Digital Humanities Minor

The way we approach humanities subjects, such as English, history, philosophy, and religious studies, began to change with the advent of the internet. Over past decades, new digital tools and techniques have expanded our subjects and practices of studying these fields. The minor in digital humanities prepares students to enter this new world, equipping them with skills in digital text analysis, data visualization, mapping and geospatial studies, the creation of multimedia archives, and forms of digital storytelling. While learning how to create digital humanities projects, students will have opportunities to study global cultural expressions that emerge through new forms of digital reading, writing, and gaming.

Program’s Admission Requirements

Students wishing to declare the Digital Humanities minor complete a brief form (https://oregon.qualtrics.com/jfe/form/SV_80W3vW7lWaPoUBw/) and then connected with the Director of the Digital Humanities Minor (currently Assistant Professor Mattie Burkert) for further advising.

All courses must be taken for a grade and passed with a mid-C or better.

Digital Humanities Minor Requirements

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>ENG 250</td>
<td>Literature and Digital Culture</td>
<td>4</td>
</tr>
<tr>
<td>LIB/DSCI 350M</td>
<td>Humanities Research Data Management</td>
<td>1</td>
</tr>
<tr>
<td>ENG 470</td>
<td>Technologies and Texts Capstone</td>
<td>4</td>
</tr>
<tr>
<td>Three Additional Courses:</td>
<td></td>
<td>12</td>
</tr>
<tr>
<td>ART 101</td>
<td>Understanding Contemporary Art</td>
<td></td>
</tr>
<tr>
<td>CINE/ENG 110M</td>
<td>Introduction to Film and Media</td>
<td></td>
</tr>
<tr>
<td>CINE/ENG 260M</td>
<td>Media Aesthetics</td>
<td></td>
</tr>
<tr>
<td>CINE 230</td>
<td>Remix Cultures</td>
<td></td>
</tr>
<tr>
<td>CINE 365</td>
<td>Digital Cinema</td>
<td></td>
</tr>
<tr>
<td>CINE/ENG 381M</td>
<td>Film, Media, and Culture</td>
<td></td>
</tr>
<tr>
<td>CINE/ENG 486M</td>
<td>New Media and Digital Culture: [Topic]</td>
<td></td>
</tr>
<tr>
<td>CS 110</td>
<td>Fluency with Information Technology</td>
<td></td>
</tr>
<tr>
<td>CS 111</td>
<td>Introduction to Web Programming</td>
<td></td>
</tr>
<tr>
<td>CS 122</td>
<td>Introduction to Programming and Problem Solving</td>
<td></td>
</tr>
<tr>
<td>CS 210</td>
<td>Computer Science I</td>
<td></td>
</tr>
<tr>
<td>DSCI 101</td>
<td>Foundations of Data Science I</td>
<td></td>
</tr>
<tr>
<td>DSCI 102</td>
<td>Foundations of Data Science II</td>
<td></td>
</tr>
<tr>
<td>ENG 485</td>
<td>Television Studies</td>
<td></td>
</tr>
<tr>
<td>GEOG 181</td>
<td>Our Digital Earth</td>
<td></td>
</tr>
<tr>
<td>GEOG 250</td>
<td>Geographies of Outdoor Adventure</td>
<td></td>
</tr>
<tr>
<td>GEOG 281</td>
<td>The World and Big Data</td>
<td></td>
</tr>
<tr>
<td>GEOG 343</td>
<td>Society, Culture, and Place</td>
<td></td>
</tr>
<tr>
<td>GEOG 481</td>
<td>GIScience I</td>
<td></td>
</tr>
<tr>
<td>GEOG 482</td>
<td>GIScience II</td>
<td></td>
</tr>
<tr>
<td>GEOG 498</td>
<td>Geospatial Project Design</td>
<td></td>
</tr>
</tbody>
</table>

J 201 Media and Society
J 387 Media History
MUS 227 Elements of Electronic Music
MUS 479 Data Sonification
PHIL 123 Internet, Society, and Philosophy
PHIL 223 Data Ethics
PS 349 Mass Media and American Politics
PS 350 Politics and Film
SOC 317 Sociology of the Mass Media
WGS 331 Science, Technology, and Gender

Total Credits 24

1 This requirement may also be fulfilled by LIB 410 (Spring 2023).

2 At least one class must at the upper division level. To ensure interdisciplinary, these three courses must come from at least two different departments.

ENG 470/570 (capstone course) must be taken in residence. All other courses can be taken as traditional, hybrid, or online courses at UO or at other universities offering comparable courses. Transfer credits from other institutions must be approved by the DH coordinator in order to count for credit in the minor.