



Grammars are useful tools that explain how languages work. Grammar books are used for teaching languages and as references for proper language use. In computer science, grammars also describe languages, but in a way that computers can directly understand them.

Computational grammars can be used to describe languages similar to traditional grammars. The first part of this thesis focuses on rendering a Latin grammar in a computational way. This grammar is a useful resource and can be used, among other things, in teaching Latin using computers.

Computers can be used to transform traditional methods of teaching Latin into new interactive and enjoyable methods. The second part of this thesis focuses on how they can be used to teach languages using grammars. We introduce language lessons using specific, small computer-based grammars. These grammars don't cover the language as a whole but only the relevant things for a specific lesson.

Lesson grammars can be created by hand, but creating grammars can be difficult. It is better for a computer to learn these grammars. The final part of this thesis focuses on how restricted grammars can be learned from a large grammar and example sentences. This allows non-grammarians to create their own grammars. And teachers can create lessons purely based on their teaching experience, without having to worry about the underlying grammars.



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ISBN 978-91-7833-986-0

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2020



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