

Forschungsseminar Digital Humanities

Literaturliste Wintersemester 2025/26, Uni Leipzig

© Vera Piontkowitz

Abel, E., & Goddard, A. (2024). Greatest Hits Versus Deep Cuts: Exploring Variety in Setlists Across Artists and Musical Genres. *Proceedings of the Computational Humanities Research Conference 2024*, 802–828. <https://ceur-ws.org/Vol-3834/paper102.pdf>

Arnold, T., & Tilton, L. (2019). Distant viewing: Analyzing large visual corpora. *Digital Scholarship in the Humanities*, 34(Supplement_1), i3–i16.
<https://doi.org/10.1093/lhc/fqz013>

Arnold, T., & Tilton, L. (2024). Explainable Search and Discovery of Visual Cultural Heritage Collections with Multimodal Large Language Models. *Proceedings of the Computational Humanities Research Conference 2024*, 559–574. <https://ceur-ws.org/Vol-3834/paper1.pdf>

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>

Boyle, D. (2024). “Authentic and Amazing”: Authenticity as an evaluative category in online consumer restaurant reviews. *Journal of Cultural Analytics*, 7(2).
<https://doi.org/10.22148/001c.91289>

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>

Chang, K., Cramer, M., Soni, S., & Bamman, D. (2023). Speak, Memory: An Archaeology of Books Known to ChatGPT/GPT-4. *Proceedings of the 2023 Conference on Empirical Methods in Natural Language Processing*, 7312–7327.
<https://doi.org/10.18653/v1/2023.emnlp-main.453>

Chatterji, A., Cunningham, T., Deming, D., Hitzig, Z., Ong, C., Shan, C. Y., & Wadman, K. (2025). *How People Use ChatGPT* (No. W34255; p. 40). National Bureau of Economic Research. <https://doi.org/10.3386/w34255>

- Clement, T. E., & Carter, D. (2017). Connecting theory and practice in digital humanities information work. *Journal of the Association for Information Science and Technology*, 68(6), 1385–1396. <https://doi.org/10.1002/asi.23732>
- Demleitner, A. (2024). Observing the Coming of Age of Video Game Graphics: Exploring the historical development of video game graphics through distant viewing, hermeneutics and image clustering. *Journal of Open Humanities Data*, 10, 58. <https://doi.org/10.5334/johd.251>
- Erlin, M., Knox, D., Carroll, C., Sushil, J., Ussiri, T., & Watanabe, S. (2025). Geotropes: Situating Postcolonial Bestsellers in the Global Literary Marketplace. *Journal of Cultural Analytics*, 10(2). <https://doi.org/10.22148/001c.142973>
- Fischer, N., Kimmel, D., & Puppe, F. (2025). Semiautomatische Erschließung von Fotografien auf beschrifteten Bildkarten im Archiv. Dokumentenerkennung mit Deep Learning sowie Large-Language-Modellen. *Zeitschrift für digitale Geisteswissenschaften*, 10. https://doi.org/10.17175/2025_009
- Gabay, S., & Clérice, T. (2024). The birth of the French orthography. A computational analysis of French spelling systems in diachrony. *Proceedings of the Computational Humanities Research Conference 2024*, 246–264. <https://ceur-ws.org/Vol-3834/paper21.pdf>
- Gao, J., Nyhan, J., Duke-Williams, O., & Mahony, S. (2023). Exploring international collaboration and language dynamics in Digital Humanities: Insights from co-authorship networks in canonical journals. *Journal of Documentation*, 79(7), 240–260. <https://doi.org/10.1108/JD-06-2023-0113>
- Grzenkowicz, M., & Wildfeuer, J. (2025). Addressing TikTok's multimodal complexity: A multi-level annotation scheme for the audio-visual design of short video content. *Digital Scholarship in the Humanities*, 40(4), 1143–1166. <https://doi.org/10.1093/lhc/fqaf047>
- Horn, E., Aleksandrowicz, O., Rosenberg, D., & Baum, I. (2025). The Birth and Life of Buildings: High-Resolution Analysis of Historical Building Trends through the Digitised Municipal Archive of Tel Aviv-Yafo. *European Journal of Geography*, 16(1), 45–63. <https://doi.org/10.48088/ejg.si.spat.hum.E.Hor.45.63>
- Hulusic, V., Gusia, L., Luci, N., & Smith, M. (2023). Tangible User Interfaces for Enhancing User Experience of Virtual Reality Cultural Heritage Applications for Utilization in Educational Environment. *Journal on Computing and Cultural Heritage*, 16(2), 1–24. <https://doi.org/10.1145/3593429>
- Jaillant, L., & Rees, A. (2023). Applying AI to digital archives: Trust, collaboration and shared professional ethics. *Digital Scholarship in the Humanities*, 38(2), 571–585. <https://doi.org/10.1093/lhc/fqac073>

- Jo, E. S., & Gebru, T. (2020). Lessons from archives: Strategies for collecting sociocultural data in machine learning. *Proceedings of the 2020 Conference on Fairness, Accountability, and Transparency*, 306–316. <https://doi.org/10.1145/3351095.3372829>
- Karsdorp, F., Kestemont, M., & Koster, M. de. (2024). Beyond the Register: Demographic Modeling of Arrest Patterns in 1879-1880 Brussels. *Proceedings of the Computational Humanities Research Conference 2024*, 265–281. <https://ceur-ws.org/Vol-3834/paper13.pdf>
- Lavengood, M. L., & Williams, E. (2023). The Common Cold: Using Computational Musicology to Define the Winter Topic in Video Game Music (RESUB). *Music Theory Online*, 29(1). <https://www.mtosmt.org/ojs/index.php/mto/article/view/1015>
- Münster, S., Bruschke, J., Rajan, V., Komorowicz, D., Preßler, R., & Ukolov, D. (2025). 4D World Viewers as Multi-user Content Management Systems. *The International Archives of the Photogrammetry, Remote Sensing and Spatial Information Sciences*, XLVIII-M-9–2025, 1043–1050. <https://doi.org/10.5194/isprs-archives-XLVIII-M-9-2025-1043-2025>
- 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/lhc/fqac045>
- Segundo Díaz, R. L., Rovelo Ruiz, G., Bouzouita, M., Hoste, V., & Coninx, K. (2025). Games with a Purpose for Part-of-Speech Tagging and the Impact of the Applied Game Design Elements on Player Enjoyment and Games with a Purpose Preference. *Applied Sciences*, 15(7), 3561. <https://doi.org/10.3390/app15073561>
- Shah, M., Acaf, Y., & Mackert, M. (2025). Understanding conversations on alcohol across diverse Reddit communities: A computational analysis. *Journal of Computational Social Science*, 8(4), 100. <https://doi.org/10.1007/s42001-025-00419-2>
- Southworth, H., Staveley, A., Hannah, M. N., Battershill, C., & Gordon, E. W. (2024). Virginia Woolf's Common Readers in Paris. *Journal of Cultural Analytics*. <https://culturalanalytics.org/article/116908-virginia-woolf-s-common-readers-in-paris>
- Walsh, M., Preus, A., & Gronski, E. (2024). Does ChatGPT Have a Poetic Style? *Proceedings of the Computational Humanities Research Conference 2024*, 1201–1219. <https://ceur-ws.org/Vol-3834/paper122.pdf>
- 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>

Wu, Y., Bizzoni, Y., Moreira, P., & Nielbo, K. (2024). Perplexing Canon: A study on GPT-based perplexity of canonical and non-canonical literary works. In Y. Bizzoni, S. Degaetano-Ortlieb, A. Kazantseva, & S. Szpakowicz (Eds.), *Proceedings of the 8th Joint SIGHUM Workshop on Computational Linguistics for Cultural Heritage, Social Sciences, Humanities and Literature (LaTeCH-CLfL 2024)* (pp. 172–184). Association for Computational Linguistics.

<https://aclanthology.org/2024.latechclfl-1.16/>

Yu, Z. (2025). Beyond the Algorithm: How AI is Reshaping Museums, from Preservation to Participation. *AI & Future Society*, 1(1), 6–12.

<https://doi.org/10.63802/afs.v1.i1.86>

Zuanni, C. (2023). Object biographies in the digital age: Documentation, life-histories, and data. *International Journal of Heritage Studies*, 29(7), 695–710.

<https://doi.org/10.1080/13527258.2023.2215733>