DIGITAL HUMANITIES (MA)

The Master of Arts in Digital Humanities program at Loyola University's Center for Textual Studies and Digital Humanities (CTSDH) combines theoretical and practical courses. Its aims are ultimately practical and professional, training new digital specialists for the growing knowledge and information economy and today's research in humanities disciplines.

Because the nature of much Digital Humanities work is constructive and project-based, students in the MA program will be given hands-on training in the workshop or seminar-based classes, such as training in text editing and markup, programming, interface design, project management, and digital archive construction. The MA program also explores theoretical, critical, social, and ethical contexts for thinking about Digital Humanities research and applications, including issues of data ethics, design justice, archive theories, public humanities, and digital preservation. The Master of Arts in Digital Humanities program was designed with partner departments including Computer Science, English, and History for students with interdisciplinary interests. We encourage students with interests at the intersection of culture and technology to consider this degree, which allows one to elect courses from the various partner departments.

Curriculum

The MA in Digital Humanities requires coursework totaling 30 credit hours and the completion of a capstone project. Students take six (6) core seminars in addition to a faculty-led practicum and two electives within the field of their choosing. In a student's final semesters they will work with faculty members to design and build their own digital research project.

Seminar topics range from an introduction to the methods and methodology of the field, to special topics in public history, design, research methods, textual criticism, human-computer interface, and web application development. Courses emphasize both discussion of the theories that shape and define the field of Digital Humanities as well as hands-on project building. Coursework is designed to provide technical skills to humanities students, as well as humanistic scholarly research methods to those with a technical or computer science background.

Code	Title	Hours
Core Curriculum		*18*
DIGH 400	Introduction to Digital Humanities Research	
DIGH 401	Introduction to Computing	
DIGH 402	Digital Humanities Design	
DIGH 403	Introduction to Web Application Development	
COMP 417	Social and Ethical Issues in Computing	
ENGL 413	Textual Criticism	
Two 400-Level Electives Chosen with Advisor [1]		*6*
DIGH 500	Digital Humanities Practicum	3
DIGH 501	Digital Humanities Project	3
Total Hours		**30**

[1] Electives can be any 400-level course but do check to see if there are course prerequisites. Suggested departments for elective course offerings include English, History, Communications, Environmental Sustainability, Women's and Gender Studies, and Theology. Students who have met necessary pre-requisites may be eligible to take other 400-level Computer Science classes, with approval from the Chair of Computer Science. Please confer with the Graduate Program Director for assistance.

Evaluation

Each student will produce a capstone project in one of their final courses (DIGH 501 Digital Humanities Project DIGH 501 Digital Humanities Project) under the direction of an advisor; the capstone will demonstrate knowledge and skills gained in coursework and will address one or more key problems in digital humanities research or applications.

Suggested Course Sequence

For full-time students; students taking the program part-time will work with the Graduate Program Director to plan their coursework.

Course	Title	Hours
Year 1		
Fall		
DIGH 400	Introduction to Digital Humanities Research	3
DIGH 401	Introduction to Computing	3
ENGL 413	Textual Criticism	3
	Hours	**9**
Spring		
DIGH 402	Digital Humanities Design	3
COMP 417	Social and Ethical Issues in Computing	3
Elective 1		3
	Hours	**9**
Year 2		
Fall		
DIGH 500	Digital Humanities Practicum	3
DIGH 403	Introduction to Web Application Development	3
	Hours	**6**
Spring		
DIGH 501	Digital Humanities Project	3
Elective 2		3
	Hours	**6**
	Total Hours	**30**

Graduate & Professional Standards and Regulations

Students in graduate and professional programs can find their Academic Policies in Graduate and Professional Academic Standards and Regulations (https://catalog.luc.edu/academic-standards-regulations/graduate-professional/) under their school. Any additional University Policies supersede school policies.

Learning Outcomes

Upon completion of the MA in Digital Humanities, graduates will be able to:

- Demonstrate advanced knowledge of the interdisciplinary field of Digital Humanities.
- Utilize computers and computational tools for the exploration, analysis, and production of humanistic knowledge.

- Produce and develop a public-facing Digital Humanities research project.
- Shape and create ethical structures of knowledge and information systems through hands-on work in at least one area of Digital Humanities such as: digital mapping, textual analysis, digital archives, coding, design and UX/UI, and/or critical Digital Humanities.