Digital Humanities and Information Technology
BA

UCC
University College Cork, Ireland
Coláiste na hOllscoile Corcaigh

CK118

DURATION **3 or 4 Years**
APPROX. INTAKE **60**
MINIMUM POINTS 2019 **307**
POINTS RANGE 2019 **307–509**
LEAVING CERTIFICATE ENTRY
REQUIREMENTS **Minimum grade H5 in two subjects and minimum grade O6/H7 in four other subjects. Subjects must include Irish, English and another language.**
QQI FET LINKS **www.ucc.ie/en/study/ undergrad/fetac/acsss**
APPROX. MATURE INTAKE **5**
COURSE PAGE ONLINE **www.ucc.ie/en/ck118**

CONTACT INFORMATION
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Introduction
Students of UCC's innovative BA in Digital Humanities and Information Technology develop significant expertise within the Digital Humanities, Arts, and Information Technology. Graduates are uniquely balanced across the disciplines having studied Computer Science, Digital Humanities and a chosen Arts subject. Options from the Arts include English, Archaeology, Geography, Philosophy, Sociology, Economics, and Politics among others. Alternatively, students can choose from a range of languages, including German, Spanish, Italian, Greek and Chinese. This ensures that students can tailor their degree to suit their own personal strengths, interests and ambitions.

Why Study
Society increasingly needs critical and creative individuals with expertise in digital technologies. In this groundbreaking course students engage in the exploration of a broad range of Arts and Humanities topics, while also studying the principles of Information Technology and Digital Media. Graduates are uniquely positioned 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. Employers are increasingly seeking graduates with broad spectrum of interdisciplinary skills with a demonstrated capacity for critical thinking and adaptability, attributes that students of this degree are ideally positioned to foster. Project work in teams is undertaken throughout this degree, meaning that students emerge as confident speakers, ready to inform and inspire. Graduates are ready for work and ready for life.

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. Student are supervised by UCC staff for the duration of their placement.

Study Abroad
Students may also choose to study abroad (optional) during Year Three of this course. Students can avail of international partnerships with universities across the world as part of the Erasmus Program.

Careers
Graduate career opportunities exist across a range of sectors, both in the creative industries and tech sector:
• Digital Content Creation and Management
• Cultural Heritage and Curation
• Education
• Web Design and Development
• Digital Publishing
• Data Analysis
• Business Intelligence & Social Engineering
• Software Engineering & Development
• Customer Experience
• UI and UX Design.

#uccmakeyourmark

KEY FACTS

- **The course blends a unique understanding of technology, digital and social media, with a range of topic and languages in the Arts and Humanities, preparing students to engage with a rapidly changing world.**
- **The course is delivered by a highly experienced team of internationally-recognised lecturers, using a range of learning strategies and techniques to foster studentcentred, research-based learning.**

Year 1 Modules

60 CREDITS (45 Core; 15 Electives)
CORE: CS1201 Introduction to Computer Systems (15 credits); **CS1202** Programming for DH I (5 credits); **CS1204** Databases for DH (5 credits); **CS1203** Programming for DH II (5 credits); **DH1001** Introduction to Digital Humanities (5 credits); **DH1002** DH Tools & Methods I (5 credits); **DH1003** Students Learning in the Digital Age (5 credits)

ELECTIVES: one from: Archaeology, Bealoideas, Celtic Civilisation, Chinese Studies, English, Geography, German, Greek, Sociology, Spanish, Italian, Latin, Philosophy, Politics, Religions and Global Diversity

Year 2 Modules

60 CREDITS (Core: 30 CS,10 DH. Electives: 10 DH plus 10 Arts subject continued from Year 1). Web Systems I & II, Data Analytics for DH I & II, Multimedia I & II, DH Tools & Methods II, Issues in the Digital Humanities, Text Analysis, Electronic Literature/Literary Games, Digital Curation, Research and Analysis in the Digital Age

Year 3 Modules

Students can choose to undertake a work placement, a year of study abroad or continue directly into their final year.

OPTION 1: Work Placement + final year

OPTION 2: International Pathway + final year If you choose the International Pathway you will spend Year 3 at an approved foreign university, where you will study approved courses/modules to the equivalent value of 60 credits

OPTION 3: Continue straight into final year

Final Year Modules

60 CREDITS (50 Core; 10 Arts subject continued from First Year)

A Capstone Computer Science/Digital Humanities Research Project, Research Methods, Computing in Society, Computing in the Workplace, Digital Content Management I & II, Audio & Sound Engineering, Digital Video Capture & Packaging