

# BA (HONS) (DIGITAL HUMANITIES AND INFORMATION TECHNOLOGY) (WORK EXPERIENCE) PATHWAY

## Overview

NFQ Level 8, Major Award

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

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

In First Arts (Digital Humanities and Information Technology) students take Computer Science (CS) and 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, Economics, English, Geography, German, Greek, Spanish, Italian, Latin, Philosophy, Politics, and Religions and Global Diversity and Sociology.

## Second Year - Arts (Digital Humanities and Information Technology) (Work Experience) Pathway

Students who wish to take the Second Arts (Digital Humanities and Information Technology) (Work Experience) Pathway register for the pathway at the beginning of Second Year. No student may register for Second Arts (Digital Humanities and Information Technology) (Work Experience) Pathway 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.

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

## Third Year - Arts (Digital Humanities and Information Technology) (Work Experience) Pathway

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

## From 2021/22 onwards:

In Third Arts (Digital Humanities and Information Technology) (Work Experience) Pathway students who enter CK118 from 2021/22 onwards

undertake a 5 credit work placement preparation module and a 55 credit work placement (approved by the Board of Studies).

## Fourth Year - Arts (Digital Humanities and Information Technology) (Work Experience) Pathway

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

In Fourth Arts (Digital Humanities and Information Technology) (Work Experience) Pathway students take Computer Science (CS) and 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 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:		15
<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 ( <a href="https://ucc-ie-public.courseleaf.com/programmes/basoc/">https://ucc-ie-public.courseleaf.com/programmes/basoc/</a> )		
<i>Group 5</i>		
Béaloideas ( <a href="https://ucc-ie-public.courseleaf.com/programmes/babd/">https://ucc-ie-public.courseleaf.com/programmes/babd/</a> )		
English ( <a href="https://ucc-ie-public.courseleaf.com/programmes/baengl/">https://ucc-ie-public.courseleaf.com/programmes/baengl/</a> )		
Greek ( <a href="https://ucc-ie-public.courseleaf.com/programmes/bagk/">https://ucc-ie-public.courseleaf.com/programmes/bagk/</a> )		

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	
DH2009	Gender, Race and Digital Humanities	
DH2011	Serious Games	

*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	
GG2010	Cities of Diversity	
GG2014	Geography of Tourism	
GG2023	Rural Geography	
GG2037	Introduction to Geoinformatics	
GG2040	Geographies of Environment and Sustainability	
GG2041	Contemporary Human Migration and European Settlement and Society	
GG2048	Political Geography	

**Year 3**

Students take **60** credits as follows:

*Core Modules*

DH3004	Placement Plan	5
DH3005	Work Placement	55

**Year 4**

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

**Total Credits**

**240**

<sup>1</sup> Students can combine a subject from group 6(a) with a subject from group 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) (Work Experience) Pathway (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.