



# Michele Ciletti

## ABOUT ME

Student and Researcher in Digital Humanities and Classics. I'm interested in quantitative and computational linguistics, text mining, network analysis and educational technologies.

## WORK EXPERIENCE

 **UNIVERSITY OF FOGGIA** – FOGGIA, ITALY

**UNIVERSITY RESEARCH ASSISTANT (BORSISTA DI RICERCA)** – 12/04/2022 – CURRENT

- Research on the topics of educational technologies, human-computer interaction, digital humanities and computational linguistics.

- Content creation for Web Radio and Web TV networks.

- Website development and social media managing.

 **UNIVERSITY OF FOGGIA** – FOGGIA, ITALY

**UNIVERSITY TUTOR IN TEACHING AND SPECIAL PEDAGOGY (M-PED/03)** – 11/2022 – CURRENT

 **JOURNAL OF OPEN HUMANITIES DATA**

**JUNIOR SOCIAL MEDIA EDITOR AND REVIEWER** – 07/2025 – CURRENT

## EDUCATION AND TRAINING

01/09/2024 – CURRENT Foggia, Italy

**MASTER'S DEGREE IN CLASSICAL PHILOLOGY, LANGUAGES AND HISTORY** University of Foggia

Website <https://www.unifg.it/it/studiare/corsi-di-laurea/lauree-magistrali/filologia-letterature-e-storia> | Level in EQF EQF level 7

14/09/2021 – 18/07/2024 Foggia, Italy

**BACHELOR DEGREE IN LITERATURE AND DIGITAL CULTURE** University of Foggia

Website <https://www.unifg.it/it/studiare/corsi-di-laurea/lauree-triennali-e-ciclo-unico/lettere> | Level in EQF EQF level 6

## LANGUAGE SKILLS

Mother tongue(s): **ITALIAN**

Other language(s):

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken production	Spoken interaction	
<b>ENGLISH</b>	C1	C1	C1	C1	C1

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user

## SKILLS

Digital Humanities | Natural Language Toolkit (NLTK) | Python | Google Colab | computational linguistics | Transformers | write scientific publications | apply for research funding | Network analysis | data mining | Web development | HTML | CSS | JavaScript | Social Media Managing | Video Editing | publish academic research

## PUBLICATIONS

2025

[Prompting the Muse: Generating Prosodically-Correct Latin Speech with Large Language Models](#)

Ciletti, M. (2025). Prompting the Muse: Generating Prosodically-Correct Latin Speech with Large Language Models. In *Proceedings of the 63rd Annual Meeting of the Association for Computational Linguistics (Volume 4: Student Research Workshop)* (pp. 740-745).

2025

### **Retrieval-Augmented Generation systems for enhanced access to digital archives**

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Ciletti, M. Retrieval-Augmented Generation systems for enhanced access to digital archives. In "Rebora, Simone ; Rospocher, Marco ; Bazzaco, Stefano (2025) Diversità, Equità e Inclusione: Sfide e Opportunità per l'Informatica Umanistica nell'Era dell'Intelligenza Artificiale, Proceedings del XIV Convegno Annuale AIUCD2025. Verona: AIUCD, p. 663. ISBN 978-88-942535-9-7. DOI 10.6092/unibo/amsacta/8380. In: Quaderni di Umanistica Digitale"

2025

### **The impact of Generative Artificial Intelligence (GenAI) on education: A review of the potential, the risks and the role of immersive technologies**

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Rossi, M., Ciletti, M., Melchiorre, L., & Toto, G. A. The impact of Generative Artificial Intelligence (GenAI) on education: A review of the potential, the risks and the role of immersive technologies.

2024

### **Foggia Occupator: a case study on the creation of an Open Educational Resource through the digitization of a historical newspaper**

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Ciletti, M., di Furia, M., Guarini, P., & Toto, G. A. (2024). Foggia Occupator: a case study on the creation of an Open Educational Resource through the digitization of a historical newspaper. In *Book of Abstracts* (p. 235).

2024

### **New forms of (mis)communication and Artificial Intelligence: exploring alienation, empowerment and accessibility**

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Di Leo, N., Arace, S., & Ciletti, M. (2024). New forms of (mis)communication and Artificial Intelligence: exploring alienation, empowerment and accessibility. In *ICS Exchange Book of Abstracts*.

2024

### **Toward a pedagogical evolution of video gaming: the case of the Massively Multiplayer Online Role-Playing Game (MMORPG)**

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di Furia, M., Ciletti, M., Guarini, P., Toto, G.A. (2024). Verso un'evoluzione pedagogica del videogioco: il caso del Massively Multiplayer Online Role-Playing Game (MMORPG). *Nuova Secondaria*, 2, 269-275.

2024

### **Artificial Intelligence and emotions: an exploratory survey on the perception of A.I. technologies between support teachers in training**

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Peconio, G., Ciletti, M., Rossi, M., & Toto, G. A. (2024). ARTIFICIAL INTELLIGENCE AND EMOTIONS: AN EXPLORATORY SURVEY ON THE PERCEPTION OF AI TECHNOLOGIES BETWEEN SUPPORT TEACHERS IN TRAINING. *ITALIAN JOURNAL OF HEALTH EDUCATION, SPORT AND INCLUSIVE DIDACTICS*, 8(3).

2024

### **Intelligenza Artificiale ed Emozioni: Un'Indagine Esplorativa sulla Percezione delle Tecnologie AI tra degli Insegnanti di Sostegno in Formazione**

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Peconio, G., Ciletti, M., Rossi, M., & Toto, G. A. (2024). INTELLIGENZA ARTIFICIALE ED EMOZIONI: UN'INDAGINE ESPLORATIVA SULLA PERCEZIONE DELLE TECNOLOGIE AI TRA DEGLI INSEGNANTI DI SOSTEGNO IN FORMAZIONE. In *RICERCHE IN NEUROSCIENZE EDUCATIVE 2024 Emozioni Vs. Algoritmi In Campo Educativo* (Vol. 2024, pp. 29-30). Edizioni universitarie romane.

2024

### **Nuove Sfide della Scuola Secondaria nella Formazione dei Futuri Cittadini nell'Era Digitale**

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Ciletti, M., Guarini, P., Savino, F. P., & Toto, G. A. (2024). NUOVE SFIDE DELLA SCUOLA SECONDARIA NELLA FORMAZIONE DEI FUTURI CITTADINI NELL'ERA DIGITALE. *ARTICOLO 33*, 5, 129-134.

2023

### **Apprendere attraverso il metaverso e la realtà immersiva: nuove prospettive inclusive**

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Rossi, M., Ciletti, M., Scarinci, A., & Toto, G. A. (2023). Apprendere attraverso il metaverso e la realtà immersiva: nuove prospettive inclusive. *IUL Research*, 4(7), 165-177.

2022

### **L'uso dei Serious Game per lo sviluppo delle soft skills**

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M Rossi, G Peconio, M Ciletti, GA Toto  
Mizar. Costellazione di pensieri 2 (17), 175-188, 2022

## **CONFERENCES AND SEMINARS**

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04/11/2025 – 05/11/2025 Siena

### **AI and Digital Humanities. Methodological Approaches, Theories and Methods**

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Participation as a speaker with the contribution " Prompting the Muse. Generating prosodically correctly latin speech with LLMs".

**Link** <https://www.unisi.it/unisilife/eventi/ai-and-digital-humanities-methodological-approaches-theories-and-methods>

24/09/2025 – 26/09/2025 Cagliari

### **CLiC-it 2025**

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Participation as a speaker with the contribution "Veras Audire Et Reddere Voces: A Corpus of Prosodically-Correct Latin Poetic Audio from Large-Language-Model TTS".

**Link** <https://clic2025.unica.it/>

27/07/2025 – 01/08/2025 Wien

### **ACL 2025 Student Research Workshop**

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Participation as a speaker with the contribution "Prompting the Muse: Generating Prosodically-Correct Latin Speech with Large Language Models".

**Link** <https://acl2025-srw.github.io/>

14/07/2025 – 18/07/2025 Lisbon

### **DH2025**

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Participation as a speaker with the contribution "Tracking Transition: Temporal Dynamics of Community and Discourse in the Foggia Occupator (1945 - 1946)", as part of the miniconference "The times they are a-changin' in Digital Humanities".

03/07/2025 – 04/07/2025 Oxford and London

### **25th Annual Joint Postgraduate Symposium on Ancient Performance and Reception - Ecologies and Futures in the Theory and Practice of Greek and Roman Performance and its Reception**

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Participation as a speaker with the contribution "Pollution Networks in Greek Tragedy".

**Link** <https://www.apgrd.ox.ac.uk/events/2025/07/ecologies-and-futures-in-the-theory-and-practice-of-greek-and-roman-performance-and>

11/06/2025 – 13/06/2025 Verona

### **AIUCD 2025**

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Participation as a speaker with the contribution "Retrieval-Augmented Generation systems for enhanced access to digital archives".

**Link** <https://aiucd2025.dlils.univr.it/>

11/06/2025 – 13/06/2025 Online

## ACH 2025

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Participation as a speaker with the contributions "The Foggia Occupator Dataset: Analyzing post-war community and power dynamics through a digital newspaper archive" and "Academic Currents in the Fediverse: A network analysis of scholarly communities on Mastodon".

Link <https://ach2025.ach.org/en/>

05/06/2025 – 07/06/2025 Foggia and Manfredonia

## ICS Exchange 2025

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Participation as a speaker with the contribution "Graph by graph, bird by bird: Gamified literary data visualizations for Digital Humanities pedagogy".

Link <https://ics-exchange.com/>

25/09/2024 – 27/09/2024 Rome

## HELMeto 2024

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Participation as a speaker with the contribution "Foggia Occupator: a case study on the creation of an Open Educational Resource through the digitization of a historical newspaper".

Link <https://www.helmeto2024.it/>

30/05/2024 – 01/06/2024 Rome

## REN Conference 2024

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Participation as a speaker with the contribution "Artificial Intelligence and emotions: an exploratory survey on the perception of A.I. technologies between support teachers in training".

Link <https://www.renlab.it/ren-conference-2-copy/>

18/04/2024 – 20/04/2024 Foggia and Mattinata

## ICS Exchange 2024

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Participation as a speaker with the contribution "New forms of (mis)communication and Artificial Intelligence: exploring alienation, empowerment and accessibility".

Link <https://ics-exchange.com/>

## ● PROJECTS

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04/2023 – CURRENT

### The Foggia Occupator Dataset

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Creation of a complete digitized collection of *The Foggia Occupator*, a newspaper published by American forces during the post-WWII occupation of Foggia, Italy. A thorough NLP-based textual analysis of the dataset is in progress.

Link [https://github.com/MikCil/foggia\\_occupator](https://github.com/MikCil/foggia_occupator)

01/04/2025 – CURRENT

### Veras Audire et Reddere Voces

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Development of a prompting framework to reproduce prosodically-accurate Latin poetical speech through Text-to-Speech LLMs.

10/2023 – CURRENT

### Web Radio and Podcasting for Fostering Media Literacy

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Development of an educational framework for fostering media literacy in middle school students through digital content creation. Educational activities are currently being carried out in several schools.

12/2024 – CURRENT

### Borges.exe

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A data visualization of the infinite possible narrative choices in the short story The Garden of Forking Paths, based on several annotations made by Literature students.

Link <https://mikcil.github.io/borges.exe/>

11/2024 – CURRENT

### **Musenet**

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Development of an educational web app focused on Greek Mythology.

04/2025 – CURRENT

### **Mastodon ScholarSphere**

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A suite of interactive network visualizations exploring the connections between academics on the Mastodon platform.

Link [mikcil.github.io/mastodon\\_scholarsphere/](https://mikcil.github.io/mastodon_scholarsphere/)

## ● **WORKSHOPS, TRAINING AND RESEARCH EXPERIENCES**

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27/06/2025

### **Data Driven Classics: Interdisciplinary Connections through Shared Data**

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King's College London

30/09/2024 – 02/10/2024

### **Autumn Data/Culture Workshop - Working with big historical data (newspapers and maps)**

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The Alan Turing Institute, London

Link <https://www.turing.ac.uk/events/autumn-dataculture-workshop>

03/09/2024 – 05/09/2024

### **Digital Academy 2024 - Language Models in Digital Humanities Research**

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University of Bielefeld

Link <https://www.uni-bielefeld.de/fakultaeten/geschichtswissenschaft/abteilung/arbeitsbereiche/digital-history/digital-academy/>

14/07/2025 – 18/07/2025

### **Erasmus+ Blended Intensive Programme at Universidade NOVA de Lisboa**

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01/06/2024 – 05/06/2024

### **Erasmus+ Blended Intensive Programme at "Lucian Blaga" University of Sibiu, Romania**

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10/06/2024 – 14/06/2024

### **Erasmus+ Blended Intensive Programme at Jagiellonian University of Kraków, Poland**

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02/10/2023 – 06/10/2023

### **Erasmus+ Blended Intensive Programme at the University of Sevilla, Spain**

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09/05/2023 – 15/05/2023

### **Erasmus+ Blended Intensive Programme at The Arctic University of Norway, in Tromsø, Norway**

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