

# POSTGRADUATE DIPLOMA IN DIGITAL CULTURES

- Devise research questions which apply digital tools to arts, cultural and humanities issues.

## Overview

NFQ Level 9, Major Award

## Exit Award only

Students who successfully complete Part I of the MA (Digital Cultures) (<https://ucc-ie-public.courseleaf.com/programmes/madc/>) programme may opt to exit the programme and be awarded a Postgraduate Diploma in Digital Cultures.

## Programme Requirements

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

## Programme Requirements

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

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
DH6007	Models, Simulations and Games
DH6012	Contemporary Practices in Publishing and Editing
DH6018	History and Theory of Digital Arts
DH6026	Principles of Game Design

**Total Credits**    **60**

## 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 Postgraduate Diploma in Digital Cultures (NFQ Level 9, 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 Culture;
- Demonstrate the ability to use digital tools commonly in use in the Digital Culture to capture and analyse source materials;
- Participate in collaborative scholarly communities using digital tools;