Lecturer: Johanna Barzen

Title: Digital Humanities

Abstract: When taking a closer look at natural sciences and engineering the use of concepts, methods and technologies of computer science is in an advanced stage. In comparison, the use of techniques and methods of computer science in the humanities is rather marginal. This is what "digital humanities" want to change. In this talk we want to present a method to derive costume languages in movies based on the concepts of formal languages, ontologies and pattern languages, which are concepts used quite frequently in computer science but haven't been seriously applied to answer existing questions from the humanities. By generalizing the approach for costumes to other domains in the humanities, we want to outline how using formal languages and pattern languages can be of advantage for the humanities.