

Digital Humanities Education at LNU

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Digital Humanities Initiative at LNU

- <https://lnu.se/en/digihum/>
- Why: address societal challenges
- How: Research + Education + Network
 - Cross-sectoral
 - Cross-disciplinary
 - International
- Research
 - 10 pilots in 2016
 - Funding received for 2017 “Creating attractive information landscapes for cultural events”
 - DISA <https://lnu.se/disa>
- Network
 - 110 members in the network as of today
 - 42 from LNU, 12 departments
 - IEC with over 200 IT companies
 - GLAM in the region and abroad
 - Academic members from 16 countries on 4 continents
 - DARIAH-EU





DH education at LNU: overall idea...

- Vision
 - Addressing future societal challenges would be eventually possible by highly skilled professionals whose education has been markedly enhanced by practice-informed education and joint, cross-sector innovation
 - A (re)-affirmation of the value of humanities in particular, and academic practices in general
- An attractive mixture of compulsory and facultative courses
 - Common core
 - Disciplinary-specific electives





...DH education at LNU: overall idea...

- To formalize LNU's vision about cross-disciplinary collaboration
 - 8 departments currently represented
 - Archeology, Library and Information Science, Linguistics, Film and Literature, Media and Journalism
 - Computer Science, Media Technology
 - Business and Economics
- Address needs in the regional public and private sector
 - Focus-group interview with representatives held in June 2016
 - Email interview with 13 experts from LNU network
- Cross-sectoral collaboration
 - Project / thesis work
 - Guest lectures





...DH education at LNU: overall idea

- Increase number of (inter)national Master/Magister students at LNU
 - Hybrid or distance
 - English
 - Free-of-charge for EU citizens
 - Both for professionally- and scientifically-oriented students
 - Both independent courses and full programme
- Collaborate with Swedish, Nordic, DARIAH-EU partners and other international universities
 - Joint courses / student projects
 - Student exchange
 - Guest lectures...





Timeline

- Concept drafted in the autumn of 2016
- Pilot testing of core courses starting in the autumn semester of 2017
 - Programming for Digital Humanities opens for applications on 15 March 2017
 - 15 ECTS, 50%
 - <https://lnu.se/en/course/programming-for-digital-humanities/vaxjo-distance-part-time-autumn/>
- Full programme to start in the autumn of 2018





Current concept of the Master in DH

FIRST YEAR	Humanities for Technologists (15 credits) or Programming for Humanities (15 credits)		Introduction to Digital Humanities (7.5 credits)	Digital Humanities Research Methods (7.5 credits)
	Elective course 1 (7.5 credits)	Elective course 2 (7.5 credits)	Elective course 3 (7.5 credits)	Elective course 4 (7.5 credits)
SECOND YEAR	Elective course 1 (7.5 credits)	Elective course 1 (7.5 credits)	Master thesis (30 credits)	
	Practicum (15 credits)			





Electives

- A 45p elective module
 - 3 suites: the Humanities, the Technologies, and the Business suite
 - At least 15p need to be in the Technologies suite for students with the previous Humanities (or other ‘soft’) education
 - Equivalent in the Humanities for students with previous Computer Science (or related) education
 - Some courses may belong to more than one suite, like the ones in computational linguistics



Electives in Humanities



- Digitization of cultural heritage
- Data and information organization and management
- Metadata
- The transmission of old texts
- Digital heritage management and communication
- Serious gaming as a resource in the fields of Humanities
- Digital translation
- Digital lexicography
- Data driven approaches to language

and text

- Business models in value-based organisations and companies
- Participative policy development
- Digitalisation of working practices
- Technoscience studies
- Gender issues
- Digital media and methods for sampling and analysis
- User-generated photography and events
- Media – intermedial – multimodal theory



Electives in Technology



- Network Society and Internet Cultures
- Cross-Media Design and Production
- Interactive visualization methods and techniques
- Social Media Ecosystems
- Information Visualisation
- Data literacy
- General Digital Humanities application programmes
- Discipline-specific applications
- Data sets technologies
- Human Computer Interaction for DH
- Database design for DH
- Web design for DH
- Web programming for DH
- Data mining for DH





Practicum and Thesis

- Practicum
 - Compulsory, 15p
 - In collaboration with an external partner
 - A pilot project based on actual needs in the public or private sector
 - Project management, team working skills
 - Ideally in pairs with each from different disciplinary background
 - The basis for thesis writing





On-going efforts

- Establishment of an iSchool at LNU
- Collaboration with the new established LNUC Data Intensive Sciences and Applications (DISA)
- Cross-sectoral project with Nya Småland “Creating Attractive Information Landscapes for Cultural Events”
- Sweden as a full partner in DARIAH-EU
 - Exploring possibilities





Summary

- Overall idea: fulfilling the vision of addressing future societal challenges → cross*
- A common core + a large pool of electives
 - Humanities
 - Technologies
- Challenges
- On-going efforts



