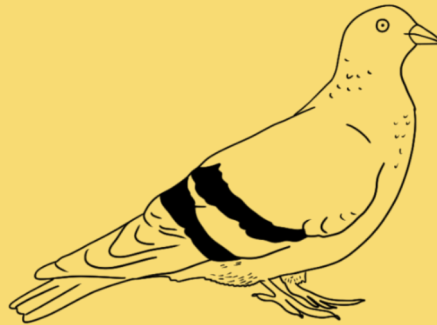


MASTER'S IN DIGITAL AND PUBLIC HUMANITIES




Design & Layout: Silvia Marsili

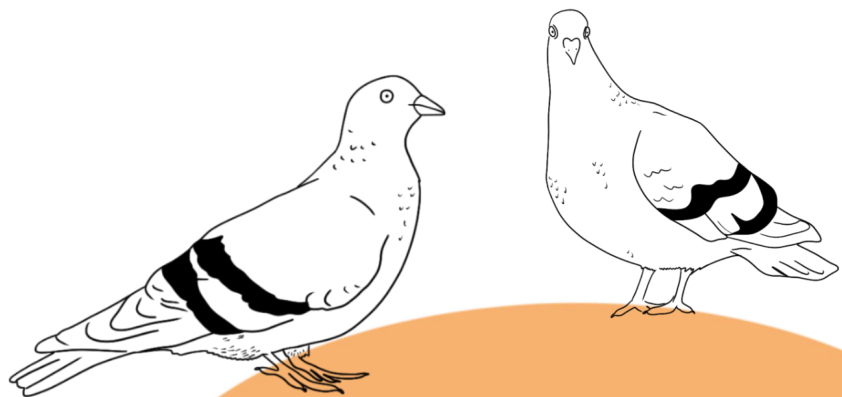
Dipartimento di Studi Umanistici
Università Ca' Foscari
Palazzo Malcanton Marcorà
Dorsoduro 3484/D - 30123 Venezia

www.unive.it





Introduction	1
<i>Masters' Programme Background</i>	3
<i>Progression and Graduation</i>	4
<i>Assessment of Modules</i>	5
<i>Fees</i>	6
Taught Modules and ECTS	7
Information Technology Modules	11
Language and Literature Modules	15
History, Law, Art & Archive Studies Modules	22
Additional Interdisciplinary Studies	31
Methods of teaching and student learning	37
Traineeship Activities/Internships	38
Ca' Foscari Campus Information	39
<i>Maps</i>	40



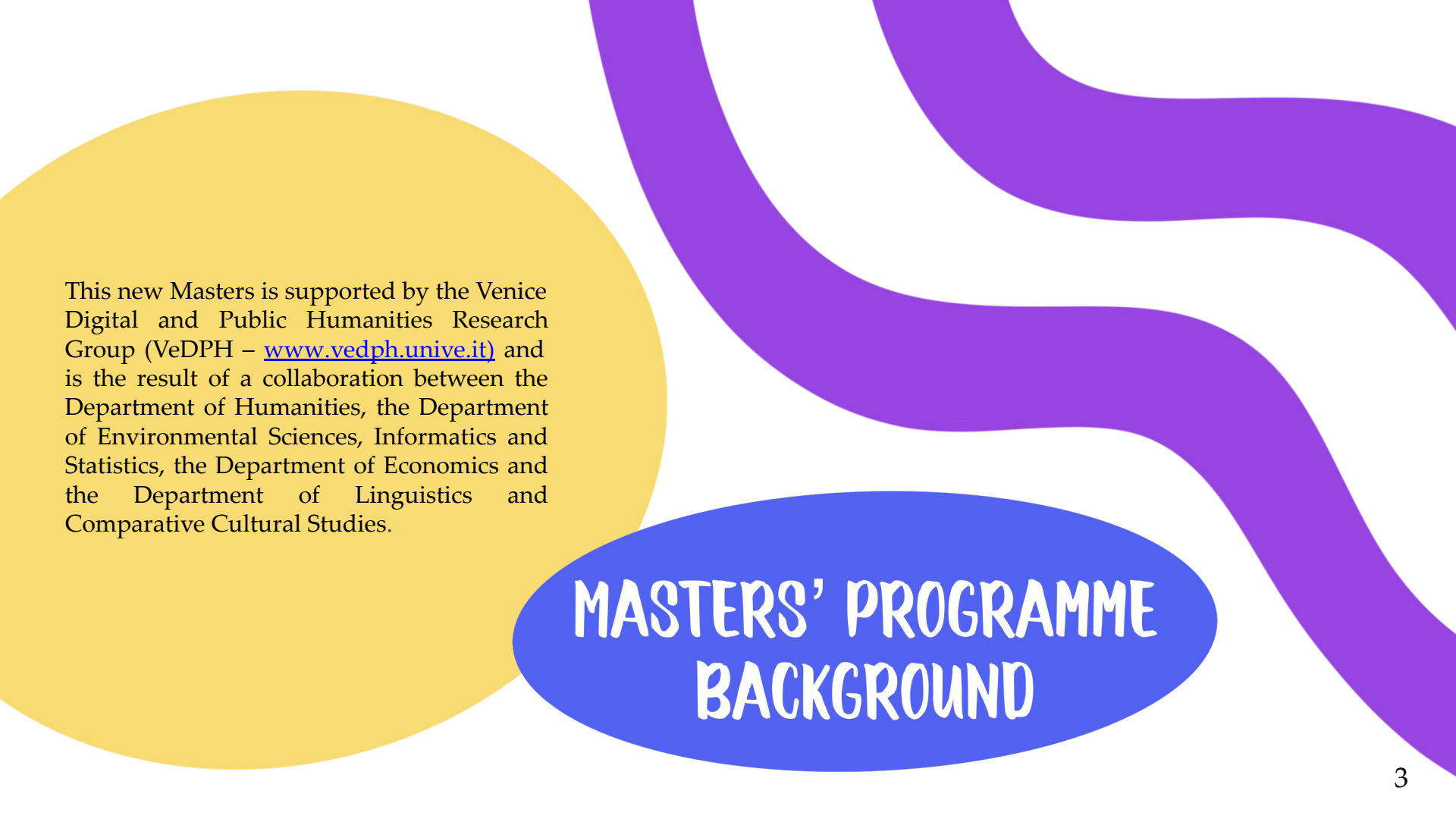
INTRODUCTION

The Master's degree in Digital and Public Humanities integrates Humanities and Information Technology (IT) disciplines and supports the promotion and dissemination of culture and cultural activities in the public sphere. This Masters programme is unique as it builds on the reputation and experience of the Humanities at Ca' Foscari and combines this with the new technology specialisations within the Department of Environmental Sciences, Informatics and Statistics.

Digital Humanities includes the study of literature, history, philosophy, architecture, and social science and how to apply relevant computational tools and technologies to these disciplines. The extension into **Public Humanities** involves the application of the combined expertise in the humanities and technologies to creative and cultural environments where the public can experience and access cultural heritage and artefacts in new and exciting ways. Students will be taught how to design, build and implement web resources, they will learn how to use digital technologies to manage cultural resources and will learn how these skills can be applied to organising public exhibitions and events.

Graduates of this Master's Programme will qualify to enter PhD programmes or to hold positions of responsibility in activities connected to different service sectors, the culture industry, cultural institutes and cultural organisations, such as specialised electronic publishing, the management, presentation and enhancement of cultural heritage and resources, and a range of intercultural activities. Tools and skills for setting up and monitoring social media and social networks will be acquired together with the know-how necessary to develop rewarding user experiences on different online platforms.

Specifically, the areas of study will include computer science, linguistics and literature, history, law, public art, archaeology, as well as manuscript and archival studies. Lectures will be combined with practical laboratory activities in collaboration with the Venice Centre for Digital and Public Humanities (VeDPH) at the Department of Humanities. The course also includes 150 hours of internship which can be completed within the VeDPH centre or in external organisations and institutions, in Venice or even abroad. Internships provide students with the professional and technical skills required for their career development.



This new Masters is supported by the Venice Digital and Public Humanities Research Group (VeDPH – www.vedph.unive.it) and is the result of a collaboration between the Department of Humanities, the Department of Environmental Sciences, Informatics and Statistics, the Department of Economics and the Department of Linguistics and Comparative Cultural Studies.

MASTERS' PROGRAMME BACKGROUND

When finalising their thesis subjects, students are required to demonstrate an in-depth knowledge of their specialist disciplinary area and the ability to engage in research within this area supported by the IT tools and methodologies learned during this master's programme. The final thesis must be original and based on extensive documentation and scientific research.

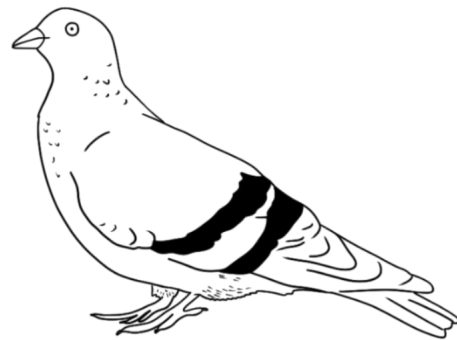
The thesis defence takes place before a committee made up of university professors and experts who will jointly assess the quality of the thesis and propose a final grade.

Students will be presented with a graduation diploma after defending their thesis (second cycle and master's degree programmes, and degree programmes established under the old university system).

To be admitted to the final degree exam students must have completed all the yearly studies or acquired all the credits required by the study plan (including additional credits).

The maximum number of credits required in order to apply for a degree, excluding those allocated to supernumerary courses, the final examination and the internship, is 24. Exceptions to this rule are made for students who intend to graduate in the summer session and those who graduate earlier than the normal duration of the course. Students graduating in the summer session are obliged to take the missing exams in the first call of the session or in the only call where two calls are not scheduled.

PROGRESSION AND GRADUATION



ASSESSMENT OF MODULES

Assessment of Modules

Each professor will set assignments and/or exams for the modules that they teach.


Pass/Fail

- a) **Each module**, including the thesis/project, **must be passed independently** at a minimum of 18/30.

Progression

To be allowed to proceed to the Thesis/Project leading to the degree of Masters' in Digital and Public Humanities, candidates must:

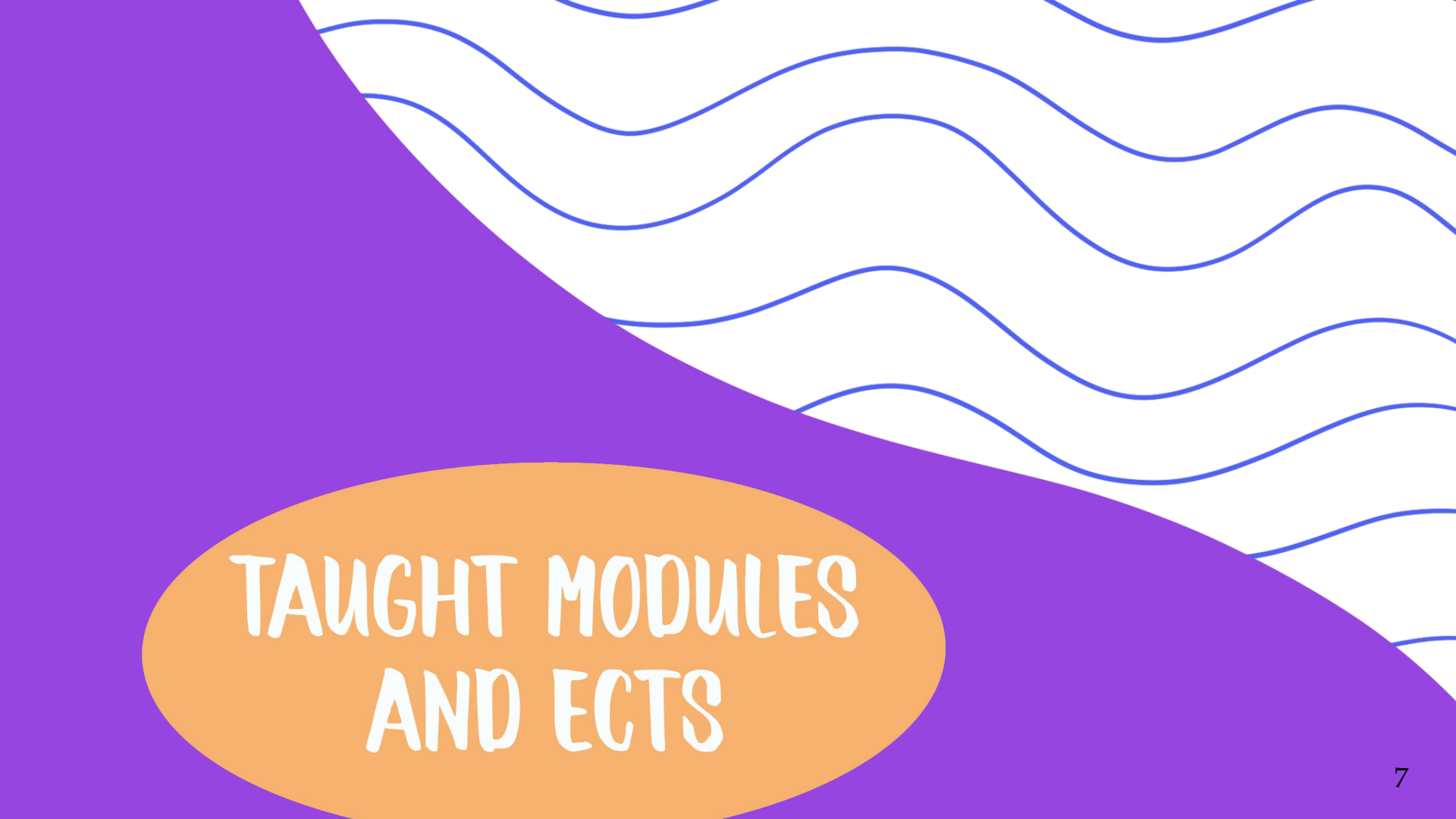
- achieve a pass mark of at least 18/30 in each module.
- achieve an overall average mark of at least 18/30 in all the taught modules




The fees relating to this MA are explained at:

<https://www.unive.it/pag/19734/>

FEES



TAUGHT MODULES AND ECTS

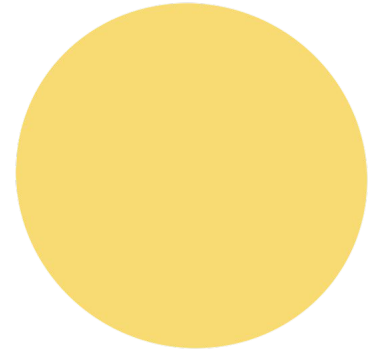


On completion of the Masters' Programme, students will be awarded 120 European Credit Transfer System (ECTS) credits.

Students will earn 90 ECTS from the taught modules and then a further 30 ECTS from other requirements:

To earn the 90 ECTS credits from the taught modules, students must take all three mandatory modules from the **Information Technology** area (36 ECTS) and then can must select additional modules from three of the following areas (54 ECTS):

**Language & Literature,
History, Law, Arts and Archive Studies, and
Interdisciplinary**

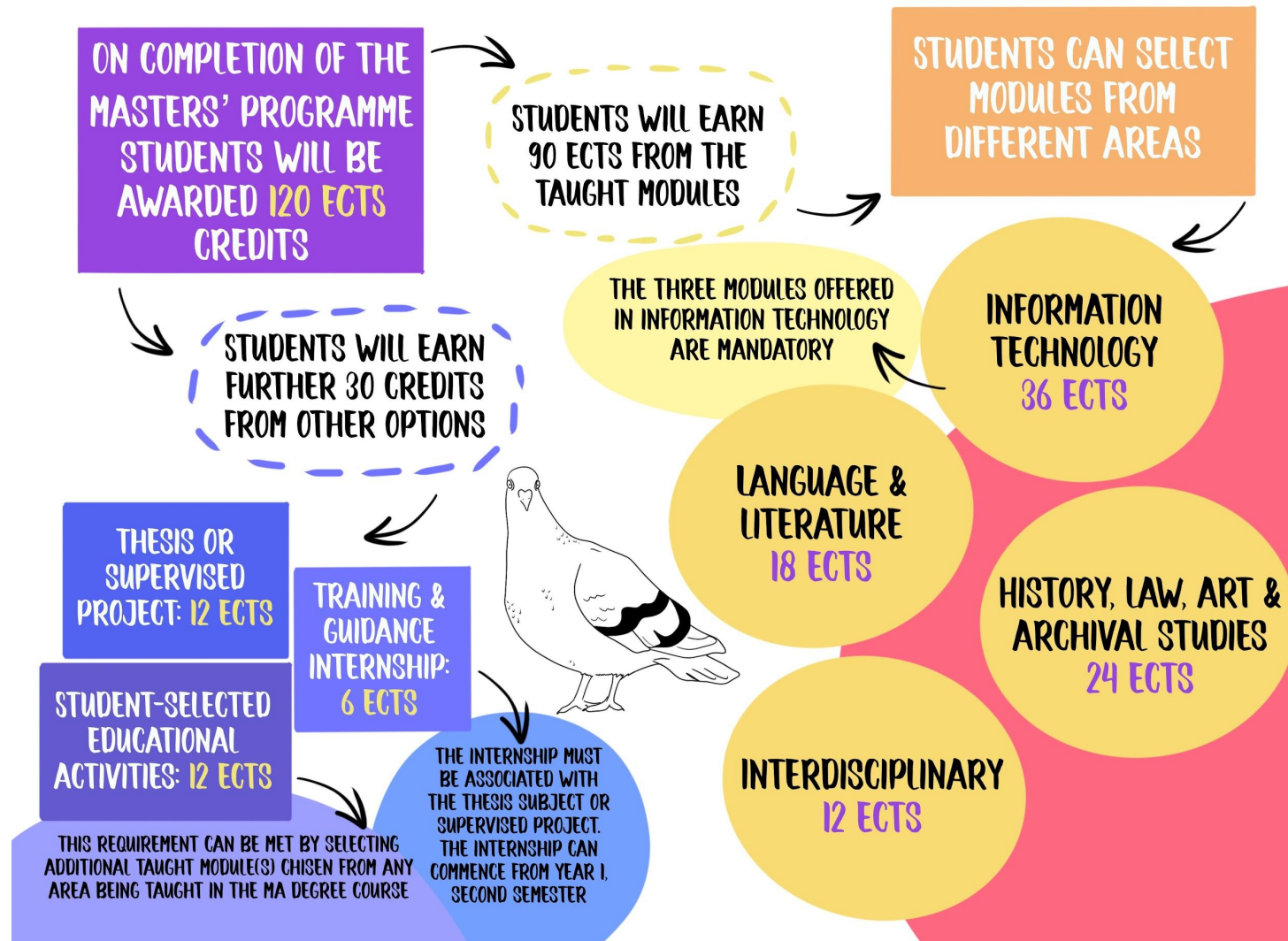


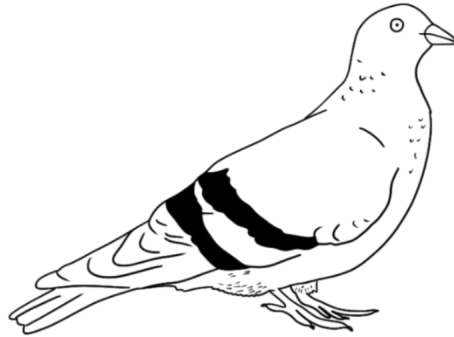
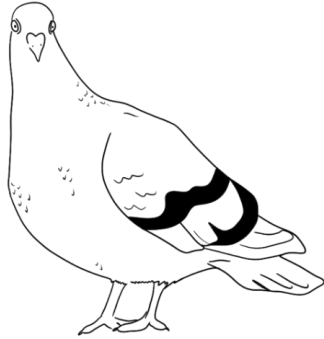
The remaining 30 ECTS will be earned by completing the following requirements:

Student-selected education activity: 12 ECTS. This requirement can be met by selecting additional taught module(s) chosen from any area being taught in the MA degree course.

Training & Guidance Internship: 6 ECTS. The internship must be associated with the thesis subject or supervised project. The internship can commence from Year 1, Second Semester.

Thesis or supervised project: 12 ECTS.





INFORMATION TECHNOLOGY

- Information Visualisation, Data Science and Social Media Analytics* ECTS 12
- Introduction to Coding and Database Technology* ECTS 12
- Web and User Experience* ECTS 12

LANGUAGE & LITERATURE


- Introduction to Digital & Public Humanities* ECTS 6
- Computational Philology: Data Structures & Algorithms ECTS 6
- Data Tools and Resources for Textual Data ECTS 6
- Literary & Linguistic Computing ECTS 6
- Modelling & Visualising Textual Data ECTS 6
- Text Encoding & Digital Scholarly Editing ECTS 6
- XML Databases and Humanities ECTS 6

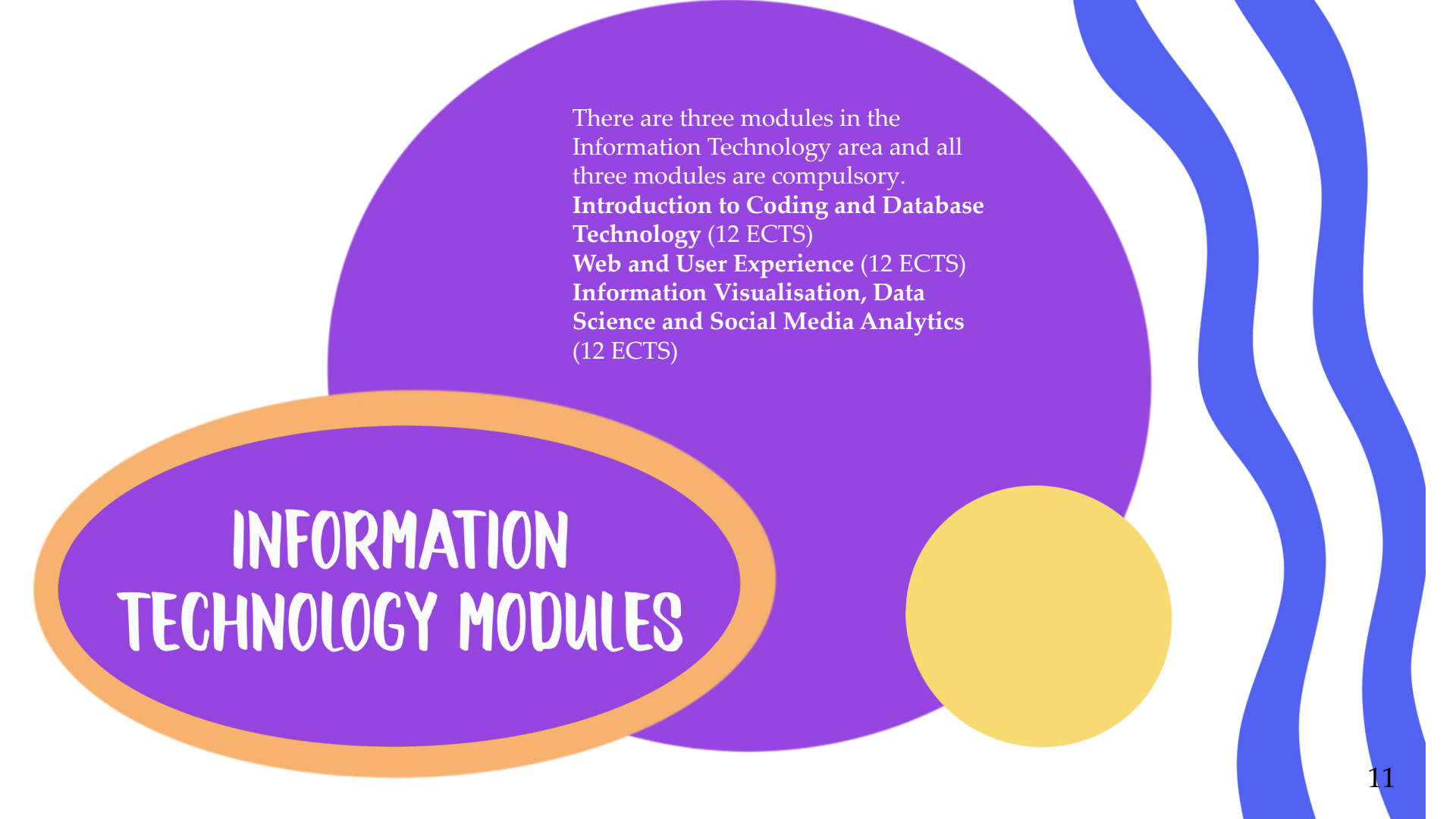
HISTORY, LAW, ART & ARCHIVES STUDIES

- Data Management & Legal Issues* ECTS 6
- Data Analysis, Digital Manuscript and Archival Studies – Mod 1 & 2 ECTS 6/12
- Digital and Public Art – Mod 1 ECTS 6/12
- Digital and Public Art – Mod 2 ECTS 6/12
- Digital Archaeology and Heritage, Ethics and Politics – Mod 1 ECTS 6/12
- Digital Archaeology and Heritage, Ethics and Politics – Mod 2 ECTS 6/12
- Public & Digital History – Mod 1 ECTS 6/12
- Public & Digital History – Mod 2 ECTS 6/12
- Digital Iconography & Iconology Studies ECTS 6
- Geospatial and Landscape Topology ECTS 6
- Historical Data Analysis and Archival Sciences ECTS 6
- Investigating Museum Collections: A Combination of Digital and Technical Art History ECTS 6
- Public History ECTS 6
- Virtual Archaeology and Web Technologies ECTS 6

INTERDISCIPLINARY

- Introduction to Computational Social Science ECTS 6
- Digital Editions of Fragmentary Texts ECTS 6
- History of Creative Industries ECTS 6
- Philosophy of Language ECTS 6
- Public Art & Digitisation Practices ECTS 6

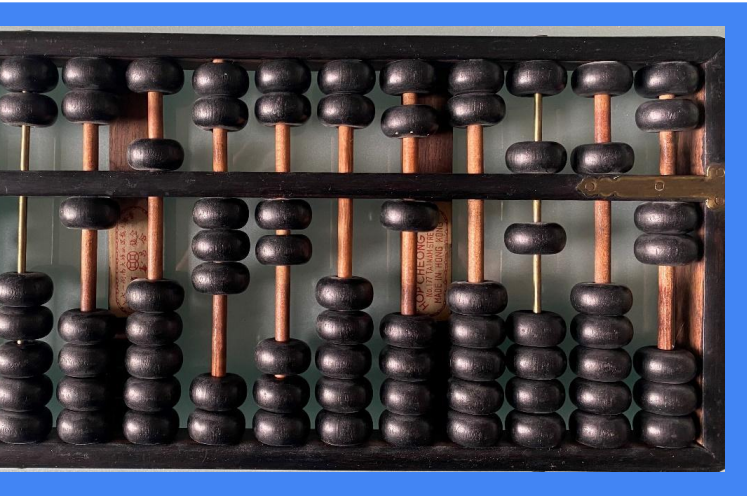
 = mandatory



There are three modules in the
Information Technology area and all
three modules are compulsory.
**Introduction to Coding and Database
Technology (12 ECTS)**
Web and User Experience (12 ECTS)
**Information Visualisation, Data
Science and Social Media Analytics
(12 ECTS)**

INFORMATION TECHNOLOGY MODULES

INTRODUCTION TO CODING AND DATABASE TECHNOLOGY*

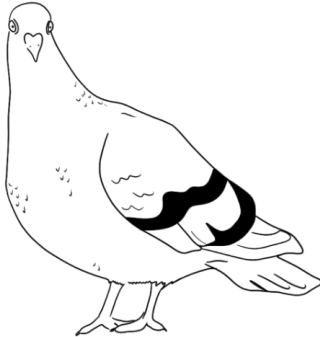


This module introduces students to the discipline of computer science, the different hardware and software platforms and how programming languages have evolved to facilitate the development of specialised applications. The relevance and application of SQL databases in digital humanities will also be taught.

The second part of this course will be to explore a high-level scripting language and introduce a programming language that could be used in developing applications for digital and public humanities.

12 ECTS

WEB AND USER EXPERIENCE*



12 ECTS

The first part of the course is focused on the design of navigational web sites, from the initial organization of online content to the online delivery of responsive web sites on all platforms including mobile phones.

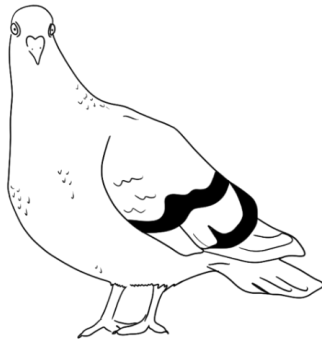
The course will focus on content management tools that facilitate the maintenance and updating of information. WordPress will be taught as a content management tool enabling students to content-driven build web sites on all platforms.

The second part of the course considers the design of an engaging user experience and considers the context in which users will interact with online content. The course focuses on the methodologies and tools that facilitate the design of an effective user experience.

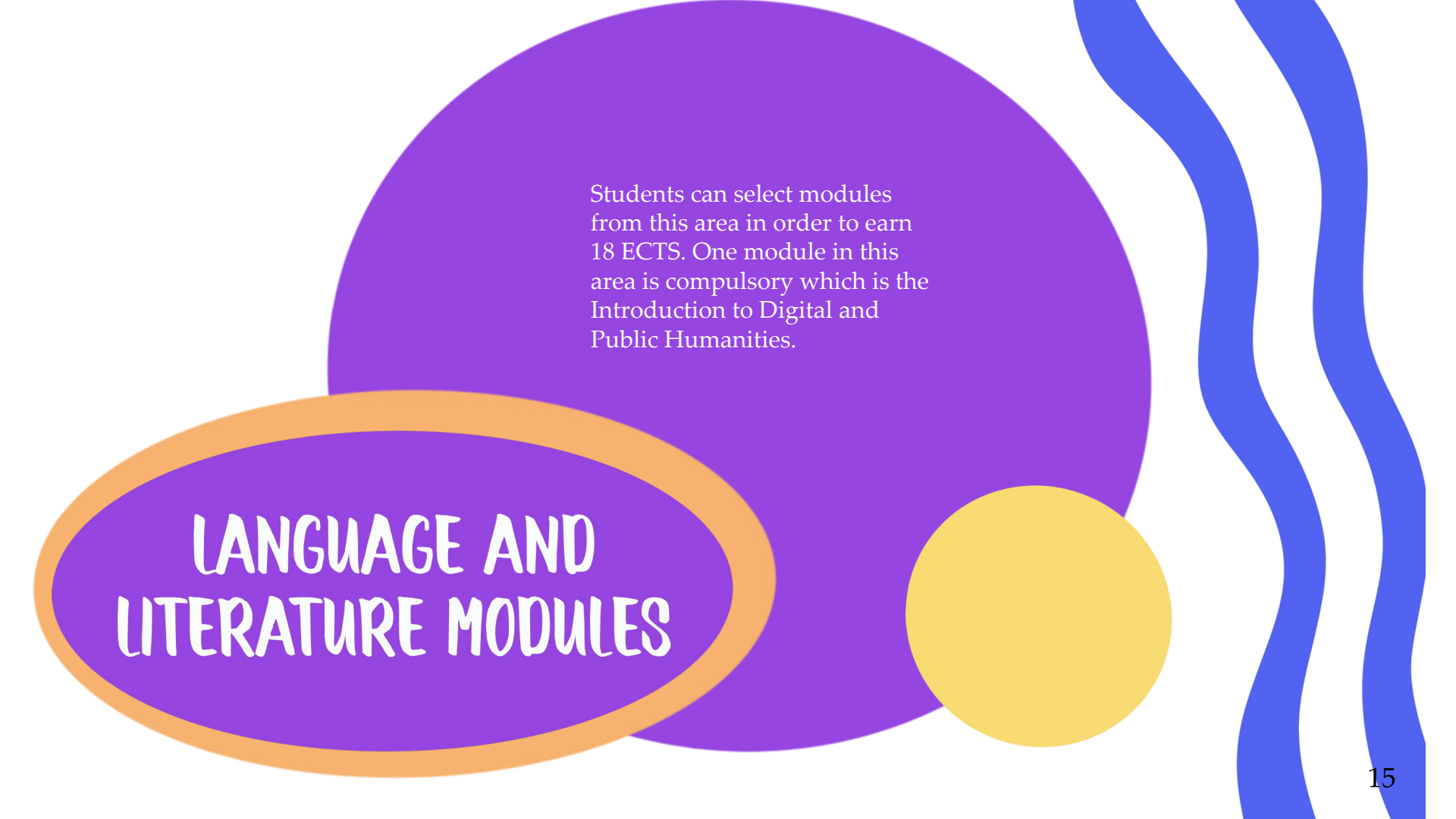
The mobile and the mixed reality paradigms (augmented and virtual reality) and the associated enabling technologies will be considered while exploring case studies that are relevant to digital humanities. Information relating to art exhibitions, museum collections and cultural artefacts such as ancient manuscripts will be used as examples of online content.

INFORMATION VISUALIZATION, DATA SCIENCE AND SOCIAL MEDIA ANALYTICS*

12 ECTS



This module will be taught in Year 2.

The background features a large purple circle, a smaller yellow circle, and a blue wavy line on the right side. A purple oval with an orange border is positioned in the lower-left area.

Students can select modules from this area in order to earn 18 ECTS. One module in this area is compulsory which is the Introduction to Digital and Public Humanities.

LANGUAGE AND LITERATURE MODULES

INTRODUCTION TO DIGITAL AND PUBLIC HUMANITIES*

6 ECTS

This module will be taught by two professors: one for Digital Humanities and the second for Public Humanities. It is compulsory and worth 6 ECTS.

The Introduction to **Digital Humanities** will provide an overview of key aspects of the digital transformation of scholarly methods and practices in the humanities. Students will acquire a basic knowledge and understanding of the history of Digital Humanities as a discipline. Referring to a wide range of digital projects and scholarly resources participants will be introduced to past and current debates on theoretical issues and implications of applying digital tools and methodologies in literary, historic, artistic, and cultural heritage research. Topics will include data models and standards; institutions, communities and infrastructures; collaboration, communication and participation; data visualisation and analysis; publication licences and open access.



The Introduction to **Public Humanities** will provide students with a basic understanding of the public role that humanities play in today's world. This course also deals with the ways in which the humanistic disciplines (in our case mainly history, literature, art and archaeology) can interact with the public outside of academic settings. The study and the comprehension of the humanities can be the object of dissemination, public engagement, and participatory research, and how public humanists can find new audiences and career opportunities beyond the classroom. Many concrete examples will be chosen, which will highlight theoretical and methodological aspects, including problematic issues. Course topics include applied humanities, public scholarship, public sphere, public good, public sources, public memory, public humanities writing and communication.



DIGITAL TOOLS AND RESOURCES FOR TEXTUAL DATA

6 ECTS

Digital philology encompasses the ecdotic and hermeneutic processes conducted using an electronic medium. It concerns the relationship between ICT systems and the philological analysis of documents/texts that have been converted into digital format. This module is dedicated to the digital processing of text.

The module will provide a critical review of the most important and current scientific issues related to digital text processing, including the notions of 'scholarly edition' and 'digital scholarly edition'.

The most popular tools in the scientific community will also be examined including:

- text encoding procedures and display methods;
 - to the collation of several witnesses;
 - to digital stemmatology;
 - automatic recognition of handwriting
- (e.g. Transkribus, <https://transkribus.eu/Transkribus/>).

LITERARY & LINGUISTIC COMPUTING

6 ECTS

This course provides students with a working knowledge of the basic techniques for the computational annotation and analysis of written text.

The main goals of this course are:

- provide students with the basic technical tools for the computational treatment of textual data
- introduce students to the fundamental linguistic annotation techniques and tools
- strengthen the students' knowledge of the Python programming language as well as to introduce them to some of its NLP modules, for example, spaCy and gensim
- Stimulate critical thinking and the ability to think out of the box

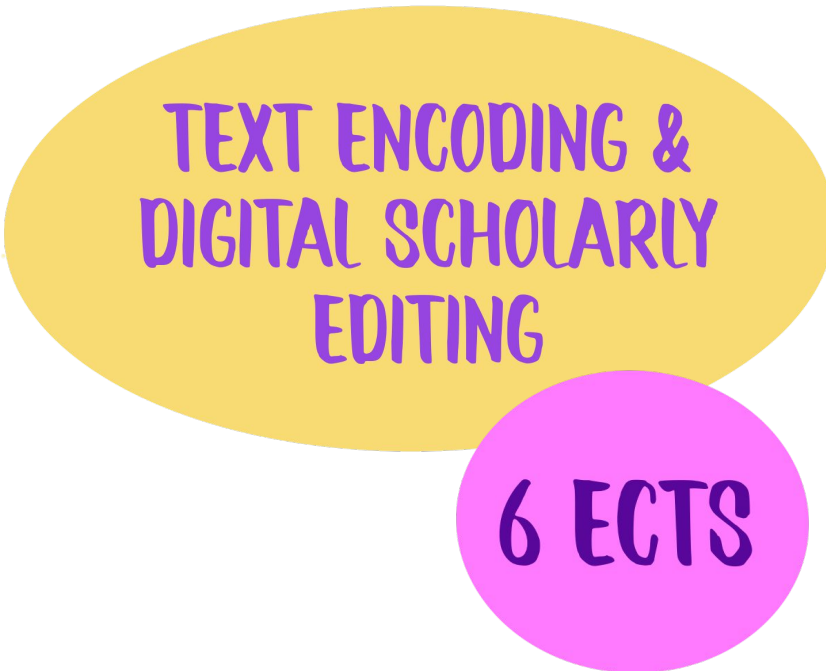
MODELLING & VISUALISING TEXTUAL DATA

6 ECTS

This course aims at providing the methodological and practical knowledge required to develop a digital (scholarly) project from a theoretical assumption. Starting from the definition of a project's scope it will show how to plan a development project. Students will learn some principles on how to model information and what is required from a practical perspective to identify and gather different resources from the world wide web.

Project management is a description of the aims and goals of a possible project and how to achieve it


- Selecting materials and planning strategies for the workflow to create a digital object
- Data modelling and introduction of LOD and Semantic Web
- IIIF (International Image Interoperability Framework)
- Extracting and Data visualization strategies



TEXT ENCODING & DIGITAL SCHOLARLY EDITING

6 ECTS

This course provides an overview of theories and practices of textual scholarship. Students will be introduced to methods of transcribing manuscripts and documents, of encoding and annotating (TEI) and applying techniques of textual criticism to historical and literary texts. A wide range of traditional approaches and new publication formats for digital scholarly editions will be discussed: facsimile editions, (hyper-) diplomatic editions, critical editions, genetic editions, comprehensive editions, progressive editions, social editions etc. Finally, tools and publication workflows for the creation, enrichment, analysis and visualisation of textual data will be applied and assessed.



Students can select modules from this area in order to earn 24 ECTS. One module in this area is compulsory which is Data Management & Legal Issues.

HISTORY, LAW, ARTS & ARCHIVE STUDIES MODULES

DATA MANAGEMENT AND LEGAL ISSUES*

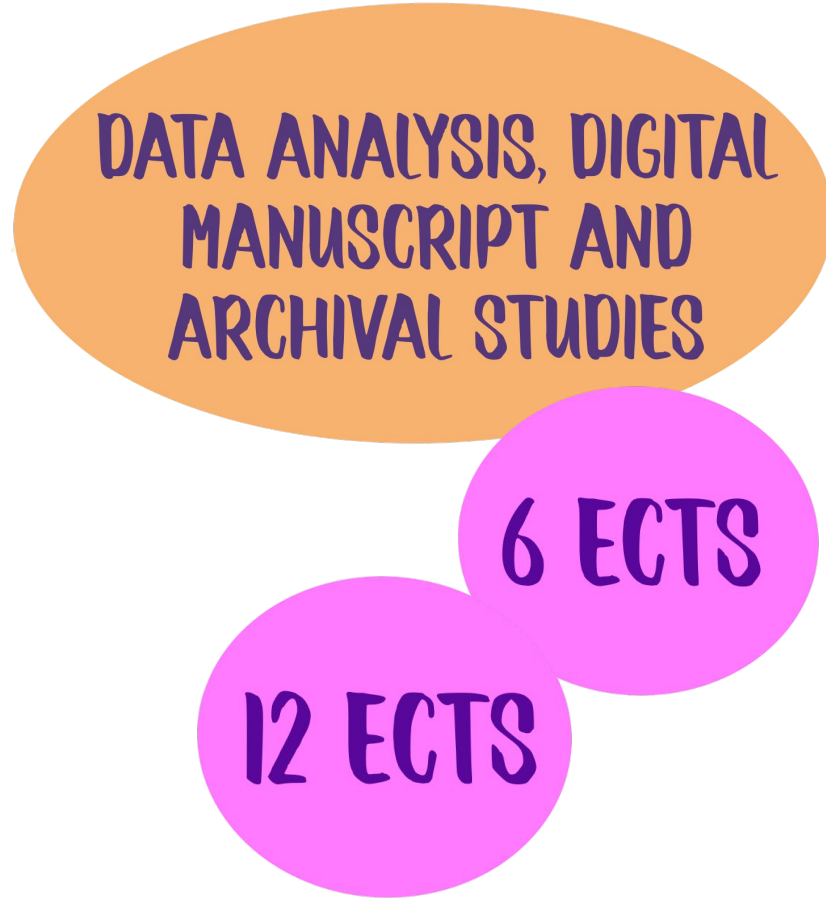
6 ECTS

The module will deal with legal problems posed by data processing and will discuss the following topics:

- Law and legal systems; positive and natural law; EU sources of law
- Private and public law; legal positions and legal remedies
- Subjects, ownership, contracts; information and data and their role in private law
- Intellectual property law: basic notions and evolution
- Copyright
- Data and information; in particular, database rights
- Data protection law: basic notions and evolution
- GDPR and its scope
- Principles of data processing and its lawfulness
- Rights of the data subject

This module is compulsory and worth 6 ECTS.



A diagram consisting of three overlapping circles. The top circle is orange and contains the course title. Below it are two pink circles, one to the left and one to the right, containing the credit values. The circles overlap in the center.

DATA ANALYSIS, DIGITAL MANUSCRIPT AND ARCHIVAL STUDIES

6 ECTS

12 ECTS

This module can be taken either as two modules together which is worth 12 ECTS or either module can be taken separately for 6 ECTS credits.

The first part of this course offers a theoretical reflection on the architecture of the archival system by comparing the classical approaches to the documentary context (the historical method) and today's research methods that focus on documentary content. The primary objective is the identification of the types of content for each archival series, the basic units of information and the logic of the structure of the information system, together with the creation of links between serial key concepts at the metacontent level, avoiding their belonging to one specific producer. The module will also illustrate the difference between archival and historical-content architecture that is the basis of a new approach by digital humanities to archiving.

Digital manuscript studies is the second part of this module and offers an introduction to the theory and practice of working with manuscripts in the digital age. The goal of this module is to introduce students to the theory and practice of working with manuscripts in the digital age and to provide a taster of core digital humanities theories and practices which have been tailored specifically for people working with manuscripts.



DIGITAL AND PUBLIC ART

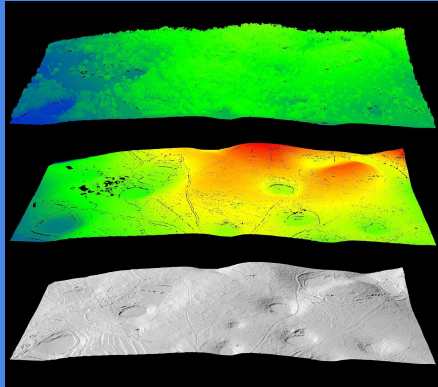
12 ECTS

The module (worth 12 ECTS) investigates the digital museum and the digital resources that are useful for studying art history and cultural heritage. Starting from an analysis of individual case studies, virtual platforms and digital environments developed by the main museums and cultural sites on the international and national scene will be presented. The focus will be on digital strategies adopted by the various institutions in order to stimulate user participation and identifying the museum as a laboratory for education on cultural heritage, for the knowledge of its collections and for the encouragement of new approaches by digital artists.

The aim of this module is to impart to the student the knowledge and interpretation of digital resources, which are useful for studying and communicating historical and artistic collections, adopted by the most important museums in the world, and to recognize digital art practices in these contexts.

DIGITAL ARCHAEOLOGY AND HERITAGE, ETHICS AND POLITICS

12 ECTS



This module – worth 12 ECTS - aims to develop a comprehensive understanding of the theoretical and practical aspects of digital archaeology, which, taking advantage of the most recent tools and methods, is revolutionizing the study of the past, its communication and management.

The module provides a general overview of the methods used to identify, investigate, document, and analyse archaeological sites and landscapes. The use of state-of-the-art remote sensing technologies to investigate ancient landscapes considering geomorphologic variability will be discussed. Students will learn how to approach the study of the past by combining multiple sources of 2D and 3D data deriving from active and passive remote sensing, historical cartography, photogrammetry, archaeological and geological research. Students will also acquire skills to manage and exploit data in a GIS (geographical information systems) environment.

PUBLIC & DIGITAL HISTORY

12 ECTS

6 ECTS



The module in Public History will allow the students to look at history with different eyes. The different ways history meets the world and the people around us, from dissemination to entertainment, from applied history to participatory historical research are discussed. Many examples will be used, but the most problematic theoretical and methodological aspects will also be stressed, such as the relationships between education and entertainment, history and memory, simplification and trivialization, or between broadening of participation and acknowledgement of competencies. All the forms of communication and understanding of the past in contexts other than the traditional ones (such as universities, schools, and research institutes) will be considered. Through practical activities, students will experience in person advantages and disadvantages of the history made in public. This module can be taken either as two modules together worth 12 ECTS total or as separate modules (Public History and Digital History) worth 6 ECTS credits each.

The Digital History module is designed to provide historians with a first overview of Digital History. No technical skills are required, however knowledge of the basic events of modern and contemporary history are expected.

The module consists of two segments. The first segment will look at the changing practice of documenting history in the digital age and new ways for historians to share the results of their research with peers and with non-professionals.

The second segment will explore the changing nature of historical sources in the digital age and will examine how software tools, for example, text mining, data visualization, network analysis and historical GIS are used by digital historians.



DIGITAL ICONOGRAPHY & ICONOLOGY STUDIES

6 ECTS

Starting from the theoretical concepts of iconography and iconology, this module (6 ECTS) will address the digital transformations of artwork images. The themes of the module will be digital iconography in art production, video art, and digital art practices. A second part of the module will explore digitized images and the role of technologies enhancing perception and the study of art history as well as examining different museum collections. Art collections, digital archives, photo archives, and digital art history projects will be analyzed in order to underline the challenges and threats of the hyper visualization of artworks.



GEOSPATIAL AND LANDSCAPE TECHNOLOGY



6 ECTS

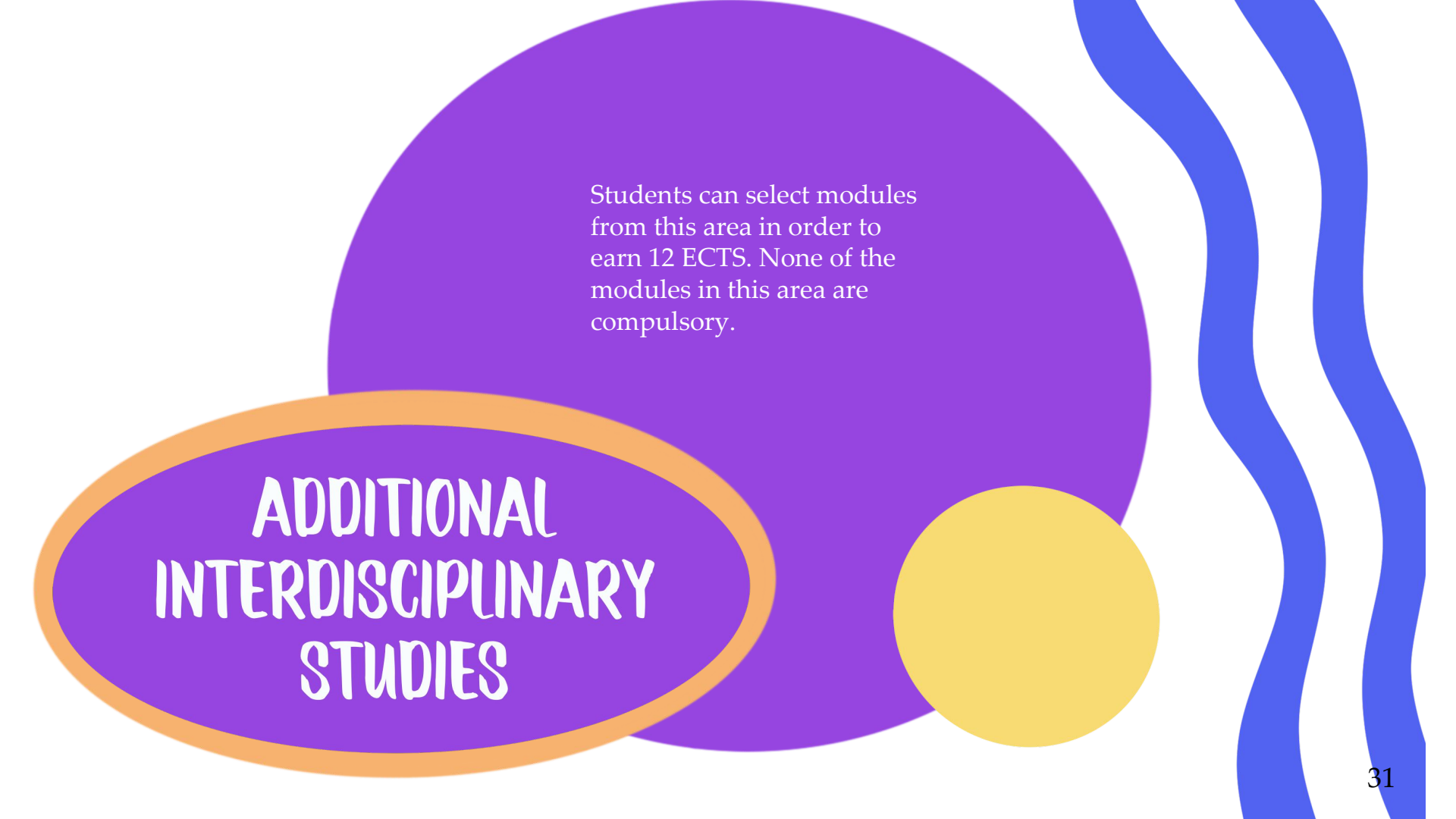
This module will be taught in Year 2 of the Master's Programme.

VISUAL ARCHEOLOGY AND WEB TECHNOLOGIES

6 ECTS



The definition of Virtual Archaeology originally developed to indicate the acquisition and use of 3D models of ancient artefacts and structures and gradually included virtual reality and web technologies. This module (worth 6 ECTS) provides a general overview of the available methods used to effectively produce 3D documentation of archaeological sites/materials and focuses on the application of X-ray computed micro-tomography (microCT) to archaeology. Such techniques, evolved from clinical CT scanning, and have provided a new important tool for the non-destructive 3D microstructural analysis of different types of "hard" materials. Its application to human fossil remains has generated a fundamental shift in paleoanthropological studies and its application to archaeological materials is gradually increasing to the point that a growing number of institutions have acquired or developed microCT systems. One of the main reasons for such a large-scale adoption of microCT instruments relies on its non-destructive capability to investigate the 3D external and inner structure of investigated samples. Hands-on sessions will allow students to learn how to plan, acquire and use 3D microCT data in archaeology.

The background features a large purple circle, a smaller yellow circle, and a purple oval with an orange border. On the right side, there are two thick, wavy blue lines.

Students can select modules from this area in order to earn 12 ECTS. None of the modules in this area are compulsory.

**ADDITIONAL
INTERDISCIPLINARY
STUDIES**

AN INTRODUCTION TO COMPUTATIONAL SOCIAL SCIENCE

6 ECTS

This module introduces students to the application of computational tools used to explore significant social phenomena. It also illustrates applications of the blooming field of computational social science to humanities fields such as history, literary analysis, and the history of science. Lectures will be interactive and will require students to develop in the classroom simple computational examples in Python; this module is worth 6 ECTS.

Part 1. Computational social science for the humanities, with applications to history and literature (8 lectures)

- What is computational social science?
- Simple computational models of social phenomena. (Examples: Contagion, discrimination, conflict, and conventions).
- Social network theory, with applications to literature and history
- Detecting historical trends through language data

Part 2. The social life of language. Exploring language and its users in the web (7 lectures)

- Why study social phenomena on the web?
- How to acquire data from social media
- Basic sentiment and emotion analysis of web data
- Tools for studying opinion dynamics in the web

DIGITAL EDITIONS OF FRAGMENTARY TEXTS

6 ECTS

This module aims to provide students with a better understanding of the nature of text encoding and digital editions by encoding fragmentary texts (mostly papyri) and organizing them in a database.

The course provides the basics or the study of ancient original texts (ostraca, tablets, papyrus and parchment). Digital editions of papyruses are produced both based on previous editions and of photographs in Leiden+ and TEI (these editions will be corrected by the teacher and eventually published online). The second part of the module explores the relation between the single witness of a text and its relationship to the standard text as the automated analysis of texts and the connection with other digital resources.

HISTORY OF CREATIVE INDUSTRIES



6 ECTS

Within the field of Digital Humanities, an economic model has emerged for the creative and cultural industries. The macroeconomic perspectives of the culture industry began in the Frankfurt School in the early 1900s and have now moved on to become important contributors to national and global economies. Understanding the origins and the evolution of the theories and methodologies contributing to Digital & Public Humanities presents a perspective on how we engage and develop this discipline and practice the skills and knowledge acquired through learning.

Topics covered include:

- The Origins of the Creative and Cultural Industries
- Adorno and the Frankfurt School
- The Age of Reproduction
- Growth of Creative and Cultural industries
- Design Thinking Methodologies
- Turning an Idea into a Creative Enterprise
- Business Modelling and Practices



PHILOSOPHY OF LANGUAGE

6 ECTS

This module contributes to the study of the aspects concerning the management of communication policies and marketing strategies. The aims of the course are the following: acquisition of knowledge concerning the patterns and mechanisms of human communication, their potentialities, and their limits. The development of the ability to recognize and analyse a wide range of linguistic and communicative phenomena will also be explored, with special attention to the phenomena of ambiguity and polysemy, context dependency, performative infelicities, and to the various forms of implicit communication. Practical abilities in applying the tools of discourse analysis to all areas of communication will be discussed, together with a focus on the strategies used in the language of advertising and propaganda, and on nuances that affect ordinary conversation and influence social relationships.

PUBLIC ART AND DIGITISATION PRACTICES

6 ECTS

An investigation of the digital museum and the digital resources that are useful for studying art history and cultural heritage are explored. Starting from the analysis of individual case studies, virtual platforms and digital environments developed by the main museums and cultural sites on the international and national scene will be presented. The focus will be on digital strategies adopted by the various institutions in order to stimulate user participation identifying the museum as a laboratory for education on cultural heritage, for the knowledge its collections encouraging new approaches by digital artists.



METHODS OF TEACHING AND STUDENT LEARNING

The modules will be composed of face-to-face lectures, workshops, laboratories, guest lectures, and online classes.

Projects and Project supervisors for research project placements and dissertation

All digital and public humanities projects in this programme will have a strong creative and public engagement focus. Students can select the subject for their own projects and will submit a project proposal to the Course Director for consideration and approval. Students can work independently on projects or can work collaboratively with other students in the programme.

Internships are learning activities that allow students to obtain credits in the degree programme; students acquire practical skills and have initial contact with the world of work. They complete university education through the realization of practical experience at internal structures of the University or at external structures (companies, public bodies, professional offices, libraries, archives, museums, etc.), in Italy and abroad. An internship can be inside the University or outside of the University.

Internships outside the University are carried out on the basis of an agreement between the University and the Host (company, public body, professional firm etc.) and an internship programme signed by both.

Internships have a duration of 25 hours for every ECTS

Students must apply 6 internship credits (= 150 hours) to the total graduation credit requirements.

For traineeship activities check the general information at:
<https://www.unive.it/pag/38049/>

TRAINEESHIP ACTIVITIES & INTERNSHIPS

CA' FOSCARI CAMPUS INFORMATION

There are many useful online resources in Ca' Foscari. If you find any other Ca' Foscari links that you think would be useful for the class please e-mail the Course Administrator.

Ca' Foscari Website
Library
Student Services
Digital and Public Humanities Master's Courses
Venice Digital and Public Humanities Centre
Department of Humanities
Course Professors

www.unive.it
<https://www.unive.it/pag/9756/>
<https://www.unive.it/pag/35151/>
<https://www.unive.it/pag/38475/>
<https://www.unive.it/pag/39287/>
<https://www.unive.it/pag/16331/>
<https://www.unive.it/data/38468/>

MAPS



Maps can be found online: <https://apps.unive.it/mappe/>.