

# MA (DIGITAL ARTS AND HUMANITIES)

## Programme Requirements

**Code**                      **Title**    **Credits**

Students take **90** credits.

### Part I

Students take **60** credits as follows – all listed core modules (**40** credits) and **20** credits of elective modules:

#### Core Modules

DH6003	Digital Humanities Institute	5
DH6013	Getting Started with Graduate Research and Generic Skills	5
DH6032	Communities of Practice in Digital Scholarship	10
DH6033	Conceptual Introduction to Digital Arts and Humanities	10
DH6034	Humanities and New Technologies: Tools and Methodologies	10

#### Elective Modules

Students take modules to the value of **20** credits from the following: 20

CS6102	Graphics for Interactive Media (5)	
CS6103	Audio and Sound Engineering (5)	
CS6104	Digital Video Capture and Packaging (5)	
CS6117	Audio Processing (5)	
DH6006	Teaching and Learning in Digital Humanities (5)	
DH6007	Models, Simulations and Games (5)	
DH6012	Contemporary Practices in Publishing and Editing (5)	
DH6014	Digital Skills for Research Postgraduates in the Humanities and Social Science (5)	
DH6018	History and Theory of Digital Arts (5)	
DH6026	Principles of Game Design (5)	
MU6031	Sound Studies and Musicology (5)	

### Part II

Students take **30** credits as follows:

#### Core Modules

DH6035	Digital Arts and Humanities Dissertation <sup>1</sup>	30
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**Total Credits**    **90**

<sup>1</sup> A dissertation of 12,000-15,000 words plus a digital artefact must be submitted by a specified date.

## 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*.