BA (HONS) DIGITAL CULTURE AND SOCIETY

Overview

Status: Active
National Framework Of Qualifications (NFQ) Level: 8
NFQ Award Class: Major Award
Duration Full Time: 4 Academic Year(s)
Total Credits: 240
Delivery Method: In-Person

Participating External Partners:
- CUC - Communication University China

Type of Arrangement:
- Dual Degree

Work-Integrated Learning (Including Placement):
Yes

Dual degree

This is a four year programme delivered in partnership with Communication University of China (CUC) with whom University College Cork has signed a bilateral agreement under statute 263 of the National University of Ireland. This programme leads to a dual degree which is awarded independently from both institutions. In first, second and fourth year students will study in CUC. Third year is completed in UCC. Some modules will be taught and examined in English in first and second year and third and fourth year will be taught and examined entirely in English.

Programme Requirements

For information about modules, module choice, options and credit weightings, please go to Programme Requirements (p. 1).

Programme Requirements

Code	Title	Credits
Year 1		
Students take **60** credits as follows:		
Core Modules		
DH1004	Introduction to the Digital Humanities	5
DH1005	Digital Humanities Lab Practical I	5
LC1002	English for Academic Study (B2+ level = Upper-Intermediate Plus)	5
LC1003	Advanced English for Academic Study (C1 level and above)	5
Advanced Mathematics 1		10
Linear Algebra B		5
Introduction to Computational Thinking (Computing in Society)		5
Advanced Mathematics 2		10
Computational Thinking Problem Solving (Systems and Software Practices)		5
Microeconomics A		5
Year 2		
Students take **60** credits as follows:		
Core Modules		
DH2012	Research Methods & Practices	5
DH2013	Digital Humanities: Theories & Concepts	5
DH2014	Digital Tools and Methods I	5
LC2101	Advanced English (Academic and General)	5
LC5003	Critical Disciplinary Approaches	5
Macroeconomics A		5
Introduction to Digital Economy		5
Statistics A		5
Financial Management		5
Digital Marketing		5
Econometrics A		5
Big Data Analytics		5
Year 3		
Students take **60** credits as follows:		
Core Modules		
DH3006	Digital Tools and Methods II	10
DH3007	Gender, Race and Digital Humanities	10
DH3008	Digital Arts and Humanities Research Colloquium	5
DH3009	Research Project	5
DH3010	Curation and Storytelling in the Digital Age	10
DH3012	Contemporary Practices in Publishing and Editing	10
EC3100	The Economics of Corporate Strategy 1	5
EC3162	Contextualising the Modern Global Economy	5
Year 4		
Students take **60** credits as follows:		
Core Modules		
DH4004	Serious Games	5
DH4005	Dissertation: Defining Research Topics	5
DH4006	Dissertation: Literature Review and Horizon Scanning	5
DH4007	Disseration: Digital Artefact	5
DH4008	Dissertation: Dissertation Writing	5
Graduation Internship		15
Internship		5
Graduation Thesis		10
Entrepreneurship		5
Total Credits		**240**

Examinations

Full details and regulations governing Examinations for each programme will be contained in the *Marks and Standards Book* and for each module in the *Book of Modules*.

Programme Learning Outcomes

Programme Learning Outcomes for BA (Hons) Digital Culture and Society (NFQ Level 8, Major Award)

On successful completion of this programme, students should be able to:

- Demonstrate an awareness of the development and the major issues and debates in Digital Humanities.
- Demonstrate ability to use digital tools commonly in use in the Digital Humanities to capture and analyse source materials.

- Demonstrate awareness of the main trends in digital learning; devise, implement and update personal learning plans; Participate in collaborative scholarly communities using digital tools.
- Demonstrate the ability to evaluate technological platforms to curate and deliver digital artefacts and appreciate the social, economic and cultural ramifications of these choices;
- Apply critical, analytical and research skills, and problem-solving skills that are valuable for a wide range of future careers.
- Identify the elements that are likely to make for effective digital media systems.