DIGITAL HUMANITIES (B.A.)

The Digital Humanities program is designed for students who want to think deeply about the human condition while preparing for careers in a wide variety of knowledge fields. Digital Humanities draws from a range of disciplines in the humanities and STEM, including English, history, the arts, communication, music, computer science, religion, geography, and philosophy. This emerging field examines how technology has changed the human condition and how digital tools can help us understand what it means to be human. Courses in the major equip students to apply humanities skills to digital technology, understanding the history, communicative possibilities, and ethics of changing digital technologies. In turn, courses in Digital Humanities prepare students to use digital tools to answer questions about humanity and its history, culture, values, arts, and modes of communication. Students in the major will develop their technical skills, combining computational methods with creative expression, critical thinking, and communication across media. This interdisciplinary program will teach students to use innovative methods to collect, organize, and analyze data and to share humanities research with the public in dynamic multimedia platforms. In addition to technical skills, this interdisciplinary program develops the "soft skills" in high demand from employers-the ability to analyze complex information, to write compellingly, to problem-solve independently, and to work in successful teams. The major prepares students to organize and interpret information about the human condition-from tweets to medieval manuscripts-and to communicate their findings in creative and compelling new media formats. Digital Humanities majors are wellpositioned to succeed in a wide variety of fields. The major prepares students for positions in libraries, museums, nonprofits, marketing, advertising, media, journalism, the tech industry, game design, education, information science, technical writing, project management, human resources, and programming. Students in the program take courses offered by a range of departments, including English, Art and Design, History, Computer Science, Communication and Media Arts, Philosophy and Theology, and Digital Audio Recording Arts. In addition, students in the major complete a three-credit capstone sequence in which they create a digital project and/or portfolio, enhancing their employment opportunities.

Major Program (51-53 credit hours)

Code Required Courses	Title S	Hours
DIGH 100	Introduction to the Digital Humanities	3
DIGH 300	Advanced Digital Humanities Seminar	3
DIGH 497	Digital Humanities Senior Capstone	3
ARTD 103	Art & Design Foundations	3
CMMA 100	Media Literacy	3
COMP 135	Introduction to Information Technology	3
DARA 101	Digital Audio Recording I	3
ENGL 200	Introduction to Literature	3
GEOG 111	World Regional Geography	3
MATH 105	Introduction to Statistics	3-4
or MATH 175	Statistics	

Elective Requirements

Students are required to take a minimum of one course from each o21-22 the disciplines listed below:

Art & Design course options:

¹ Excluding courses that satisfied general education requirements.		
Total Hours	51-53	
THEO XXX	1	
PHIL XXX		
	nd Theology Course Options:	
	pproved HIST course (substitution form required)	
HIST 330	History in Film (3)	
HIST 315	Digitizing History (3)	
HIST 301	History and Social Sciences Seminar (3)	
HIST 112	History of World Civilization 1500 to Present (3)	
History Cours	se Options:	
required)		
	VGL course number 291 and higher (substitution form	
ENGL 123 ENGL 210	Writing for Professionals (3)	
ENGL 123	Introduction to Creative Writing (3)	
or other approved DARA course (substitution form required) English Course Options:		
DARA 203	Digital Audio Recording III (3)	
DARA 201 DARA 203		
DARA Course DARA 201	Digital Audio Recording II (3)	
	pproved COMP course (substitution form required)	
COMP 241	3 3 3 3 ()	
COMP 241		
COMP 201		
COMP 130		
COMP 150	··· [···· ··· ()	
COMP 140	•	
	ience course options:	
	pproved CMMA course (substitution form required)	
CMMA 46		
CMMA 460		
CMMA 445		
CMMA 403		
CMMA 318		
CMMA 351		
CMMA 25		
CMMA 103		
•	ons & Media Arts course options:	
	proved ARTD course (substitution form required)	
ARTD 302 ARTD 411	Digital Studio (3)	
ARTD 311 ARTD 362	Digital Art (3) Video Game Seminar (3)	
ARTD 209 ARTD 311	Typography I (3)	
ARTD 209	$T_{\rm vincegraphy} (2)$	

Students work with their advisors in selecting additional elective credits to fulfill the 120 credit hours required for graduation.