

# BA (HONS) (DIGITAL HUMANITIES AND INFORMATION TECHNOLOGY) - CK118

## Overview

NFQ Level 8, Major Award

The BA (Hons) (Digital Humanities and Information Technology) is a three-year degree programme.

To be eligible for the award of the BA (Hons) (Digital Humanities and Information Technology) degree, a student will be required to have achieved 180 credits by obtaining 60 credits in each of First, Second and Third Arts (Digital Humanities and Information Technology). A student may not register for more than 60 credits in one year.

## BA (Hons) (Digital Humanities and Information Technology) (International) Pathway

The BA (Hons) (Digital Humanities and Information Technology) (International) Pathway (<https://ucc-ie-public.courseleaf.com/programmes/badhi/>) is a four-year programme which enables students to study abroad for a year in an approved University outside Ireland.

## BA (Hons) (Digital Humanities and Information Technology) (Work Experience) Pathway

The BA (Hons) (Digital Humanities and Information Technology) (Work Experience) Pathway (<https://ucc-ie-public.courseleaf.com/programmes/badhw/>) is a four-year programme which enables students to undertake a 60 credit work placement for one academic year, approved by the programme Board of Studies.

## Year 1 - Arts (Digital Humanities and Information Technology)

In First Arts (Digital Humanities and Information Technology) students take Computer Science (CS) and Digital Arts and Humanities (DH) modules to the value of 45 credits together with one other subject (15 credits) from the following First Arts subjects: Archaeology, Béaloideas, Celtic Civilisation, Chinese Studies, English, Geography, German, Greek, Spanish, Italian, Latin, Philosophy, Politics, and Religions and Global Diversity and Sociology.

See CK101 (<https://ucc-ie-public.courseleaf.com/programmes/ba/>) for **Points to Note** regarding the above subject choices.

## Year 2 - Arts (Digital Humanities and Information Technology)

No student may register for Second Arts (Digital Humanities and Information Technology) until he/she has passed the First University Examination in Arts (Digital Humanities and Information Technology). The selection of any module is conditional on the Professor or Lecturer concerned and the College being satisfied that a student is capable of profiting by attendance thereat. Students may not select modules which involve a timetable clash.

Students who wish to take the four-year option with a year abroad must register for the BA (Digital Humanities and Information Technology)

(International) Pathway (<https://ucc-ie-public.courseleaf.com/programmes/badhi/>) at the beginning of Second Year. Students who wish to take the four-year option with a work placement must register for the BA (Digital Humanities and Information Technology) (Work Experience) Pathway (<https://ucc-ie-public.courseleaf.com/programmes/badhw/>) at the beginning of Second Year.

In Second Arts (Digital Humanities and Information Technology) students take Computer Science (CS) and Digital Arts and Humanities (DH) modules to the value of 50 credits together with 10 credits of their chosen minor subject continued from First Year.

Programme Requirements for Arts subjects begin here (<https://ucc-ie-public.courseleaf.com/programmes/ba/>).

## Year 3 - Arts (Digital Humanities and Information Technology)

No student may register for Third Arts (Digital Humanities and Information Technology) until he/she has passed the Second University Examination in Arts (Digital Humanities and Information Technology).

In Third Arts students take Computer Science (CS) and Digital Arts and Humanities (DH) modules to the value of 50 credits together with 10 credits of their chosen minor subject continued from Second Year.

Programme Requirements for Arts subjects begin here (<https://ucc-ie-public.courseleaf.com/programmes/ba/>).

## Programme Requirements

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

## Programme Requirements

Code	Title	Credits
<b>Year 1</b>		
Students take <b>60</b> credits as follows - all listed core modules ( <b>45</b> credits) and <b>15</b> credits from one of the First Arts subjects:		
<i>Core Modules</i>		
CS1201	Introduction to Computer Systems	15
CS1202	Programming for Digital Humanities I	5
CS1203	Programming for Digital Humanities II	5
CS1204	Databases for Digital Humanities	5
DH1001	Introduction to the Digital Humanities	5
DH1002	Digital Tools and Methods I	5
DH1003	Research Methods & Practices	5
<i>First Arts Subjects</i>		
Students take modules to the value of <b>15</b> credits from one other First Arts subject as follows:		
<i>Group 3</i>		
Archaeology ( <a href="https://ucc-ie-public.courseleaf.com/programmes/baar/">https://ucc-ie-public.courseleaf.com/programmes/baar/</a> )		
Chinese Studies ( <a href="https://ucc-ie-public.courseleaf.com/programmes/bach/">https://ucc-ie-public.courseleaf.com/programmes/bach/</a> )		
German ( <a href="https://ucc-ie-public.courseleaf.com/programmes/bage/">https://ucc-ie-public.courseleaf.com/programmes/bage/</a> )		
Latin ( <a href="https://ucc-ie-public.courseleaf.com/programmes/balt/">https://ucc-ie-public.courseleaf.com/programmes/balt/</a> )		
Politics ( <a href="https://ucc-ie-public.courseleaf.com/programmes/bapol/">https://ucc-ie-public.courseleaf.com/programmes/bapol/</a> )		

Sociology (<https://ucc-ie-public.courseleaf.com/programmes/basoc/>)

#### Group 5

Béaloideas (<https://ucc-ie-public.courseleaf.com/programmes/babd/>)

English (<https://ucc-ie-public.courseleaf.com/programmes/baengl/>)

Greek (<https://ucc-ie-public.courseleaf.com/programmes/bagk/>)

Religions and Global Diversity (<https://ucc-ie-public.courseleaf.com/programmes/barel/>)

#### Group 6(a)<sup>1</sup>

Geography (<https://ucc-ie-public.courseleaf.com/programmes/bagg/>)

Italian (<https://ucc-ie-public.courseleaf.com/programmes/bait/>)

#### Group 6(b)<sup>1</sup>

Celtic Civilisation (<https://ucc-ie-public.courseleaf.com/programmes/bacc/>)

Philosophy (<https://ucc-ie-public.courseleaf.com/programmes/baph/>)

Spanish (<https://ucc-ie-public.courseleaf.com/programmes/basp/>)

### Year 2

Students take **60** credits as follows - all listed core modules (**40** credits), **10** credits of elective modules and **10** credits from one of the Arts subjects:

#### Core Modules

CS2211	Web Systems I	5
CS2212	Web Systems II	5
CS2213	Data Analytics for Digital Humanities I	5
CS2214	Multimedia	5
CS2215	Data Analytics for Digital Humanities II	5
CS2517	Multimedia 2	5
DH2001	Digital Humanities: Theories & Concepts	5
DH2002	Digital Tools and Methods II	5

#### Elective Modules

Students take modules to the value of **10** credits from the following: 10

DH2006	Curation and Storytelling in the Digital Age (5)
DH2009	Gender, Race and Digital Humanities (5)
DH2011	Serious Games (5)

#### Arts Subjects

Students take modules to the value of **10** credits from one other Arts 10 subject continued from First Year.

#### Geography

Students taking Geography take modules to the value of **10** credits from the following:

GG2005	Ice Age Quaternary Environments and Geomorphology (5)
GG2010	Cities of Diversity (5)
GG2014	Geography of Tourism (5)
GG2023	Rural Geography (5)
GG2037	Introduction to Geoinformatics (5)
GG2040	Geographies of Environment and Sustainability (5)
GG2041	Contemporary Human Migration and European Settlement and Society (5)

GG2048 Political Geography (5)

### Year 3

Students take **60** credits as follows - all listed core modules (**50** credits) and **10** credits from one of the Arts subjects:

#### Core Modules

CS3061	Systems and Software Practices	5
CS3062	Computing in Society	5
CS3063	Digital Content Management	5
CS3064	Searching and Using Online Data	5
DH4001	Digital Arts and Humanities Research Colloquium	5
DH4002	Research Project Planning and Delivery	5
DH4003	Research Project	20

#### Arts Subjects

Students take modules to the value of **10** credits from one other Arts 10 subject continued from First Year.

#### Geography

Students taking Geography take modules to the value of **10** credits from the following:

GG3007	Marine and Coastal Geosciences (5)
GG3009	Environmental Geographies (5)
GG3010	Sustainable cities and communities (5)
GG3012	Advanced Geographical Information Systems ()
GG3027	Regional and Local Planning Issues and Policies (5) <sup>2</sup>
GG3037	Geography of Heritage (5)
GG3041	Environmental Remote Sensing (5)
GG3043	Historical Geographies of Urbanism and the Anthropocene (5)
GG3046	Geopolitics and Geostrategies (5)
GG3051	Landscape Palaeoecology and Palynology (5)

**Total Credits 180**

<sup>1</sup> Students can combine a subject from group 6(a) with a subject from 6(b) in first year.

<sup>2</sup> Students taking GG3027 cannot register for SS3033 or SC3007.

## 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 Humanities and Information Technology) (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 and Information Technology;
- Demonstrate an understanding of the principles that underlie electronic computation;
- Demonstrate ability to use digital tools commonly in use in the Digital Humanities to capture and analyse source materials;
- Use a range of computing technologies and programming languages to implement appropriate computational approaches to real-world applications;

- Use programming techniques and specialist applications to develop digital media applications;
- 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.