Formalisierung von Märchen

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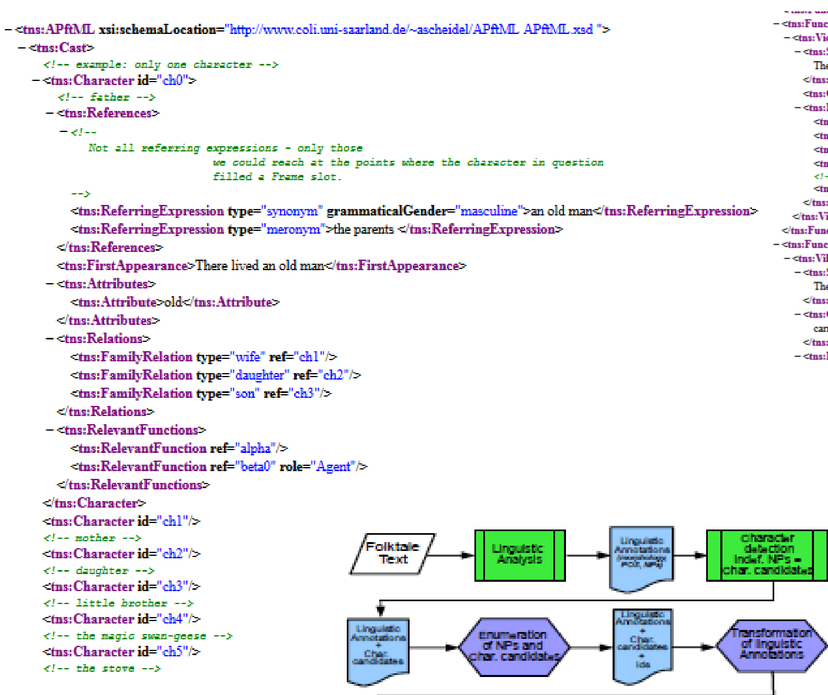
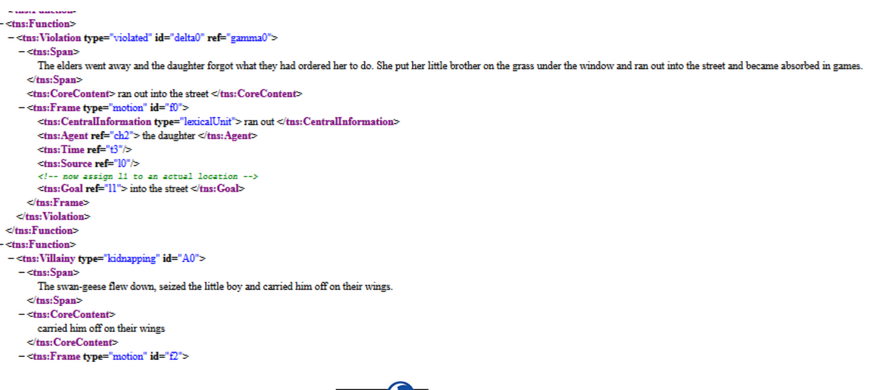
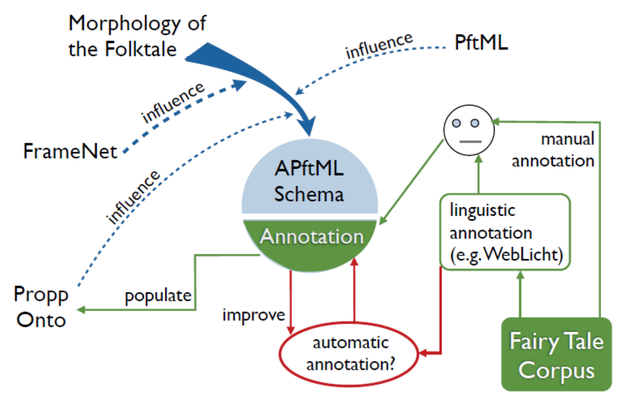
We report on experiences gained from bachelor theses, and from a series of software projects conducted in cooperation with the Department of Computational Linguistics of the Saarland University. Those bachelor/master theses and software projects were dealing with the application of Natural Language Processing and Semantic Web technologies to the representation and analysis of folktales. Data, codes and results of the software projects have been made available in various repository management services, like GitLab, GitHub or Bitbucket.

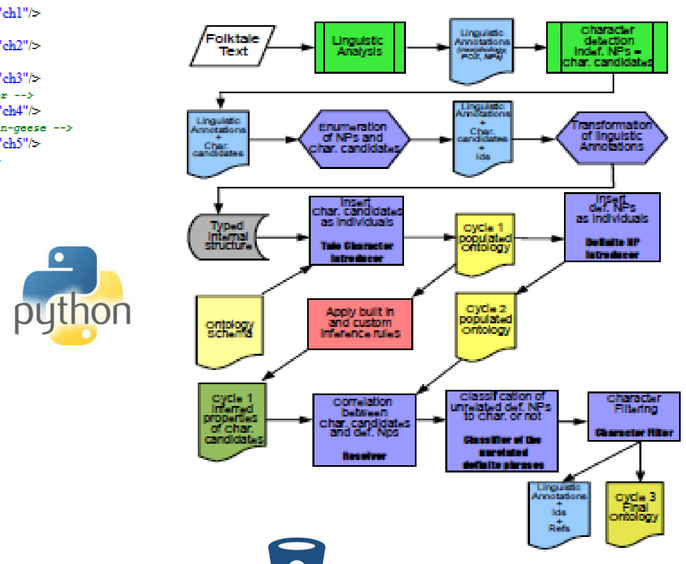
First Proppian Annotation Resources, by Antonia Scheidel, Bachelor Thesis



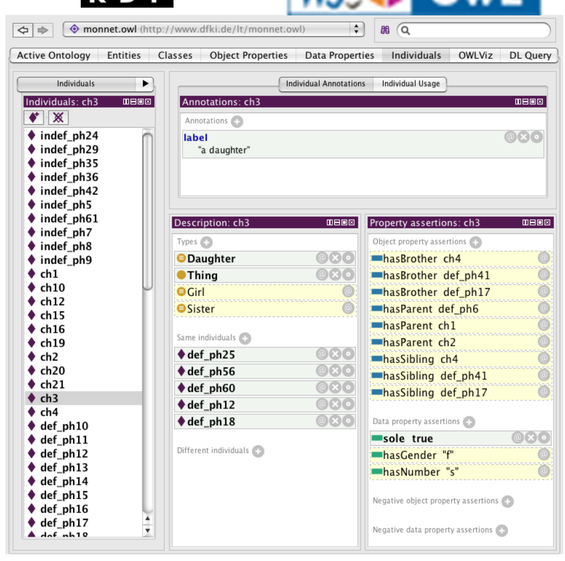


APftML Summary and Outlook

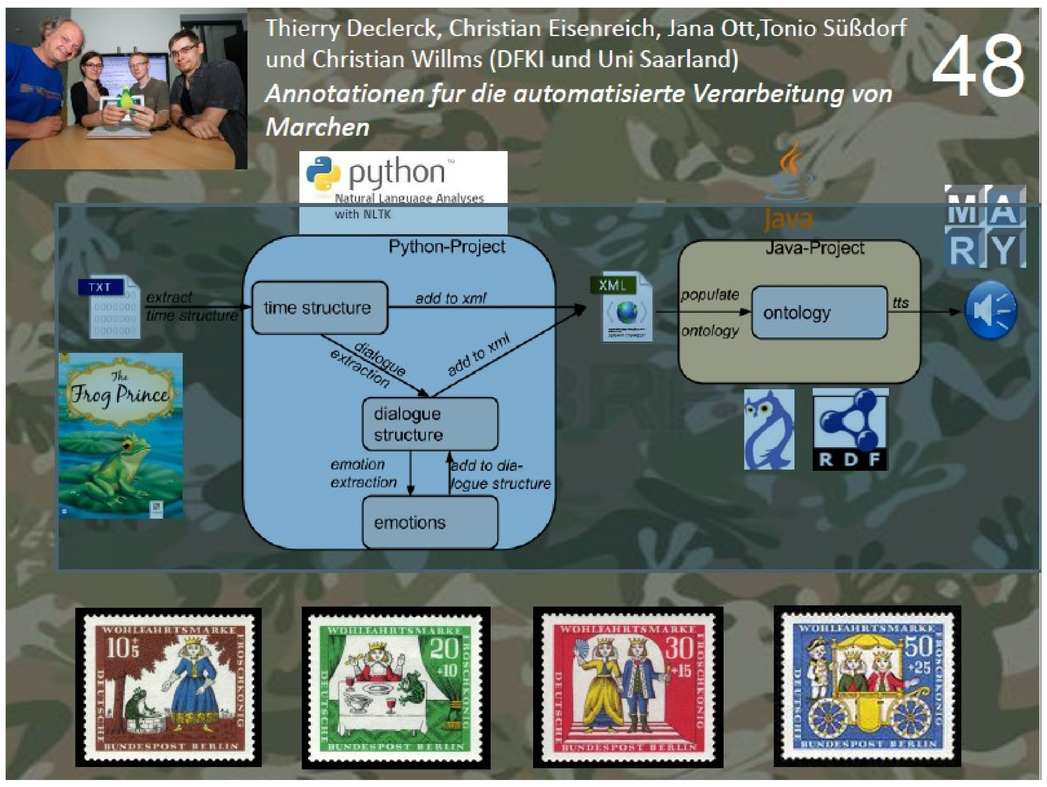




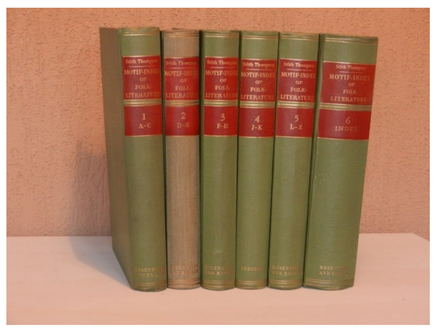
The workflow of th -based algorithm for detection and recognition of Bachelor Thesis by Nikolina Koleva

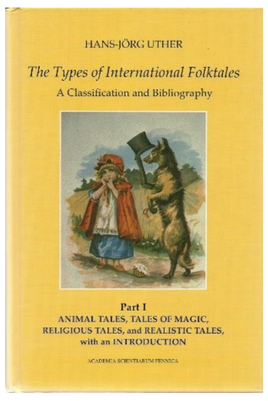


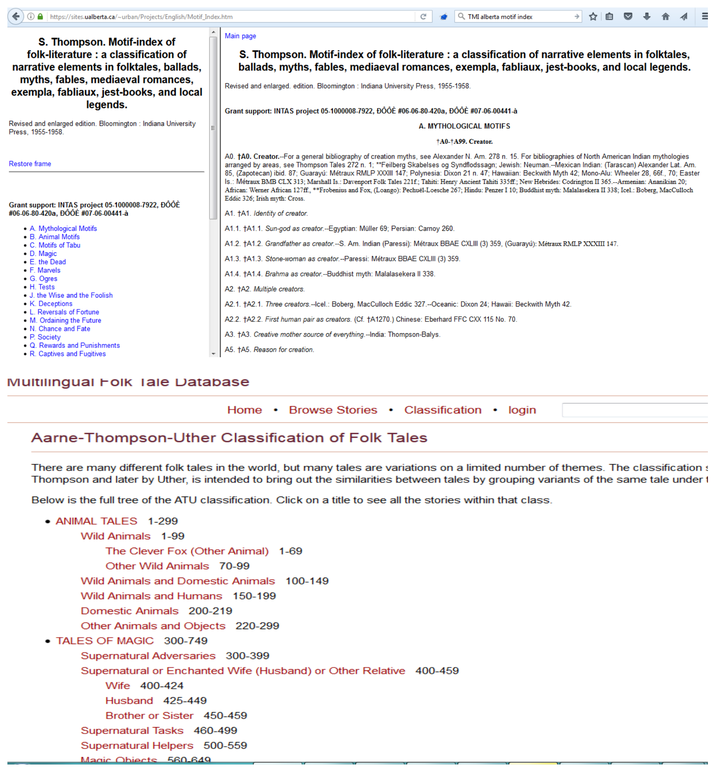
A screenshot of the ontology after the character filtering and running the reasoner for the third tale character.



First software project: Ontology-based Text-To-Speech for reading tales

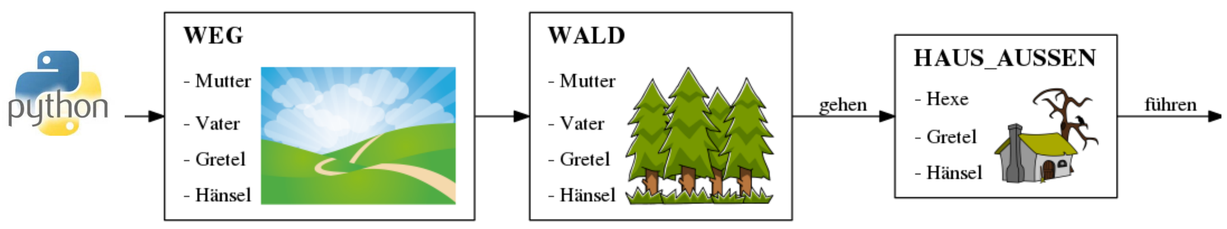


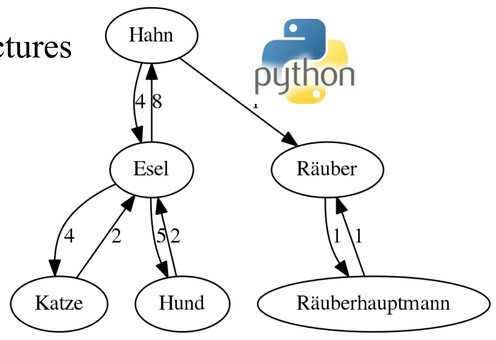




In a second software project, ontologisation and interlinking of two major resources in the folkloristic. Altogether 60.000 classes and instances. On-going multilingual extensions

Running project on the visualisation of automatically detected location and dialogue structures





All results, code, etc. in repositories

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