Digital Humanities

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Instructor: Gamil Alamrani	gamil.alamrani@scupi.cn (preferred)	28-85990100-217	SCUPI R: 427	Mon: **3.30 pm-7.20 pm** Thurs: **3.30 pm-7.20 pm** **Available on Tu/Wed. by appointment**

Course Description

Digital humanities analyze the intersection of computing or digital technologies and the disciplines of the humanities. This course introduces the field of Digital Humanities (DH) evaluating several platforms, tools, projects, and critical perspectives associated with this emerging field. We will explore the theories and practices that relate to key areas of the field, such as data representation, big data, digital archives, digital narratives, information visualization, and user interaction. We will engage with the philosophical aspect of the field, including questions concerning technology, posthuman, and ethics in AI. Students will evaluate global DH projects and develop practical skills by working on DH projects related to local culture. This is also a course about making, we will spend time workshopping different forms of digital production of creative texts and critical tools.

Suggested Texts

All readings will be made available in Blackboard (https://pibb.scu.edu.cn) under the "Content" tab.

Student Learning Outcomes

Upon successful completion of this course, a student should be able to:

1. Understand the foundations of DH in its academic, technological, social, cultural, political, economic, and historical contexts
2. Demonstrate an in-depth understanding of the issues, questions, and debates that concern contemporary DH scholars.

3. Acquire Information/digital/visual literacy, academic WOVE (written, oral, visual, electronic) communications, ethics and values of global perspectives, critical thinking
4. Evaluate DH and New Media technologies and analyze their impact on culture, society, and history

Weekly Schedule

Note: This schedule is subject to change based on the needs of the class at the instructor's discretion.

Week 1   Introduction to the course: What is DH? Group Projects Assigned.

Week 2   What is Data in DH? Types of Data. Examples of DH Projects

Week 3   Computational Thinking

Week 4   DH Activism and Community Engagement

Week 5   Data Visualization

Week 6   Group Projects Review

Week 7   Social Networking

Week 8   AI in Education and Research

Week 9   AI in Arts, Music & Video Games

Week 10   AI Ethics, Future of AI

Week 11   Group Projects Presentation

Week 12   Group Projects Presentation

Assignments and Evaluation

There are no exams or quizzes on this course. This course is project-based and will require significant commitment to your time. The course includes a combination of reading, writing, in-class discussion, and hands-on experience. The following **four** components are vital to the successful completion of this course, and they figure into assessments and grades. Details of the assignments will be uploaded to the Blackboard.

1. Homework (20%)

Students will have homework throughout the semester (including readings, images, videos, maps and/or visualizations to address a humanities or social sciences question). Themes, questions, resources, and ideas related to our weekly discussions will be shared online. Students should submit their homework no later than the Friday night before class. Students will be responsible for leading and actively participating in class discussions based on their homework.

2. <u>DH Group Project (40%)</u>
   Each group will have a chance to select from a list of DH projects that reflect Data construction and visualization, Mapping, Visual critical thinking, Digital/Visual Literacy, Narrative constructions, and Digital networking. Preferred DH Projects involve the representation of SCU culture on a digital platform. The rubric and further instructions will be posted on Blackboard.

3. <u>Group Presentation (20%)</u>
   In small groups, students will be expected to prepare a creative and interactive group presentation on the group project. There will be a brief Q&A after each presentation and students are expected to contribute and give feedback on other students' presentations. The time frame for each presenter is 6-8 minutes. Every group should store all presentation materials for the group blog and have a balanced group delivery. Content should be balanced between analysis, theory, and practice.

4. <u>Attendance and Participation (20%)</u>
   The final grade will be greatly affected by students' attendance and participation, which includes discussions, Blackboard forums, and any other assignments inside and outside of class. For each part of a class period missed, a student will receive a deduction of half the point value of a full absence for that day.

Attendance Policy:
Students' attendance is mandatory. Each unexcused absence will bear a penalty of half a letter grade (e.g., from a B to a B- or from a B- to a C+). For each part of a class period missed a student will receive a deduction of half the point value of a full absence. More than three absences will result in a failing grade for the semester. If you are feeling unwell or need to miss a class, inform the instructor ahead of time by email.

Class Participation
Active participation is crucial for language learning. Participating in class makes you an engaged learner. In this class, participation includes:

- arriving to class on time
- staying on task (including appropriate use of technology)
- attending class regularly
- completing all homework on time

- actively listening to your classmates and teacher when they speak in class
- asking questions
- bringing all class materials
- actively and constructively participating in class activities
- being prepared to answer questions
- using only English in class

Special Learning Needs:
If you have a disability or health consideration that requires accommodation, please let me know how I can accommodate you. The sooner you let us know your needs, the better I can assist you in achieving your learning goals in all your courses.

The Use of Electronic Technology Policy:
Technology is meant to improve the learning environment for all students. Please be respectful of your instructor and classmates and use the technology appropriately. Students can use electronic technology (laptops, tablets, and iPads) in appropriate ways during classes. Out of respect, cell phones should generally be turned off or on silent and stored out of sight. They should not be used during classroom activities unless the instructor has given permission.

Recording
To ensure the free and open discussion of ideas, students may NOT record classroom lectures, discussions, and/or activities without the advance permission of the instructor, and any such recording properly recorded in advance can be used solely for the student's private study.

Make-up Policy for Missed Assignments
Students are responsible for the assignments in their classes. Assignments include in-class activities, quizzes, tests, homework, and any other work related to classes.
- If you are absent from class, you should try to contact one of the students in your class to find out what work or assignment was missing.
- If you cannot find out what class work you have missed, you must talk to your instructors about the missed work and if/when you can make up the work. You are responsible for talking to your teacher; your teacher is not responsible for reminding you about missed work.
- If you are absent from class on the due date of an assignment, you must hand in the assignment on a date decided by your teacher.
- If you know you will be absent, talk to your teacher before you leave or email your teacher to find out about the work that you will miss while you are away.
- If you have not been absent from class and you want to hand in an assignment late, you must first discuss the reason with your teacher before or on the due date. Do not assume that your teacher will accept late assignments. Also, you may lose points for late work based on teacher discretion.
- If you are given a second chance to make up an assignment and you miss the chance, you may receive a "0" for that assignment.

Use of Machine Translation and Other Online Writing and Language Tools

While students are encouraged to use online dictionaries and other language resources, they should not rely on machine translators or other AI tools for large sections of text. If an instructor believes that a project was written or generated using machine translation or AI, the instructor reserves the right to reject the assignment.

SCUPI Honor Code

Students must follow the SCUPI Honor Code. This means that students should not get help from anyone or outside sources to do their work without the teacher's permission; nor copy the work of another and present it as their own work. Participating in these activities can result in an F and referral to university officials for academic integrity violations.

Student Responsibility

This syllabus is a contract between you and the instructor. It is the first place you should look for answers to your questions about course requirements, expectations, and policies. By enrolling in this course, you agree to adhere to the requirements, expectations, and policies outlined in this syllabus, including sections on the SCUPI Honor Code. Students who fail to submit their work on time or miss more than 3 classes could receive a failing grade and may not graduate.