



University of Central Florida

HUM 3830 Introduction to Digital Humanities

Instructor: B. Janz

Time: n/a

Phone: 407-823-2273

Course Web Page & Resource Page: Canvas
Webcourses Site

Office Hours: See website

Prerequisites:

Term: Fall 2013

Room: W course, no room

Credits: 3

Section: oW61

Course Code: 91082

Office: Psychology 223

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This course provides an introduction to the application of digital tools to humanities questions, and contextualizes these questions and applications within the cultural changes that pervasive digital technology has brought about. The purpose is to familiarize students with ways in which digital technology has both transformed humanities research, and enabled humanities scholars to maintain the essence of their work in a new age. This course serves as a core course in the digital humanities minor.

Required Texts:

- Anne Burdick, Johanna Drucker, Peter Lunenfeld, Todd Presner, Jeffrey Schnapp. *Digital Humanities*. MIT Press, 2012.
- Schreibman, S et al eds *A Companion to Digital Humanities*, Oxford: Blackwell, 2004. <http://www.digitalhumanities.org/companion/> - full text available online; you do not have to buy the hard copy if you don't want.
- Digital sources and readings distributed through Webcourses

Requirements

1. **Discussion contributions** (15% of final grade). These contributions will be based on questions that I raise, and also will involve questions that you come up with, related to the readings, viewings, and audio content for the week. There will be a minimum number of posts and responses expected in order to get the grade for the week. It is important to not leave posts to the end of the week, as that makes any real conversation impossible.
2. **Wiki Building** (15% - first 5% grade given Oct. 14, rest of grade given at the end of the course) We are going to build a wiki in this course, in which we collect tools, techniques, and

examples of digital humanities projects. This will be available to the world, and to students in future versions of this course. The wiki will both collect examples of projects, tools, and material on the digital humanities, and provide short summaries of them. The model will be a “Wikipedia” model. In other words, the summaries are to be descriptive rather than evaluative. We will also develop an overall organizational structure of the wiki, so that the entries can be easily navigated.

3. **DH Forensics** (20% - Due Monday Oct. 14) Take apart a digital humanities project. You can use one that is included on the wiki, if you wish. You will need to describe, analyze, and evaluate a project, from the conceptual level to the technical level. What was the objective of the project, and was it successful? What was the central humanities research question? What decisions were made concerning technology, and what were other options? Is there evidence of the team that was assembled to complete the project, and were the skills present in order to make the project work? Is there a plan for sustainability? How is the usability of the project? These are some (by no means all) of the questions that should go into your forensics.
4. **Conceptual "Wire-Frame" of a Digital Humanities Project** (25% - Due Nov. 25). The major assignment for this course is to plan a digital humanities project. You need to consider all the steps and aspects of the digital humanities as we work through them in the course. You will need to choose software needed at every stage, determine the central humanities question (and give a reason why this needs to be done using digital tools), and determine the steps both from a development point of view and a user's point of view. "Wireframing" usually refers to a step in the website design process; I am using it more abstractly here to refer to a description of the essential elements, process, and experience of a digital humanities project. This assignment follows on the earlier forensics exercise – in a sense, now you are being asked to take the detailed analysis you applied to another project, and sketch out a project of your own. I will be doing the forensics.
5. **Final Exam** (25% - will open on Dec. 2, and will be due by Dec. 9, 12 noon EST) - This will be a comprehensive test on all the course material. It will emphasize your ability to work with the concepts of the course, as well as your ability to know specific works from the course.

Grade Distribution: I will record the assignment grades based on the percentage of the course grade during the term (that is, the final exam will be recorded as a grade out of 30, although it may be marked out of another number). The letter grade will be calculated only at the end of the course, based on full course grade. The distribution will be as follows:

A: 93-100	B: 83-86	C: 73-76	D: 63-66
A-: 90-92	B-: 80-82	C-: 70-72	D-: 60-62
B+: 87-89	C+: 77-79	D+: 67-69	F: 0-59

Schedule: Introduction to Digital Humanities

There will be readings from the reading package and the website for each week (apart from presentation weeks). The reading schedule and more details on the weeks' topics are available online.

Date	Topic	Examples
Aug. 19	Digital Humanities: What Does It Include? History of Digital Humanities	
Aug. 26	Humanities in the Digital Age – How Have the Humanities Changed?	<ul style="list-style-type: none"> • Technology theory
Sept. 2	Pre-research: Producing new objects to question. Production of new kinds of texts.	<ul style="list-style-type: none"> • Archives • Oeuvres as single texts • Ephemera • Cultural analytics
Sept. 9	Pre-research: Tools: Meta-tagging, spatial & temporal modelling	<ul style="list-style-type: none"> • TEI • Databases • GIS
Sept. 16	Pre-research: Collaboration, extended & shared cognition, interdisciplinarity, STEAM	<ul style="list-style-type: none"> • Zotero • Humanities within STEM • INTx
Sept. 23	Research: Formulating a humanities question that could not be asked before	<ul style="list-style-type: none"> • What is a humanities question, as opposed to some other?
Sept. 30	Research: Digital tools to generate new questions:	<ul style="list-style-type: none"> • Using new, digitally produced objects to generate new questions
Oct. 7	Research: multiplying researchers through crowdsourcing & public engagement	<ul style="list-style-type: none"> • Social media • RICHES • Foldit
Oct. 14	Creative Work: Providing new human experience in a digital environment	<ul style="list-style-type: none"> • Digital aesthetics • Multimedia • Augmented reality • Digital spaces: MMORPG, Second Life
Oct. 21	Creative Work: Tools	<ul style="list-style-type: none"> • Storyspace • Digital narrative • Next Exit • Text tools – wikis, blogs.
Oct. 28	Post-Research: Dissemination and Training 1	<ul style="list-style-type: none"> • Omeka • Front-end public humanities • Virtual Museums, interactive spaces
Nov. 4	Post-Research: Dissemination and Training 2	<ul style="list-style-type: none"> • Video, documentation • Games
Nov. 11	Post-Research: Tools	<ul style="list-style-type: none"> • Website construction for the humanities
Nov. 18 & 25	Closing the Circle: Using the process to open new horizons in the humanities. Careers, funding	<ul style="list-style-type: none"> • Hermeneutics, theory

Dec. 2	Exam	
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The Fine (but Important) Print

For all course guidelines, practices, rules, and parameters, see the online *Fine Print* at <http://pegasus.cc.ucf.edu/~janzb/courses/fineprint.htm>. The *Fine Print* is an official part of this syllabus. For web courses, the Fine Print for Webcourses is available through the Canvas Webcourses site.