



Programme syllabus

Faculty of Arts and Humanities

Digital humaniora, masterprogram, 120 högskolepoäng
Digital Humanities, Master Programme, 120 credits

Level

Second Level

Date of Ratification

Approved by Faculty of Arts and Humanities 2019-09-10

Revised 2021-06-07

The programme syllabus is valid from autumn semester 2021

Prerequisites

General entry requirements for advanced studies, and specific entry requirements:

- At least 90 credits including an independent project of at least 15 credits with arts and humanities or social sciences as the main field of study, or within informatics, information science, computer science, or the equivalent;
- English B/English 6.

Description of Programme

The aim of the programme is for the student to develop comprehensive theoretical and practical knowledge about digital humanities, representing a bridge between the humanities and technology. Theoretical aspects and critical perspectives on the opportunities and challenges involved in the digital transformation of the humanities and society as a whole are included.

The student also acquires practical skills in digital methods for solving a number of problems within the cultural heritage sector and humanities research. The programme thus prepares the student for current and future positions in the public and private sectors, including cultural heritage institutions, public authorities, and companies providing similar services. The programme qualifies the student for third-cycle studies.

Objectives

According to the Swedish Higher Education Ordinance, the qualitative targets for a Degree of Master (120 credits) are that the student shall:

Knowledge and understanding

- demonstrate knowledge and understanding in the main field of study, including both broad knowledge of the field and a considerable degree of specialised knowledge in certain areas of the field, as well as advanced insight into current research and development work, and
- demonstrate advanced methodological knowledge in the main field of study.

Competence and skills

- demonstrate an ability to critically and systematically integrate knowledge and analyse, assess and deal with complex phenomena, issues and situations even with a limited amount of information;
- demonstrate an ability to identify and formulate questions in a critical, independent and creative way; to plan and, using appropriate methods, undertake advanced tasks within given time frames and thus contribute to the formation of knowledge; and to evaluate such work;
- demonstrate an ability to account for and discuss their conclusions and the knowledge and arguments upon which these conclusions are based in a clear manner, in speech as well as in writing, in national as well as international contexts, in dialogue with different groups; and
- demonstrate the skills required for participation in research and development work or for independent work in some other qualified capacity.

Judgement and approach

- demonstrate an ability to make assessments in the main field of study informed by relevant scientific, societal and ethical aspects and an awareness of ethical aspects of research and development work;
- demonstrate insight into the possibilities and limitations of science, its role in society, and the responsibility of the individual for how it is used; and
- demonstrate an ability to identify their own need for further knowledge and take responsibility for their continued learning.

Programme-specific objectives

After completing the programme, the student should also be able to:

- summarise important approaches to research in digital humanities, and at the same time describe, compare, and evaluate the usefulness of influential theoretical views within digital humanities;
- apply one or more digital research methods to relevant research questions within the humanities, and critically account for the possibilities and limitations of these methods;
- formulate theoretical and methodological problems using in-depth, subject-specific, and empirical evidence; and
- critically discuss the relationship between problem formulations in digital humanities research and society's needs and expectations on such research and development.

Content

The main field of study is digital humanities. The programme consists of a total of two years of full-time studies.

The programme is managed by a programme coordinator who is responsible for quality assurance, development, and coordination of the programme. A programme council works for long-term strategical development of the programme.

Programme overview

The programme is based on three general problem areas:

- a) The theoretical foundations of digital humanities – including an overview of the field; the origins of the field; the interdisciplinary and collaborative nature of the field; possibilities and challenges that result from the field's inherent complexity; and the wider context of digital transformation at different societal and academic levels, where critical theory is used to contextualise and problematise the use of new digital technology in academia and society.
- b) Digital methods in the humanities, including how to formulate research questions and how to use technology to answer them and to critically evaluate results; examples of such methods are programming and interactive technology.
- c) Research data in the humanities, including data from cultural heritage institutions, along with related processes of digitalisation and of making data available on the Semantic Web, as well as challenges of digitalisation and data use, for instance regarding ethics, politics, and policies.

Term 1

Introduction and in-depth studies of digital humanities, critical theory and digital transformation, and digital research methods for the humanities.

Term 2

Introduction to the complex issue of the digitalisation of cultural heritage, including issues and implications relating to ethics, politics, and policies in the digital world, as well as technologies for interaction with cultural heritage and other research data related to the humanities, and for linking the data in the Semantic Web.

During the second term, it is possible to replace the last two modules (Module 7 and 8) with an independent project, 15 credits within the main field of study, thus allowing for a 60 credit master's degree.

Term 3

Elective courses chosen in consultation with the programme coordinator in order to build a degree that constitutes a coherent whole, specialising in the chosen area (for instance, digital humanities and library and information science, digital humanities and history, digital humanities and the digital transformation, or digital humanities and data-intensive methods). The subject field should be in line with the topic of the independent degree project of 30 credits. Students are given the opportunity to take courses abroad.

Term 4

Independent degree project, 30 credits.

Students are encouraged to conduct their degree project in collaboration with external parties.

Courses in the programme:

Term 1

Introduction to digital humanities, 7.5 credits, A1N*. The course presents the theoretical foundation for the field of digital humanities and provides insight into a range of sub-fields and challenges. The interdisciplinary and collaborative nature of the

field is also discussed. (The theoretical foundations of digital humanities)

Critical Theory and Digital Transformation, 7.5 credits, A1N*. The course discusses different perspectives on how the critical tradition of the humanities and social sciences can be used to contextualise and problematise the use of new technology in research and society. (The theoretical foundations of digital humanities)

Digital humanities research methods, 7.5 credits, A1N*. The course provides an overview of digital research methods as a part of contemporary approaches to problem solving in the humanities. (Digital methods in the humanities)

Programming for Digital Humanities, 7.5 credits, A1N*. The course introduces basic programming concepts, which are used in simple text analysis. (Digital methods in the humanities)

Term 2

Interactive Technologies for Digital Humanities, 7.5 credits, A1N*. The course introduces interactive technologies with applications in digital humanities, including virtual reality, mobile-based technologies, digital storytelling, multi-touch technology, gaming, and app design. (Digital methods in the humanities)

Digitisation of Cultural Heritage, 7.5 credits, A1N*. The course covers a number of aspects relating to digitalisation of information objects in libraries, archives, museums and galleries; XML encoding; and information retrieval. (Research data in the humanities)

Linked Data for Cultural Heritage and the Humanities, 7.5 credits, A1N*. The course introduces the premises for cultural heritage in the Semantic Web, including important standards and information structures. (Research data in the humanities)

Ethics, Politics and Policies in the Digital Humanities, 7.5 credits, A1N*. The course discusses ethical perspectives and challenges involved in using data in digital research, policies, and politics. (Research data in the humanities)

Term 3

A number of elective courses at different departments and faculties are offered depending on demand and availability. Elective courses may also be taken at a partner university. The elective courses must be chosen in consultation with the programme coordinator, so that they constitute a coherent body of knowledge within the overall field of digital humanities (a total of 30 credits).

Term 4

Master's thesis, 30 credits, A2E*.

*=course within the programme's main field of study (a total of 90 credits)

Societal relevance

The initiative Digital Humanities at Linnaeus University has a strong collaborative component with external sectors. Libraries, archives, and museums are key players in research and development related to digital humanities. Throughout the courses, professionals from the public and private sectors are therefore invited to contribute to research-based teaching, by discussing challenges and solutions from a practical perspective. A strong collaboration is established through the degree project, which in turn benefits the general public.

Internationalisation

Studies abroad or internships abroad within administration, teaching or research may take place during the third term of the programme. This is planned in consultation with the programme coordinator.

Digital humanities is an international field of research that is well-established in global research and teaching environments. The teachers on the programme are active researchers within the humanities, computer-based social sciences, and technical subjects in a number of European countries and in North America.

The programme is offered online. All this contributes to bringing international perspectives, ideas and different cultural backgrounds together in the programme.

Programme perspectives

The perspectives of sustainable development, gender, diversity, and internationalisation are part of the programme through the course content, the course literature, and the design of examinations. The perspective of sustainable development is brought to the fore in reflections on how research and practice in (digital) humanities can be used to reach societal goals. Through the topics dealt with in the programme, such as digitalisation of cultural heritage, data and information management, and related ethics and privacy issues, the programme contributes to the development of an economically sustainable society. The goal to make cultural heritage available to all online, with adaptations for different target groups, further adds to this.

By making cultural heritage an integrated part of global information structures, cultural diversity, intercultural understanding, and other aspects of social sustainability are promoted.

Gender and diversity are incorporated into discussions about access to and search for information, and interactions between humans and machines. The programme deals with specific challenges concerning equal treatment in today's world through relevant modules and related course literature, for instance through a discussion on different digital interfaces for a variety of user groups, in order to guarantee equal treatment for users of the cultural heritage.

Throughout the course of the programme, there is also a focus on leadership and organisational development in collaboration with the surrounding society, with adaptations to the conditions that characterise the public and private sectors that work with digital humanities, in particular the cultural heritage sector.

Broadened knowledge perspective (erudition)

The idea of the programme is to provide the kind of knowledge and skills that professionals and researchers in the humanities need today. The programme strengthens the student's ability to use subject-specific and general digital humanities, social sciences and technology, and also strengthens the student's ability to understand, compare, and evaluate different theoretical traditions and emerging approaches in the work with current and future problems within the field. Through formulations of problems and theories with their bases in the humanities and social sciences (which today are transforming and expanding as a result of digital transformations), students learn how to produce new knowledge and solutions also within areas such as information and computer science.

The programme focuses on the current and future role of cultural institutions' social significance and usability in the digital era. The aim of the programme is to provide the students with the knowledge and skills needed for collective work with complex societal challenges in interdisciplinary groups at their future workplaces.

Entrepreneurial approach

Digital humanities has a strong collaborative component with external sectors; libraries, archives, and museums are frequent actors in research and development within the field. Companies providing services with connection to digital cultural heritage are also involved. Through the independent degree project, 30 credits, each student gets the opportunity to work directly with the needs of these institutions and companies. Professionals from the cultural heritage sector and companies are invited to contribute to the research-based teaching with authentic challenges from the field.

How these perspectives are integrated into the programme and examined is described in the syllabus for each course.

Quality Development

Course evaluations and subsequent follow-ups are conducted by the course coordinators in collaboration with the programme coordinator. The programme coordinator compiles the evaluations at the end of the academic year. The results are discussed in the Programme Council, and the compilations are made available to the students. The aim is to ensure quality work with direct ties to the programme.

The Faculty of Arts and Humanities has a quality assurance system for follow-up and development of its programmes. An education council prepares programme syllabi and other matters that concern quality issues, such as degree-awarding powers and selection of courses and programmes offered, before decisions are made by the Faculty Board. Revised and new course syllabi are prepared by the Syllabus Committee before they are ratified by the Head of department or the Dean.

Reviews of the array of courses and programmes offered are carried out on a continuous basis as part of the faculty's systematic quality work.

Degree Certificate

After having completed their studies in accordance with the requirements stated in the Qualification Ordinance of the Higher Education Ordinance and those stated in the local Qualification Ordinance at Linnaeus University, the student may apply for a degree.

Students who have completed the programme Digital Humanities, master programme, 120 credits, may obtain the following degree:

Master of Arts (Main field of study: Digital Humanities)

The degree certificate is bilingual (Swedish/English). The degree certificate will be accompanied by a Diploma Supplement (English).

Other Information

Students are responsible for finding an institution or private business for their degree project, anywhere in the world, in consultation with the teachers on the programme. Any costs for travel to and from the workplace are paid by the student.

Any expenses in connection with excursions and possible studies and practice

placements abroad are paid by the student. Certain modules may also be part of other courses and programmes.