ASCI*4030  2020F  Debating & Decoding the Digital Humanities

Instructor: Prof. P. Barrett

This course introduces students to contemporary debates in the digital humanities and situates those debates within the context of an investigation of the humanities. What are the humanities and how are they transformed by new digital technologies? How can we use new digital tools to read texts, history, and public debate in new ways? How do new digital formats such as e-books and podcasts transform the ways we tell stories? In what ways do video games reframe our understanding of the world? This course is interdisciplinary and will call on students to draw on their critical reading and thinking skills in coordination with

The course will balance critical readings that introduce the digital humanities with a team-based approach to experiments with digital technologies. Students will work with others as they use digital technologies in the form of podcasting, digital textual analysis, gaming, and a final project of their choosing.

Lectures will be posted online and discussions will occur in an online forum. The instructor will hold optional discussion hours during the scheduled class time.

Course Assignments/Evaluation:

Team blog 20%
Team podcast 20%
Podcast feedback 10%
Discussion board participation 10%
Final project 30%
Final project reflection 10%

Note: This is an approximate course outline and is subject to change over the summer.