# **List of Contributors**

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Melanie Andresen is a computational linguist working as a postdoctoral researcher and lecturer at the Institute for Natural Language Processing at the University of Stuttgart. She received her PhD in corpus linguistics from the University of Hamburg and has since focused on digital humanities and computational literary studies.

## **Delphine Bernhard**

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Delphine Bernhard has been a lecturer in computer science at the University of Strasbourg's Faculty of Modern Languages since September 2011. Her research interests lie in the fields of natural language processing, text mining and language resources. In particular, she focuses on less-resourced languages and the challenges involved in developing appropriate methods and resources for these languages.

#### **Andrew Briand**

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Andrew Briand received his MS in Computational Linguistics from the University of Washington in 2022 and is now a developer technology engineer at NVIDIA. His research interests lie in natural language processing and its application to less-resourced languages.

## Ingo Börner

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Ingo Börner studied Russian and German Philology at the University of Vienna. He is involved in the development of the DraCor platform focusing mainly on data modeling and schema development. In July 2021 he joined the University of Potsdam as a research associate in the EU Horizon2020 funded project "CLS INFRA" to continue the work on DraCor and explore the potential of "Programmable Corpora" for literary studies.

#### Joanna Byszuk

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A PhD candidate and a full-time researcher at the Institute of Polish Language (Polish Academy of Sciences). Her interests include computational stylistics and discourse analysis, in particular their methodology, limitations, and application to audiovisual and historical works. She fre-

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#### Katrin Dennerlein

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Katrin Dennerlein is lecturer at the University of Würzburg. She is currently working as project leader of the computational literary studies project "Emotions in Drama" where she explores emotions with historical hermeneutic as well as computational methods. She did her PhD on a narratology of space and wrote her second book (Habilitation) on German comedy in the seventeenth and eighteenth century. Among her research interests are German drama and opera from 1500 to 1850, novels around 1800, mixed methods in digital humanities, and narrated space and mobility innovellas and novels from the nineteenth century to our days.

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He is interested in European literature of the Renaissance and the Baroque, classical heritage in early modern literature, and scholarly editing (his most recent book is a critical edition of sixteenth-century Polish translations of the \*Dialogue of Salomon and Marcolf\*). For at least a couple of years, he's been interested in computer-based stylometry and non-traditional authorship attribution. His work is now focused on a thorough re-examination of current attribution methods and applying them to non-English languages, e.g. Latin and Ancient Greek.

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Frank Fischer is Professor of Digital Humanities at Freie Universität Berlin. He holds Master's Degrees in Computer Science and German Studies from Leipzig University and received his PhD from the University of Jena with a study on revenge drama in the Enlightenment. From 2017 to 2021 he was director of DARIAH-EU, the pan-European digital research infrastructure for the Arts and Humanities. He is founder and editor-in-chief of DraCor (https://dracor.org/), a multilingual platform dedicated to digital research on European drama.

#### Beatrice Maria Vittoria Gavazza

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Beatrice Maria Vittoria Gavazza is Assistentin at the chair of Greek Studies at the University of Freiburg. She is author of a commentary on the surviving work of the tragedian Agathon (Narr Francke Attempto 2021). Her actual research focuses on fragmentary plays by the comic poet Menander as part of the project "Kommentierung der Fragmente der griechischen Komödie" (Heidelberger Akademie der Wissenschaften). Since 2019, she has been working on the project "Lexicon of objects of the Greek comedy."

## Leon A. Glaser

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Leon Glaser studied classics, philosophy and history in Freiburg, Bordeaux and Thessaloniki and is currently a Master's student in Vienna. Since 2019, he has been working at the database "Lexicon of objects of the Greek comedy."

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She is currently a Juan de la Cierva postdoctoral researcher. Previously she was a postdoctoral researcher at POSTDATA ERC project (UNED, Spain), at the Institute of Polish Language (Krakow) and at the University of Seville. She holds a PhD in Spanish Literature, which has been awarded as best PhD in Digital Humanities by the BBVA Foundation and the Spanish Association of Digital Humanities. Her research focuses on the application of Digital Humanities, mainly quantitative, Computational Stylistics and Stylometry methodologies to Spanish Literature, and especially to Spanish Poetry.

#### Rebecca M. M. Hicke

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Rebecca Hicke is a PhD student in Computer Science at Cornell University. She is advised by David Mimno. Her work lies at the intersection of Machine Learning and the Digital Humanities and focuses on what we can learn by applying ML techniques to the study of humanities datasets. She graduated from Carleton College with a B.A. in English and Computer Science in 2022.

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Benjamin Krautter is a PhD student at the Department of German Studies at the University of Heidelberg and a member of the Q:TRACK project at the University of Cologne. His research interests lie in the operationalization of literary concepts for quantitative drama analysis and the combination of quantitative and qualitative methods for the analysis and interpretation of literary texts.

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David is an assistant professor at Charles University, Faculty of Mathematics and Physics. He is interested in interpretation and biases in large neural language models, text generation and unsupervised machine learning.

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Dr. Virginia Mastellari is Assistentin of Ancient Greek Literature at the University of Freiburg since 2020 and researcher of the Heidelberger Akademie der Wissenschaften in the project "Kommentierung der Fragmente der griechischen Komödie" since 2017. She has extensively researched Greek fragmentary comedy and its reception in the Latin theater. Since 2019, she has been working at the database "Lexicon of objects of the Greek comedy," regarding objects in Greek comedy, and has been recently interested in the functions of objects on the Greek stage.

## Carsten Milling

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Carsten Milling is a software and web developer. He is technical lead of "DraCor" (https://dracor.org/) and currently part of work package 7 "Building the Ecosystem of and for Programmable Corpora" in the research project "Computational Literary Studies Infrastructure," funded by the European Commission.

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David Mimno is an associate professor in the department of Information Science at Cornell University. He holds a PhD from UMass Amherst and was previously the head programmer at the Perseus Project at Tufts and a researcher at Princeton University. His work has been supported by the Sloan foundation, the NEH, and the NSF.

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Tomáš is a research assistant and PhD student at Charles University, Faculty of Mathematics and Physics in computational linguistics, with background in artificial intelligence and philosophy of language.

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Ben Nagy is a researcher in computational stylometry, computational poetics, and a doctoral candidate at the IJP PAN. He specialises in authorship attribution questions in classical Latin verse.

#### Marie Nováková

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Marie is a dramaturge, an author and a director. She is also a Co-founder and dramaturge of the Prague theater group called Tygr v tísni and the theater scene VILA Štvanice. In her dramaturgical and authorial work, she deals with adaptations of non-dramatic materials. She cooperates with Český rozhlas and many Czech theaters. She is a lecturer in theater various workshops.

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Anna A. Novokhatko is Associate Professor of Classical Philology at the Aristotle University Thessaloniki. She has published numerous articles on comedy and is the author of a monograph on the embodiment of scholarly discourse on comic stage (De Gruyter 2023). She is a co-editor of, among others, Classics@20: Digital Text Analysis of Greek and Latin sources; Methods, Tools, Perspectives, 2022, https://classics-at.chs.harvard.edu/volume/classics20-digital-text-analysis-of-greek-and-latin-sources/ and Digitale Altertumswissenschaften: Thesen und Debatten zu Methoden und Anwendungen (Propylaeum Universitätsbibliothek Heidelberg 2020). In her recent research she concentrates on cognitive studies and their interaction with classics, as well as methodologies and development of Digital Classics.

#### Janis Pagel

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Janis Pagel is a final year PhD student at the Institute for Natural Language Processing at the University of Stuttgart and research associate at the Department for Digital Humanities at the University of Cologne. He studied German studies and linguistics in Bochum, and computational linguistics in Stuttgart and Amsterdam. His research focuses on the application of computational linguistic methods to literary studies and coreference resolution on literary texts.

#### **Nils Reiter**

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Nils Reiter is professor for Digital Humanities and Computational Linguistics at the University of Cologne. His research interests are the use of computational methods in the humanities, and the operationalization of humanities research questions and concepts. In the past years, he has specifically worked in the area of computational literary studies.

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Rudolf is a researcher at Charles University, Faculty of Mathematics and Physics, and is an expert in multilingual language processing & robopsychologist. Rudolf has participated in many national and international research projects and supervises several theses in language generation.

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Thomas Schmidt holds a Master of Science in media informatics from the University of Regensburg. He works as research assistant and lecturer at the chair for media informatics at the University of Regensburg since 2018. He published research in a wide range of topics including information behavior, human-computer interaction, natural language processing and digital humanities. In the context of digital humanities his main research interests are computational literary studies, social media analysis and quantitative movie analysis. He is currently working on his PhD about computational emotion classification in German plays from the seventeenth to the nineteenth century as part of his work as research assistant in the DFG project "Emotions in Drama." More information: https://go.ur.de/thomas-schmidt.

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Evgeniya Ustinova is a Master's student of the Erasmus Mundus European Masters Program in Language and Communication Technologies (LCT) at the University of Malta and Charles University in Prague. She holds a Bachelor's Degree in Applied Mathematics from the National Research University "Higher School of Economics," where she joined the DraCor project and started doing research in the area of Digital Humanities. In her Bachelor's thesis, she used statistical analysis to study quantitative dominance relations in Russian Drama.

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Christian Wolff has been professor for media informatics at the University of Regensburg since 2003. He studied Information Science, History, General Linguistics, and English and American Studies at the Universities of Regensburg and Bielefeld. In 1994 he earned a doctorate in information science in Regensburg and in 2000 a habilitation degree in computer science from the University of Leipzig. As an information and computer scientist, he has a long record of research in information behaviour, usability engineering / human-computer interaction, legal tech, and digital humanities. Since the 1990ies, he has worked on projects in corpus linguistics, text technology, and natural language processing. Besides the B.A. and M.Sc. degree programs in media informatics, he has helped establish the M.A. Program in Digital Humanities and the LL. M. Legal Tech executive degree at the University of Regensburg. More information: https://go.ur.de/christianwolff.