DHUM 150/A01 - 10883 | University of Victoria Tuesday, Wednesdays & Fridays 1:30-2:20

Fall 2014 Cornett Building B112

Tools, Techniques, and Culture of the Digital Humanities

Instructor: Dr. Matthew Hiebert Online Material: via Course Spaces

E-mail: hiebert8@uvic.ca Office: Clearihue D232

Office Hours: Friday 2:30-3:30 and by appointment

COURSE DESCRIPTION

This course provides an undergraduate-level introduction to the digital humanities field ("DH") in where humanities inquiry intersects with digital technologies. Taking a hands-on approach to the tools, techniques, processes and basic understandings of the digital humanities, we will collaboratively explore ways in which digital methods can integrate with scholarly inquiry, under what assumptions, and to what effects on our reading and writing practices. Lectures and workshops assume no prior knowledge of the field or preexisting technical competencies beyond the ability to send an email and browse the web.

COURSE OBJECTIVES AND LEARNING EXPECTATIONS

By the conclusion of this course, students should learn to:

- Communicate with their peers through the use of networked technologies,
- Purposefully read, analyze, and synthesize electronic texts and new media using the appropriate research tools and techniques,
- Concisely articulate issues common to digital culture and explain why they are relevant today,
- Combine critical thinking in the humanities with basic technical competencies in computing, and
- Demonstrate an awareness of various strategies used by researchers to produce scholarly communications for the web.

By the semester's end, students are not expected to be experts in any of the methods or approaches they encounter throughout the course. Rather, they will develop a basic familiarity with an array of techniques, apps, and tools common to digital humanities inquiry.

REQUIRED MATERIALS

All readings and course-related media will be made available via Course Spaces. Given the applied nature of this course, it is recommended that you bring a laptop to class meetings and use of a computer outside of the classroom will be required. If you do not own your own, the computers available for student use on campus have the software needed for the course. Readings will largely be taken from the text *A Companion to Digital Humanities* by Shreibman,

Siemens and Unsworth. It is available for purchase in the bookstore (optional) and is accessible online for free at http://www.digitalhumanities.org/companion/.

COURSE ASSIGNMENTS

Log entries	45% (9 x 5% each)	See schedule; graded as three sets (of
		three, three, and two)
Final Project Presentation	10%	To be scheduled Nov. 21 – Nov. 28
Final Project Log	10%	Due Dec. 2
Final Project Digital Object	10%	Due Dec. 2
Final Exam	25%	Date TBA

<u>Log entries</u>: Most every week, you will demonstrate your critical engagement in the course via a "log entry." Intended to be both brief and concise, a log entry may include everything from an HTML or CSS exercise to composing a digital map to writing about everyday life online. For each assigned entry, an instruction prompt and intended learning outcomes will be conveyed, in class and published in Course Spaces. There are nine scheduled log entries (not counting the longer final project log). Log entries will be marked in bundles.

<u>Final Project</u>: In the second half of the semester I will circulate a broad list of topics from which you will select one to develop into your own project. The final project consists of:

- A short presentation of your project (maximum five minutes), worth 10% of the course grade
- A digital object (something you make), worth 10% of the course grade
- A log entry of approximately 600 words specific to the project, worth 10% of the course grade

Detailed guidelines for these three aspects of the final project will be distributed in class October 24

<u>Final Exam</u>: At the term's end, the final exam will be administered during the official exam period. It will cover all course materials, class discussions, and lectures. It will consist of short-answer and multiple-choice questions. It will not be open-book.

POLICIES

<u>Grading</u>: You will receive percentage grades for your assignments. In accordance with Department of English policy, the grading scale is as follows:

A+ 90-100	B+ 77-79	C+ 65-69	D 50-59
A 85-89	В 73-76	C 60-64	F 0-49
Δ_ ΩΩ_ΩΛ	R ₋ 70 ₋ 72		

This scale conforms to the standard UVic grading system. Please check the UVic Calendar for a full description of undergraduate grading.

<u>Grading rubric</u>: Assignments will be graded using assessment criteria for evaluating your understanding of a topic, your critical and creative engagement with it, and your clarity of expression.

A through A+ Range

The content is focused and coherently integrates examples with well-written explanations or analysis. The entry demonstrates awareness of its own limitations or implications, and it considers multiple perspectives when appropriate. The content reflects indepth engagement with the topic and the formal markup is valid. The entry also adds additional interesting code, features, or design elements that were not required by the assignment. The highest grades are awarded to work demonstrating more is being learnt than what is being taught during class meetings.

B through B+ Range

The content is well composed and the markup is valid or contains few errors. New insights are offered and are moderately developed. The entry reflects understanding of the concepts and material being covered in class.

C or C+ Range

The content of the log is not well composed, and the markup contains many errors. The log meets some of the requirements of the assignment.

D Range

The content of the log is poorly composed and the markup is replete with errors.

F Range

The content is missing. The entry does not meet any of the basic requirements of the assignment.

<u>Late and Missed Submissions</u>: Barring written documentation of illness, an accident, or family affliction, all log entries must be submitted by 12:00pm on the day when they are due, meaning late submissions will not be marked. The final project presentation must be given on the day it is scheduled, and students must contact me in advance if they cannot—for documented reasons—attend the final exam. All missed assignments will receive a zero.

Attendance and Participation: Attending and engaging productively in class will be of crucial benefit to the work you are being graded on. Students are expected to attend all classes in which they are enrolled. A department may require a student to withdraw from a course if the student is registered in another course that conflicts with it in time. An instructor may refuse a student admission to a lecture because of lateness, misconduct, inattention, or failure to meet the responsibilities of the course. Students who neglect their academic work, including assignments may be refused permission to write the final examination in a course. Students who are absent because of illness, an accident, or family affliction should report to me upon their return to classes.

<u>Plagiarism</u>: In assignments, you must cite all work that is not your own and give credit to those whose language, ideas, or code you use. Violations of this policy will result in a failing grade for the given assignment and may additionally result in a failing grade for the course. By taking this course, students agree that all submitted assignments may be subject to an originality review. Please check the UVic Calendar for a full description on the Policy on Academic Integrity.

<u>Learning Climate</u>: The University of Victoria is committed to promoting, providing, and protecting a positive, supportive, and safe working and learning environment for all its members. Students and faculty members are expected to adhere to the UVic human rights policy. Students should alert me immediately if they have any questions about this policy and its application, or if they have concerns about course proceedings or participants.

<u>Email</u>: Outside of holidays and weekends, student emails will generally be responded to within twenty-four hours.

<u>Accessibility</u>: Students with diverse learning styles and needs are welcome in this course. In particular, if you have a special need/health consideration that may require accommodations, please feel free to approach me and/or the Resource Centre for Students with a Disability (RCSD).

ACTIVITY AND ASSIGNMENT SCHEDULE

Note: the following schedule may be subject to minor alterations as we go along. You are responsible for keeping abreast of any announced changes.

Wed.	Sep	3	Course Introduction and Syllabus Review	
Fri.	Sep	5	What are the Digital Humanities?	
Tues.	Sep	9	FTP and SSH into your UVIC web	
			space	
Wed.	Sep	10	HTML	
Fri.	Sep	12	CSS	
Tues.	Sep	16	New Media	Due : Log 1 (HTML/CSS)
				Last day for 100% reduction of
				tuition fees for standard first-term
Wed.	Sep	17	Zotero	and full-year courses
Fri.	Sep	19	Zotero and New Media	Last day for adding courses that
111.	БСР	1)	Zotero and ivew Media	begin in the first term
Tues.	Sep	23	Ontologies and Metadata	Due: Log 2 (New Media)
Wed.	Sep	24	Data Structures	Due. Log 2 (New Modia)
Fri.	Sep	26	Online Collaborative Scholarship	
Tues.	Sep	30	Social Knowledge Creation	Due: Log 3 (DH Project
	•		2	Analysis)
Wed.	Oct	1	Wikipedia	•
Fri.	Oct	3	Understanding Publication	
Tues.	Oct	7	The Pre-Digital Book	Due : Log 4 (Wikipedia)
Wed.	Oct	8	Digitization and Image Editing	
Fri.	Oct	10	Text Encoding (XML and TEI)	
Tues.	Oct	14	Text Analysis	Due : Log 5 (Digitization)
Wed.	Oct	15	Tools for Analyses	
Fri.	Oct	17	Visualizing Information	

Tues.	Oct	21	Cultural Analytics	Due : Log 6 (Text Analysis)
Wed.	Oct	22	Databases	
Fri.	Oct	24	Project Topics Discussed	
Tues.	Oct	28	Project Management Principles & Tools	Due : Log 7 (Cultural Analytics)
Wed.	Oct	29	GIS / Digital Maps	<u> </u>
Fri.	Oct	31	Crowd-Sourced Mapping	Last day for withdrawing without penalty of failure
Tues.	Nov	4	Electronic Literature	Due : Log 8 (Digital Maps)
Wed.	Nov	5	Games	
Fri.	Nov	7	Game Creation	
Tues.	Nov	11	REMEMBRANCE DAY	
Wed.	Nov	12	READING BREAK	
Fri.	Nov	14	Sound Editing	Due : Log 9 (Games)
Tues.	Nov	18	Desktop/3D Fabrication	
Wed.	Nov	19	Blockchain Technology	
Fri.	Nov	21	Presentations	
Tues.	Nov	25	Presentations	
Wed.	Nov	26	Presentations	
Fri.	Nov	28	Presentations	
Tues.	Dec	2	Exam Review	Due : Final Project and Log
Wed.	Dec	3	Exam Review	

Final Exam: TBA