

# MA (DIGITAL CULTURES)

## 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

DH6013	Getting Started with Graduate Research and Generic Skills	5
DH6016	Digital Humanities Institute	5
DH6022	Communities of Practice in Digital Scholarship	10
DH6023	Conceptual Introduction to Digital Arts and Humanities	10
DH6024	Humanities and New Technologies: Tools and Methodologies	10

#### Elective Modules

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

DH6006	Teaching and Learning in Digital Humanities (5)	
DH6007	Models, Simulations and Games (5)	
DH6012	Contemporary Practices in Publishing and Editing (5)	
DH6018	History and Theory of Digital Arts (5)	
DH6026	Principles of Game Design (5)	

### Part II

Students take **30** credits as follows:

#### Core Modules

DH6029	Digital Cultures Dissertation <sup>1</sup>	30
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**Total Credits**    **90**

<sup>1</sup> A dissertation of a maximum of 12,000-15,000 words 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*.