



Course syllabus

Faculty of Technology

Department of Computer Science and Media Technology

4ME502 Programmering för Digital Humaniora, 7,5 högskolepoäng
4ME502 Programming for Digital Humanities, 7.5 credits

Main field of study

Digital Humanities

Subject Group

Informatics/Computer and Systems Sciences

Level of classification

Second Level

Progression

A1N

Date of Ratification

Approved by Faculty of Technology 2020-05-25

The course syllabus is valid from autumn semester 2020

Prerequisites

General entry requirements for second cycle studies and specific entry requirements:
Bachelor of Arts in any discipline or equivalent degree (180 credits at least).

Objectives

After completing the course, the student should, with a high degree of independence, be able to:

- analyze basic Digital Humanities (DH) problems and apply algorithmic decomposition and exploratory problem solving to resolve them.
- create and implement a software solution to a given problem in DH using the Python programming language
- install and use programming tools and libraries
- be able to explain how different programming techniques can be used in the field of DH to process, analyze and present data in various ways
- structure, prepare, and conduct short oral and written presentations of smaller programming projects and programs in the field of DH.

Content

Course content:

- Programming language structure: theoretical and practical aspects
- Principles of algorithmic, computational thinking and exploratory programming
- Program language constructs such as variables, data types, control structures, and functions
- Basic algorithms and data structures and examples of how and when they should be to solve pertinent problems within the field DH
- Principles and methods as well as examples of how one should structure, implement and communicate both orally and in writing smaller programming projects in the field DH.

Type of Instruction

As students of this course are mainly coming from the fields of Arts and Humanities, explorative approaches to promote computational thinking and creativity and to support novel uses of programming techniques will be applied. Teaching activities will consist of lectures, practical work, including hands-on tutorials and seminars.

Examination

The course is assessed with the grades A, B, C, D, E, Fx or F.

The grade A constitutes the highest grade on the scale and the remaining grades follow in descending order where the grade E is the lowest grade on the scale that will result in a pass. The grade F means that the student's performance is assessed as fail (i.e. received the grade F).

The course is assessed through a number of mandatory assignments that include programming tasks, documenting and reporting them. The assignments have to be handed in before due date. The final grade is a weighted average of assessment methods.

- Assignment 1 - 2 credits (A-F)
- Assignment 2 - 3 credits (A-F)
- Assignment 3 - 2.5 credits (A-F)

Repeat examination is offered in accordance with Local regulations for courses and examination at the first and second-cycle level at Linnaeus University.

If the university has decided that a student is entitled to special pedagogical support due to a disability, the examiner has the right to give a customised exam or to have the student conduct the exam in an alternative way.

Course Evaluation

During the implementation of the course or in close conjunction with the course, a course evaluation is to be carried out. Results and analysis of the course evaluation are to be promptly presented as feedback to the students who have completed the course. Students who participate during the next course instance receive feedback at the start of the course. The course evaluation is to be carried out anonymously.

Other

Grade criteria for the A–F scale are communicated to the student through a special document. The student is to be informed about the grade criteria for the course by the start of the course at the latest.

Required Reading and Additional Study Material

Montfort, Nick. (Latest edition). Exploratory programming for the arts and humanities. Cambridge, MA: MIT Press. 328 pages

Web-based material, Linnaeus University and others; Approximately 400 pages