

# HUMN 7015 DIGITAL HUMANITIES RESEARCH METHODS (PG)

**Credit Points** 10

**Legacy Code** 102426

**Coordinator** Rachel Hendery ([https://directory.westernsydney.edu.au/search/name/Rachel Hendery/](https://directory.westernsydney.edu.au/search/name/Rachel%20Hendery/))

**Description** This subject investigates the methodological possibilities of digital technologies for interdisciplinary humanities and social sciences research. It covers several major digital research methods, exploring previous applications and examining their orientations and implications. Digital research methods and applications may include digitisation, online curation, visualisation, network analysis, geographical information systems, data mining and simulation. In the context of these, the subject will probe histories of technology and knowledge production, the evolution of digital texts and practices, and issues in contemporary culture such as digital design, gamification, virtual identity, and digital rights.

**School** Humanities & Comm Arts

**Student Contribution Band** HECS Band 4 10cp

Check your fees via the Fees ([https://www.westernsydney.edu.au/currentstudents/current\\_students/fees/](https://www.westernsydney.edu.au/currentstudents/current_students/fees/)) page.

**Level** Postgraduate Coursework Level 7 subject

## Restrictions

Students must be enrolled in a postgraduate program.

## Learning Outcomes

On successful completion of this subject, students should be able to:

1. Discuss the range of ways digital technologies are applied in advanced interdisciplinary research contexts;
2. Apply the key principles of collaborative design and participation in digital projects in academic and industry settings;
3. Analyse the applications and influence of digital technologies on social and cultural research methodologies; and
4. Create a digital project based on an application of digital technologies to a contemporary research question.

## Subject Content

1. Introduction to subject ? The ?computational turn?f in the humanities
2. Digitisation
3. Data/text mining and visualisation
4. Gaming
5. GIS and mapping
6. Network analysis, social media, metadata
7. Students present their own final project.

## Assessment

The following table summarises the standard assessment tasks for this subject. Please note this is a guide only. Assessment tasks are regularly updated, where there is a difference your Learning Guide takes precedence.

Type	Length	Percent	Threshold	Individual/ Mandatory Group Task
Reflection	1000 words max	20	N	Individual
Presentation	20 minutes per presentation	30	N	Individual
Essay	3000 words max (or equivalent combination of digital work and written exegesis)	50	N	Individual