

# PHD (DIGITAL ARTS AND HUMANITIES)

## Overview

### NFQ Level 10, Major Award

The PhD (Digital Arts and Humanities) (DAH) is a full-time interdisciplinary thematic structured PhD programme running over 48 months from the date of first registration for the programme. This programme is also available on a part-time basis. Full-time and part-time students will complete the taught modules over the same time-frame.

Students will choose to enter the programme within either the **Arts** or the **Humanities** strands. Students registered at UCC are required to complete 75 credits of taught core, training and career development modules over the course of the programme.

In Year 1, UCC students will complete 25 credits of coursework, and must have made good progress on developing their thesis topic, and have had their research proposal and preliminary thesis work approved by the DAH board.

In Year 2, UCC students will complete 20 credits of coursework, and must have made good progress on developing their thesis topic, and have had their research proposal and preliminary thesis work approved by the DAH board.

In Year 3, UCC students will complete 25 credits of coursework, including a job placement and career development module, and must have made good progress on developing their thesis topic, and have had their research proposal and preliminary thesis work approved by the DAH board.

In Year 4, UCC students will complete 5 credits of coursework, and finish and submit the 80,000 word thesis.

Apart from the possibility of having co-supervisors (being interdisciplinary) and the possibility of having doctoral advisors off campus (being an inter-university programme with partner institutions), UCC students undertaking DAH will in all other respects operate under the normal requirements governing the PhD degree at UCC.

## 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>25</b> credits as follows - all listed core modules ( <b>10</b> credits), <b>5</b> credits of Generic Training Modules and <b>10</b> credits from one of the Strands:		
<b>Core Modules</b>		
DH6103	Digital Humanities Institute <sup>1</sup>	5
DH6104	Conceptual Introduction to Digital Arts and Humanities <sup>2</sup>	5
<b>Generic Training Modules</b>		
Students take <b>5</b> credits from the following:		
5		

PG6010	Contemporary Practices in Publishing and Editing (5)	
PG7004	Masterclass: Contemporary Theoretical Paradigms in the Humanities (5)	
<b>Strands</b>		
Students take <b>10</b> credits from one of the following Strands as follows - all listed core modules ( <b>5</b> credits) and <b>5</b> credits of Digital Art Practicum modules:		
<b>ARTS Strand</b>		
DH6105	History and Theory of Digital Arts (5) <sup>3</sup>	
<b>Digital Art Practicum modules</b>		
DH6106	Teaching and Learning in Digital Humanities (5)	
DH6107	Models, Simulations and Games (5)	
CS6102	Graphics for Interactive Media (5)	
CS6103	Audio and Sound Engineering (5)	
CS6104	Digital Video Capture and Packaging (5)	
CS6117	Audio Processing (5)	
<b>HUMANITIES Strand</b>		
DH6110	Humanities and New Technologies: Tools and Methodologies (5) <sup>4</sup>	
<b>Digital Humanities Practicum modules</b>		
DH6106	Teaching and Learning in Digital Humanities (5)	
DH6107	Models, Simulations and Games (5)	
CS6102	Graphics for Interactive Media (5)	
CS6103	Audio and Sound Engineering (5)	
CS6104	Digital Video Capture and Packaging (5)	
CS6117	Audio Processing (5)	
PG6011	Digital Skills for Research Postgraduates in the Humanities and Social Sciences (5)	
<b>Year 2</b>		
Students take <b>20</b> credits as follows - all listed core modules ( <b>10</b> credits), <b>5</b> credits of Generic Training Modules and <b>10</b> credits from one of the Strands:		
<b>Core Modules</b>		
DH7009	Digital Humanities Institute <sup>1</sup>	5
<b>Generic Training Module</b>		
Students take <b>5</b> credits from the following:		
5		
PG7002	Career Development for end-stage PhD Students in Humanities and Social Sciences (5)	
PG7004	Masterclass: Contemporary Theoretical Paradigms in the Humanities (5)	
PG6010	Contemporary Practices in Publishing and Editing (5)	
<b>Strands</b>		
Students take <b>10</b> credits from one of the following Strands as follows - all listed core modules ( <b>5</b> credits) and <b>5</b> credits of Digital Art Practicum modules:		
<b>ARTS Strand</b>		
DH7010	Digital Arts & Humanities Research Colloquium (5)	
<b>Digital Art Practicum modules</b>		
DH6106	Teaching and Learning in Digital Humanities (5)	
DH6107	Models, Simulations and Games (5)	
CS6102	Graphics for Interactive Media (5)	
CS6103	Audio and Sound Engineering (5)	

CS6104	Digital Video Capture and Packaging (5)
CS6117	Audio Processing (5)
<i>HUMANITIES Strand</i>	
DH7010	Digital Arts & Humanities Research Colloquium (5)
Digital Humanities Practicum modules	
DH6106	Teaching and Learning in Digital Humanities (5)
DH6107	Models, Simulations and Games (5)
CS6102	Graphics for Interactive Media (5)
CS6103	Audio and Sound Engineering (5)
CS6104	Digital Video Capture and Packaging (5)
CS6117	Audio Processing (5)
PG6011	Digital Skills for Research Postgraduates in the Humanities and Social Sciences (5)

**Year 3**

Students take **25** credits as follows - all listed core modules (**15** credits) and **10** credits from one of the Strands (continued from Year 2):

*Core Modules*

DH7011	Digital Humanities Institute <sup>1</sup>	5
DH7012	Industrial/Research Institute Placement <sup>6</sup>	10

**Strands**

Students take **10** credits from one of the following Strands as follows - all listed core modules (**5** credits) and **5** credits of Digital Art Practicum modules: 10

*ARTS Strand*

DH7014	Research Colloquium (5)
Digital Art Practicum modules	
DH6106	Teaching and Learning in Digital Humanities (5)
DH6107	Models, Simulations and Games (5)
CS6102	Graphics for Interactive Media (5)
CS6103	Audio and Sound Engineering (5)
CS6104	Digital Video Capture and Packaging (5)
CS6117	Audio Processing (5)

*HUMANITIES Strand*

DH7014	Research Colloquium (5)
Digital Humanities Practicum modules	
DH6106	Teaching and Learning in Digital Humanities (5)
DH6107	Models, Simulations and Games (5)
CS6102	Graphics for Interactive Media (5)
CS6103	Audio and Sound Engineering (5)
CS6104	Digital Video Capture and Packaging (5)
CS6117	Audio Processing (5)
PG6011	Digital Skills for Research Postgraduates in the Humanities and Social Sciences (5)

**Year 4**

Students take **5** credits as follows:

*Core Modules*

DH7013	Digital Humanities Institute	5
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*Research*

Students complete research leading to the completion and submission of the thesis (normally around 80,000 words or equivalent).

<sup>1</sup> Intensive seminar on various theoretical, methodological and research practices.

<sup>2</sup> Theoretical grounding in the study and practice of Digital Arts and Humanities.

<sup>3</sup> Team taught, blended delivery seminar focusing on the history and theory of the practice of digital and technoligised art and the political and ideological issues of digital culture.

<sup>4</sup> Team-taught virtual seminar focusing on innovation in Digital Humanities, driven by theoretical reflection and technical skilling.

<sup>5</sup> Modules selected in Year 1 cannot be selected in Year 2 or Year 3.

<sup>6</sup> Student placement with national and international academic partners, cultural institutions, and industrial and commercial businesses.

**Programme Learning Outcomes****Programme Learning Outcomes for PhD (Digital Arts and Humanities) (NFQ Level 10, Major Award)**

On successful completion of this programme students should be able to:

- Have a profound understanding of the field of Digital Humanities or Digital Arts, as well as applications to the field(s) in which their final assessment exercise is situated;
- Present research findings in both traditional scholarly monographs and as digital artefacts;
- Demonstrate the ability to conceive, design, implement and adapt a substantial process of research with scholarly integrity;
- Integrate knowledge, handle complexity and formulate judgments so as to work at the frontiers of knowledge;
- Communicate with their peers, the larger scholarly community and with society in general about their areas of expertise;
- Develop awareness of the career applications in a knowledge-based society of skills learned and projects undertaken.