Digital Humanities

Program Requirements

Minor in Digital Humanities (4.0 credits)

Open to all undergraduate students not in the English BA Honours Concentration in Creative Writing or the English BA Honours Concentration in Drama Studies.

Requirements:

1. 1.0 credit in:		1.0
DIGH 2001/ENGL 2400 [0.5]	Introduction to Digital Humanities	
DIGH 2002/ENGL 2401 [0.5]	Digital Humanities: Theory and Method	
2. 2.0 credits from:		2.0
DIGH 2035/SOCI 2035 [0.5]	Technology, Culture and Society	
DIGH 2705/SOCI 2705 [0.5]	Popular Culture in the Digital Age	
DIGH 3001/ENGL 3001 [0.5]	The Book in the Digital Age	
DIGH 3812/HIST 3812 [0.5]	Digital History	
DIGH 4001/ENGL 4001 [0.5]	Studies in Digital Humanities	
DIGH 4002/ENGL 4125 [0.5]	Digital Culture and the Text I	
DIGH 4003/ENGL 4126 [0.5]	Digital Culture and the Text II	
DIGH 4004/ENGL 4411 [0.5]	Digital Humanities Workshop	
DIGH 4005/ENGL 4412 [0.5]	Digital Humanities Practicum	
HIST 4302 [1.0]	Canada: Ideas & Culture	
3. 1.0 credit in approved electives at the 1000 level or higher		1.0
4. The remaining requirements of the major discipline(s) and degree must be satisfied.		
Total Credits		4.0

Digital Humanities Electives

Applied Linguistics and Discourse Studies		
ALDS 3701 [0.5]	Corpus Linguistics	
Greek and Roman Studies		
CLCV 2305 [1.0]	Ancient Science and Technology	
Computer Science		
COMP 1001 [0.5]	Introduction to Computational Thinking for Arts and Social Science Students	
Communication & Media Studies		
COMS 2200 [0.5]	Big Data and Society	
English		
ENGL 2100 [0.5]	Topics in Popular Culture	
ENGL 2107 [0.5]	Science Fiction	
Digital Humanities		
DIGH 3001 [0.5]	The Book in the Digital Age	
DIGH 4001 [0.5]	Studies in Digital Humanities	
DIGH 4002 [0.5]	Digital Culture and the Text I	
DIGH 4003 [0.5]	Digital Culture and the Text II	
DIGH 4004 [0.5]	Digital Humanities Workshop	
DIGH 4005 [0.5]	Digital Humanities Practicum	
Film Studies		
FILM 4901 [0.5]	Special Topic	
Geography and Environmental Studies		
GEOM 1004 [0.5]	Maps, Satellites and the Geospatial Revolution	
GEOM 2007 [0.5]	Geographic Information Systems	

History		
HIST 3812 [0.5]	Digital History	
HIST 4006 [1.0]	Seminar in Medieval History	
HIST 4805 [1.0]	Seminar on a Transnational or Thematic Topic	
Music		
MUSI 3603 [0.5]	Computer Music Techniques	
Philosophy		
PHIL 2106 [0.5]	Information Ethics	
Political Science		
PSCI 3406 [0.5]	Public Affairs and Media Strategies	
PSCI 4003 [0.5]	Politics and the Media	
Sociology		
SOCI 2035 [0.5]	Technology, Culture and Society	
SOCI 2705 [0.5]	Popular Culture in the Digital Age	
Systems and Computer Engineering		
SYSC 1005 [0.5]	Introduction to Software Development	
SYSC 2001 [0.5]	Computer Systems Foundations	
Technology, Society, Environment Studies		
TSES 3001 [0.5]	Technology-Society Interactions	
TSES 4005 [0.5]	Information Technology and Society	

Regulations

In addition to the requirements listed here, students must satisfy:

1. the University regulations including the process of Academic Performance Evaluation (see the Academic Regulations of the University section of this Calendar).

Digital Humanities (DIGH) Courses

DIGH 2001 [0.5 credit]
Introduction to Digital Humanities
An introduction to the principal debates in and approaches to the Digital Humanities.
Also listed as ENGL 2400.
Prerequisite(s): second-year standing or permission of the College of Humanities.
Lecture three hours a week.

DIGH 2002 [0.5 credit]
Digital Humanities: Theory and Method
A multidisciplinary survey of core theories, methodologies and tools within the Digital Humanities. Assignments will include collaborative work and applied projects.
Includes: Experiential Learning Activity
Also listed as ENGL 2401.
Prerequisite(s): second-year standing or permission of the College of Humanities.
Lecture and workshop three hours a week.

DIGH 2035 [0.5 credit]
Technology, Culture and Society
Principal theories and methods used by Science and Technology Studies (STS) scholars to examine the social and cultural shaping of technology. The substantive focus of the course is on the design, development, production, diffusion, consumption and use of technology.
Also listed as SOCI 2035.
Precludes additional credit for SOCI 2400.
Prerequisite(s): SOCI 1001 and SOCI 1002, or ANTH 1001 or ANTH 1002.
Lectures/discussion groups three hours a week.

DIGH 2705 [0.5 credit]
Popular Culture in the Digital Age
An examination of various approaches to analyzing digital media and their role in the production and consumption of contemporary cultural forms and practices. Students will reflect upon their use of digital media and the influence they have on their lives and popular culture, more generally.
Also listed as SOCI 2705.
Prerequisite(s): SOCI 1001 and SOCI 1002, or ANTH 1001 or ANTH 1002.
Lecture/discussion groups three hours a week.

DIGH 3001 [0.5 credit]
The Book in the Digital Age
A multidisciplinary course focused on the social, economic and political dimensions of the book in its manuscript, print and digital forms.
Also listed as ENGL 3401.
Prerequisite(s): third-year standing, or permission of the College of Humanities.
Lecture three hours a week.

DIGH 3035 [0.5 credit]
Science, Culture and Society: Social Studies of Science
Principal theories and methods used by Science and Technology Studies scholars to examine the social construction of scientific knowledge. Topics may include the demarcation of science from non-science, the relationship between experts and laypersons, and the study of scientific controversies.
Also listed as SOCI 3035, ANTH 3035.
Prerequisite(s): DIGH 2035 or SOCI 2035 and third-year standing.
Lecture three hours a week.

DIGH 3812 [0.5 credit]
Digital History
The digital representation of history, exploring the approaches, issues, and methods of working in this environment. Topics may include gaming, virtual environments, digital research tools, public digital history. (Field e).
Includes: Experiential Learning Activity
Also listed as HIST 3812.
Prerequisite(s): a 2000-level history course or third-year standing and 1.0 credit in history.
Lecture three hours a week.

DIGH 3814 [0.5 credit]
Crafting Digital History
This course applies the creative use of information and media/computing technologies to address the digital cultural heritage issues of public historians, archaeologists, and anthropologists. Topics may include webscraping, data mining, designing and implementing research databases, and visual storytelling of those results. (Field e).
Includes: Experiential Learning Activity
Also listed as HIST 3814.
Prerequisite(s): a 2000-level history course or third-year standing and 1.0 credit in history.
Lectures three hours a week or online.

DIGH 4001 [0.5 credit]
Studies in Digital Humanities
A study of current issues and debates in Digital Humanities.
Also listed as ENGL 4155.
Prerequisite(s): DIGH 2002 and fourth-year standing, or permission of the College of Humanities.
Seminar or lecture three hours a week.

DIGH 4002 [0.5 credit]
Digital Culture and the Text I
A study of new developments in digital media and culture, and how they affect our understanding of literary modes, genres and textuality, including notions of authorship and reading strategies. Topics will vary from year to year.
Also listed as ENGL 4125.
Prerequisite(s): DIGH 2002 and fourth-year standing, or permission of the College of Humanities.
Seminar or lecture three hours a week.

DIGH 4003 [0.5 credit]
Digital Culture and the Text II
A study of new developments in digital media and culture, and how they affect our understanding of literary modes, genres and textuality, including notions of authorship and reading strategies. Topics will vary from year to year.
Also listed as ENGL 4145.
Prerequisite(s): DIGH 2002 and fourth-year standing, or permission of the College of Humanities.
Seminar or lecture three hours a week.

DIGH 4004 [0.5 credit]
Digital Humanities Workshop
This workshop will provide students with the opportunity to complete an individual or collaborative capstone project in the Digital Humanities.
Includes: Experiential Learning Activity
Also listed as ENGL 4404.
Prerequisite(s): DIGH 2002 and fourth-year standing, or permission of the College of Humanities.
Workshop three hours a week.

DIGH 4005 [0.5 credit]
Digital Humanities Practicum
Practical experience gained by working on projects under the supervision of the staff of a participating public- or private-sector institution or organization, including a final written assignment or equivalent project. A maximum of 1.0 practicum credit may be applied towards degree requirements.
Includes: Experiential Learning Activity
Also listed as ENGL 4405.
Prerequisite(s): DIGH 2002 and fourth-year standing, or permission of the College of Humanities.
Practicum.