Digital Humanities: Workshop

Educational subject description sheet

Basic information

Study programme Central Europe in the International Perspective **Speciality** - **Organizational unit** Faculty of Polish and Classical Philology **Study level** Second-cycle programme **Study form** Full-time **Education profile** General academic	**Didactic cycle** 2023/24 **Subject code** 03CEIS.28K.02221.23 **Lecture languages** English **Course type** Obligatory **Block** Major subjects

Subject coordinator	Agata Guzikowska
Lecturer	Konrad Dominas

Period	**Activities and hours**	**Number of ECTS points**
Semester 4	• Workshops: 30, Graded credit	5

Goals

Code	Goal
C1	learning about the main assumptions of Digital Humanities along with examples of projects carried out at AMU (E-Theseus Map project within the DARIAH consortium) and beyond
C2	preparing students for scientific work in the digital environment thanks to: the use of databases (BazHum, JSTOR and others), the use of appropriate software (primarily in the form of Open Source), designing scientific research using MindMapping programs and assumptions, digitizing and sharing research works on the Internet
C3	designing and preparing a research project using the most important assumptions of digital humanities

Entry requirements

None.

Subject learning outcomes

Code	Outcomes in terms of	Learning outcomes	Examination methods
Knowledge – Student:			
W1	explains what digital humanities is and what its main assumptions are; provides and discusses a selected example of a project that pursues the goals of digital humanities	CEI_K2_W08, CEI_K2_W13	Multimedia presentation
W2	uses the databases available on the AMU; identifies software that can be used in research	CEI_K2_W08, CEI_K2_W13	Practical exam (performance observation)
Skills – Student:			
U1	digitizes any audiovisual material and makes it available in the Internet space	CEI_K2_U01, CEI_K2_U09	Practical exam (performance observation)
U2	designs a research project using MindMapping tools	CEI_K2_U01, CEI_K2_U09	Project, Multimedia presentation, Practical exam (performance observation)
U3	prepares a project based on the appropriate methodology of digital humanities; explains what digital tools and development environment to use	CEI_K2_U01, CEI_K2_U09	Project, Multimedia presentation, Practical exam (performance observation)

Study content

No.	Course content	Subject learning outcomes	Activities
1.	The most important assumptions of digital humanities: methodologies and tools.	W1	Workshops
2.	Examples of projects in the field of digital humanities carried out at AMU and in the largest academic centres.	W1	Workshops
3.	Support for scientific databases available at AMU.	W2	Workshops
4.	Review of the programming environment with examples that fit into the projects of digital humanities.	W2	Workshops
5.	Digitizing and providing audio-visual material in the Internet environment.	U1	Workshops
6.	Mind Mapping - workshop in the field of methodology and the use of tools based on thought design.	U2	Workshops
7.	E-Theseus Map - case study.	W1, U2, U3	Workshops
8.	Information design and management in the context of digital humanities - workshop.	U2, U3	Workshops

Additional information

Activities	Teaching and learning methods and activities
Workshops	Lecture with a multimedia presentation of selected issues, Discussion, Workshop method, Project method, Demonstration and observation, Audio and/or video demonstrations, Work in groups

Activities	Credit conditions
Workshops	**very good** (**bdb**; **5**,**0**): preparation of a multimedia presentation (PowerPoint, Prezi) and a project (MindMapping application) as well as passing a practical exam (performance observation) covering: very good knowledge of the most important assumptions of digital humanities with methodology and examples; very good knowledge of scientific databases and their practical use; very good knowledge of software related to digital humanities; very good skills in digitizing and sharing own materials in the Internet space; very good skills in the use of MindMapping software; very good preparation of the project in line with the assumptions of digital humanities. **good plus** (+**db**; **4**,**5**): slight shortcomings in the scope described above. **good** (**db**; **4**,**0**): preparation of a multimedia presentation (PowerPoint, Prezi) and a project (MindMapping application) as well as passing a practical exam (performance observation) covering: possible wider range of shortcomings: slightly lower knowledge and skills in the field of: scientific databases, software related to digital humanities, digitization and sharing of own materials in the Internet space, using MindMapping software, preparation of a project in line with the assumptions of digital humanities. **satisfactory plus** (+**dst**; **3**,**5**): preparation of a multimedia presentation (PowerPoint, Prezi) and a project (MindMapping application) as well as passing a practical exam (performance observation) covering: satisfactory knowledge and skills in the field of: scientific databases, software related to digital humanities, digitization and sharing of own materials in the Internet space, using MindMapping software, preparation of a project in line with the assumptions of digital humanities. **satisfactory** (**dst**; **3**,**0**): preparation of a multimedia presentation (PowerPoint, Prezi) and a project (MindMapping application) as well as passing a practical exam (performance observation) covering: weaker knowledge and skills in the field of: scientific databases, software related to digital humanities, digitizing and sharing own materials in the Internet space; satisfactory skills in the use of MindMapping software and preparation of a project in line with the assumptions of digital humanities. **unsatisfactory** (**ndst**; **2**,**0**): preparation of a multimedia presentation (PowerPoint, Prezi) and a project (MindMapping application) as well as passing a practical exam (performance observation) covering: lack of knowledge and skills in the field of: scientific databases, software related to digital humanities, digitizing and sharing own materials in the Internet space, using MindMapping software, preparing a project in line with the assumptions of digital humanities.

Literature

Obligatory

1. E. Gardiner, R.G. Musto, The Digital Humanities: A Primer for Students and Scholars, Cambridge University Press 2015.
2. J. Drucker, The Digital Humanities Coursebook. An Introduction to Digital Methods for Research and Scholarship, Routledge 2021.
3. J.E. Dobson, Critical Digital Humanities: The Search for a Methodology (Topics in the Digital Humanities), University of Illinois Press 2019.
4. L. Rosenfeld, P. Morville, J. Arango, Information Architecture: For the Web and Beyond, O'Reilly Media 2015.
5. N. Duarte, slide:ology: The Art and Science of Creating Great Presentations, O'Reilly Media 2008.

Optional

1. T. Buzan, Mind Map Mastery: The Complete Guide to Learning and Using the Most Powerful Thinking Tool in the Universe, Watkins Publishing 2018.

Calculation of ECTS points

Activities	**Activity hours***
Workshops	30
Preparation for classes	10
Reading the indicated literature	10
Preparation of a multimedia presentation	10
Preparation of a project	45
Preparation for the assessment	15
Other	5
Student workload	**Hours** 125
Number of ECTS points	**ECTS** 5

* academic hour = 45 minutes

Efekty uczenia się dla kierunku

Kod	Treść
CEI_K2_U01	The graduate can independently search in traditional and electronic sources, analyze, evaluate, select and integrate information on literature, culture and social life of Central Europe
CEI_K2_U09	The graduate can prepare a presentation/paper/research project in English thematically related to the issues that bring together the findings of various scientific disciplines co-creating Central European Studies
CEI_K2_W08	The graduate knows and understands in-depth the role of globalization and digitization processes in shaping contemporary Central European literatures and cultures
CEI_K2_W13	The graduate knows and understands key concepts and principles in the field of intellectual property protection, ethics and copyright, and the need to manage intellectual property resources