

CK118

DURATION 3 or 4 Years

MINIMUM CAO POINTS REQUIRED 2020 336

CAO POINTS RANGE 2020 336-499

AVAILABLE PLACES 46

LEAVING CERTIFICATE ENTRY REQUIREMENTS

Minimum grade H5 in two subjects and minimum grade O6/H7 in four other subjects. Subjects must include Irish, English, another language and three other subjects recognised for entry purposes.

MATURE STUDENT PLACES 5

QQI/FE STUDENT PLACES 3

INTERNATIONAL STUDENTS

 www.ucc.ie/ugi

QQI/FE STUDENTS

 www.ucc.ie/qqi/cacsss

COURSE PAGE ONLINE

 www.ucc.ie/en/ck118

CONTACT INFORMATION

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DIGITAL HUMANITIES AND INFORMATION TECHNOLOGY BA (Honours)

WHAT IS DIGITAL HUMANITIES AND INFORMATION TECHNOLOGY?

Digital Humanities and Information Technology is a ground-breaking course in which you will engage in the exploration of a broad range of Arts and Humanities topics, while also studying the principles of information technology and digital media. If you are interested in applying digital technologies to arts and humanities research, be it in language, literature, philosophy, politics, geography or similar, then we will take you on a journey which will allow you to explore how computers can be used to study culture and society, and what it means to be a human in the age of machines. You will develop the practical technical skills necessary to succeed in the digital age, while also seeking to discover what it is to be human in the digital age, and how we might see ourselves and others as humanity becomes ever more connected by digital technology. You will learn to interrogate and explore digital and cultural practices, while also using professional industry-standard tools in content development, knowledge representation, computer-assisted analysis and digital narrative.

WHY UCC?

UCC is a pioneer in the field of Digital Humanities (DH) in Ireland – its unique programme allows you to take a mix of modules from across Arts, Digital Humanities, and Computer Science. The DH faculty comprises internationally recognised experts in their respective fields, all of whom are experienced in teaching and research. We have a specially designed state-of-the-art Digital Humanities Active Learning Space which is a student-centred, high-tech, flexible space used for the delivery of lectures, workshops and seminars. It also offers dedicated digitisation facilities, as well as a variety of tools and technologies that will provide you, as a student in the arts and humanities, with an opportunity to ‘learn by doing’. These include 3D scanners and 3D printers, virtual reality kits, gaming systems and high-end photo equipment. You will have continual access to the DH room, meaning you will have your own dedicated space in which to collaborate, study and socialise.

WHAT WILL HELP YOU?

If you are interested in applying digital technologies to arts and humanities research, be it in language, literature, philosophy, politics, geography or similar, this may be the course for you.

CURRENT STUDENT FIONA KEELEY

“I came to UCC to study Digital Humanities, but the university has offered me much more in the past three years. Saying yes to opportunities and actively pursuing them has led me to extraordinary places. I spent part of my third year of college in Dublin on work placement. The ambition instilled in me while at UCC had taught me to work competently and it allowed me to develop new skills in the workplace throughout the year. Moving to the capital also presented the chance to become involved in many different communities, and I wanted to make the most of my time in Dublin. I became a member of my local Toastmasters club; completed a diploma in radio journalism and became involved in a community radio station. This aspiration to further my skills while on my placement year grew from the ambition I had seen around me while at UCC.”



COURSE STRUCTURE

You will attend lectures offered by a diverse and experienced team from across Arts, Digital Humanities, and Computer Science. We will support your learning with a mix of technical and theoretical subjects, engaging with key tools, technologies, issues, and debates. You will develop an understanding of key concepts in computing, as well as digital tools and techniques used for cultural understanding and sharing, such as text analysis, geospatial analysis, social network analysis, data visualisation for the arts and humanities, and digital curation. In addition to lectures, there are tutorials to support the course material, as well as workshops and lab sessions, which will help you to reinforce your learning and provide you with effective direct instruction in digital skills and tools.

FIRST YEAR MODULES

All modules are 5 credits unless otherwise stated.

CS1201 Introduction to Computer Systems (15 credits), **CS1202** Programming for Digital Humanities I, **CS1204** Databases for Digital Humanities, **CS1203** Programming for Digital Humanities II, **DH1001** Digital Humanities: Theories & Concepts I, **DH1002** Digital Tools & Methods I, **DH1003** Research Methods & Practices.

FIRST YEAR SUBJECT CHOICE

You will take one other subject (15 credits) from the following arts subjects and continue with this subject for the duration of your degree: Archaeology, Béaloideas, Celtic Civilisation, Chinese Studies, English, Geography, German, Greek, Italian, Latin, Philosophy, Politics, Religions & Global Diversity, Sociology, Spanish.

Please go to the individual subject pages for a list of first year modules to find out more details.

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WORK PLACEMENT

Students may choose to undertake a work placement (optional) in their third year. Supported by a work placement specialist, students develop their résumés and learn interview techniques to prepare them for a range of placement opportunities. Students are supervised by UCC staff for the duration of their placement. Most placements are paid. You may also choose to study abroad (optional) for third year and you can avail of international partnerships with universities across the world.

CAREER OPPORTUNITIES

Graduate career opportunities exist across a range of sectors, both in the creative industries and tech sector: business intelligence, social engineering, cultural heritage & curation, customer experience, data analysis, digital content creation & management, digital publishing, education, software engineering development, UI & UX design, web design & development.

STUDY ABROAD

Students may also choose to study abroad (optional) during year three of the course through international partnerships with universities across the world as part of the Erasmus programme.

GRADUATE STUDY OPTIONS

Our Digital Humanities degree course will give you a solid knowledge of the practical and theoretical areas in the wide field of Arts and Information Technology. It will provide you with a concrete foundation that will facilitate your progress to more advanced studies at MA and PhD levels across many disciplines. DH discipline-specific options at UCC include: MA Digital Arts & Humanities, MA Digital Cultures (Online), PhD in Digital Arts & Humanities. For more information on other postgraduate options please see the postgraduate study page at: www.ucc.ie/en/study/postgrad/.

