

Selected Papers
from the
Baltic Digital Humanities
Forum

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Edited by

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Preface

This volume features selected papers from the Baltic Digital Humanities Forum, held in Riga, Latvia, on April 25–26, 2024. The forum brought together researchers, practitioners, and educators to explore advancements, challenges, and prospects in digital humanities (DH), with a focus on regional and international collaboration. Discussions emphasized the integration of European research infrastructures, such as CLARIN ERIC and DARIAH-EU. Panels and sessions addressed topics ranging from the digital humanities landscape in the Baltic States to practical applications of digital tools, language technology, and education, complemented by poster and demonstration sessions showcasing diverse projects and resources.

The Baltic Digital Humanities Forum brought together scholars from Estonia, Latvia, Lithuania, Germany, Finland, Poland, and Sweden to share their research across diverse fields. From the 51 contributions presented at the event, 21 papers were submitted for post-proceedings and underwent a rigorous peer-review process by at least two reviewers. Of these, 17 papers were selected for publication in the *Baltic Journal of Modern Computing*. The selected papers in this volume reflect the key thematic areas discussed at the Baltic Digital Humanities Forum, including computational linguistics and language technology, digital cultural heritage, endangered cultures and languages, digital folklore studies, digital citizen science, digital musicology and others.

An overview of the digital humanities landscape in Lithuania is presented by Utkā et al. (2024), highlighting digitization initiatives and the integration of artificial intelligence to enhance the accessibility and functionality of heritage and linguistic resources. More than half of contributions focus on language resources and technologies of the Baltic region. Dargis and Saulite (2024) discuss *korpus.lv*, a comprehensive linguistic resource with uniform morpho-syntactic annotation, supporting language research and technology development. Klints et al. (2024) detail improvements in the largest Latvian online dictionary *Tēzāurs*, enhancing derivation resources and accessibility. Allkivi et al. (2024) introduce ELLE, a tool combining a learner corpus with linguistic analysis features to advance Estonian language education and research. Auziņa et al. (2024) present Latvian speech corpora, vital for advancing linguistic research and speech technology, and a competitive open-source speech recognition model. Ernštreits (2024) explores methods to create Livonian vocabulary resources using frequency data from related languages. Andronova et al. (2024) describe advances in digitizing early Latvian texts, enabling reliable historical linguistic research. Kavaliūnaitė et al. (2024) present a Chylinski Bible database as a TEI-compliant resource with detailed annotations, supporting diachronic studies.

In the field of digital cultural heritage, Laime and Reinsone (2024) discuss the *humma.lv* platform, a collaborative tool integrating diverse datasets to support humanities and arts research. Gailīte et al. (2024) introduce *iesaišties.lv*, a digital citizen science platform, fostering public engagement in humanities through collaborative initiatives. Eglāja-Kristšone and Graudiņa (2024) detail updates to *literatura.lv*, improving its technical infrastructure and global integration for literary studies. Janicki et al. (2024) present a digital research environment for Finnic oral poetry, offering visualization and search tools contributing to the development of computational folkloristics. Pērle-Sīle et al. (2024) explore gamification as a method to engage users with Latvian folksongs, combining cultural preservation with interactive learning. Švītiņa (2024) documents the digitization of personal diaries using AI transcription tools, promoting broader accessibility for Latvian autobiographical research. Kairaitytė-Užupė (2024) emphasizes metadata creation and visualization for Lithuanian fanzines, enhancing the analysis of youth culture, whereas Ramanauskaitė and Rudzionis (2024) analyze metal music fanzines through computational methods, uncovering subcultural identities and emotional expressions. Finally, Senko et al. (2024) present interdisciplinary educational model, integrating digital skills into humanities education, addressing linguistic and technological challenges.

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