MASTER
IN DIGITAL
HUMANITIES
DIGITAL HUMANITIES

Young field of research:

• The use of digital techniques to support research in the Humanities
• Availability of large digital repositories within many areas of the Humanities

applying computational visualization, querying and analysis techniques

discovery of new knowledge and insights
PRACTICAL IMPACT

• **Enhance** approaches, processes, skills and methods developed and applied in the Humanities

• **Build practical applications** of digital techniques:
  • in online publishing and digital textualities,
  • in media, art, history, music,
  • in educational/instructional sciences,
  • in digital games in social sciences

• **Open** digital applications **to wider community**.
GOALS OF THE MASTER

Help graduates from Humanities to:

• Develop digital competencies that allow them to
  • Add digital dimensions to their own expertise
  • Improve their approaches, processes, methods

• Link these competencies to their own
  • Research questions
  • Case studies
  • Applications related to their expertise
PROFESSIONAL FOCUS

• All current professional environments have increased digitization needs:
  • Publishing, media, arts, libraries, music, education,…

• Industry believes that IT-graduates are NOT well-placed to open their applications to wider public

• Industry observes that the majority of digitization jobs are currently done by non-IT-graduates
MASTERS PROGRAMME

The Master is conceived as a one year, international and multidisciplinary advanced master programme (master-after-master). The programme is unique in Flanders and one of only few in Europe. It is firmly rooted on an explicit collaboration between the Faculty of Arts, the Faculty of Psychology and Educational Sciences, the Faculty of Social Sciences and the Faculty of Pure Sciences - Department of Computer Science. As such, it is supported by experts in applications in Digital Humanities, who support the programme on the research level, as well as by experts in digital techniques and tools, who provide a sound technical basis for the students.
STRUCTURE OF THE PROGRAMME

**Introductory Components**

- Fundamentals of Digital Humanities (5 ECTS)
- Introductory Digital Components
  - Information structures and implications (5 ECTS)
  - Scripting languages (5 ECTS)

**Management Component**

- Project Management (3 ECTS)

**Master's thesis**

- Master’s thesis (Project or Internship) (15 ECTS)

**Advanced digitalisation component**

- Emerging Technologies and Applications (3 ECTS)

**Tools for the digital world**

- (min. 6 ECTS - out of 24 optional)

**Application domains**

- (min. 9 ECTS - out of 24 optional)
THE APPLICATION DOMAINS

Text Encoding and Digital Editions

Online Publishing

Digital Techniques in Education

Corpus Linguistics and Data Mining

Multimodality in Interaction
Tools for the Digital World

Human-Computer Interaction

Visualisation

Data Mining

Web Development
Data

It is probably impossible to do anything scientific with computers in the absence of an understanding of what computer science means by “data”. While sciences with quantitative research traditions have long had their own understandings of measurement and of data, the idea of “data” may be less straightforward for researchers working with qualitative methods, with textual sources, with material culture. In the programme, students learn about the computer science understanding and techniques of data: about structured data as the standard case and dominant conceptual model, about the notions of semi-structured and unstructured data (and under what conditions materials such as texts count

Scripting

Scripting languages are high-level, programming languages. They are usually intended to be more easily learned than more conventional programming languages. This is reflected in a fairly simple syntax and semantics for the languages. The languages are therefore sometimes more accessible to end-users.
Students take active part in research related questions within one of the sub-domains of Digital Humanities. In particular, students select one of the research projects offered by the involved research units. They work independently, but guided by the staff of the research unit, to perform the research work required for the selected project.
Three new Digital Humanities professors appointed this academic year:

Barbara Bordalejo
Arts Faculty

Katrien Verbert
Dept Computer Science

Bieke Zaman
Social Sciences Faculty

Great for our gender balance ...
GENERAL INFORMATION

• 5 new courses introduced exclusively for the MDH students by Computer Science.
  • all lecturers have experience in interdisciplinary programs

• Admission based on individual applications: only the students that we know we can guide will be admitted
• Advanced Master (Manama): registration 3500 euro
Preparation since 2010!

Joint effort of Humanities, Behavioral Sciences and Science & Technology

Programme approved May 2014

Programme starts September 2015
QUESTIONS ?