Reviving the Sounds of Sacral Environments: Personalized Real-Time Auralization and Visualization of Location-Based Virtual Acoustic Objects on Mobile Devices. In S. Münster, A. Pattee, C. Kröber, & F. Niebling (Eds.), *Research and Education in Urban History in the Age of Digital Libraries* (Vol. 1853, pp. 165–186). Springer Nature Switzerland. https://doi.org/10.1007/978-3-031-38871-2_10
- Wevers, M., & Koolen, M. (2020). Digital begriffsgeschichte: Tracing semantic change using word embeddings. *Historical Methods: A Journal of Quantitative and Interdisciplinary History*, 53(4), 226–243. <https://doi.org/10.1080/01615440.2020.1760157>
- Zhang, S., Frey, B., & Bansal, M. (2022). *How can NLP Help Revitalize Endangered Languages? A Case Study and Roadmap for the Cherokee Language* (Version 1). arXiv. <https://doi.org/10.48550/ARXIV.2204.11909>
- Zuanni, C. (2021). Theorizing Born Digital Objects: Museums and Contemporary Materialities. *Museum and Society*, 19(2), 184–198. <https://doi.org/10.29311/mas.v19i2.3790>