

## **Gerhard HEYER**

*A use-case in Digital Humanities – Some reflections on the project eAQUA*

eAQUA was a project that was jointly carried out by the classics department and the NLP department of Leipzig University between 2008-2011. It was one of the first attempts to bring Text Mining to classics. The project aimed at extracting hitherto unnoticed structures in Latin and Greek texts of antiquity and the early modern age. Extending search facilities as we know them from digital libraries, the project experimented with co-occurrence based distant reading approaches and new visualizations for interactive explorations of text.

In my talk I shall first summarize some of the motivations of the project and refer to resources still available for Latin and Greek at <http://www.wortschatz.uni-leipzig.de>. I shall then recall some highlights of the project and reflect on eAQUA in the context of recent developments in NLP, in particular word-embeddings and neuronal network approaches. Special attention shall be given to the software engineering aspect of eAQUA as an interdisciplinary Digital Humanities project. Quite apparently, there is a strong interdependence between the Text Mining technology available and the research questions a researcher in the humanities might think of. How can this interdependence be dealt with so that, on the one hand, the full potential of available technologies is being understood and tapped, while on the other hand, the researchers are not losing ground with the genuine research issues of their fields of research?