New Minor Program: Digital Humanities

I. Justification

Digital Humanities is concerned with the ways that computer and information technology can enhance teaching and research done by students and scholars in areas broadly related to humanistic inquiry. Aspects of this field involve the "traditional" concerns of information management, such as encoding text into electronic form and retrieving digitally stored texts. Also, the introduction of hypertext and multimedia into the "artifacts" of the humanities can enhance a document by allowing thematic association and a rich multi-modal sensory experience. Beyond the aspects of information management and data representation, Digital Humanities at Oswego emphasizes computational and cognitive methods that can promote learning and research in the humanities. Algorithms that analyze and model data and the use of abstract data structures that facilitate analysis and modeling are central features of the computational aspect of Digital Humanities. Model building and interpretation in the Digital Humanities can be aided by an understanding of the relationship between cognitive processes and their products in the forms of artistic productions, literary creations, and human activities.

Digital Humanities has a relationship to a number of programs that already exist at SUNY Oswego. For example, Information Science and Cognitive Science can supply much of the needed methodological orientation for this new field. The Human-Computer Interaction program (HCI), can contribute not only from the information and cognitive domains, but also from the area of data visualization and graphics. Linguistics, particularly in the area of natural language processing, can provide techniques for the analysis of texts. The results of work in Digital Humanities - that have the potential for deepening our understanding of the human condition - can enhance the teaching and research of most of SUNY Oswego's programs in the humanities and social sciences.

In addition to its intellectual aims, Digital Humanities will provide students in the liberal arts with some of the skills necessary to find employment in an increasingly technologically oriented society. In the context of the various curricula and mission of SUNY – Oswego, Digital Humanities can enhance our reputation as an institution that is sensitive to the ways that technology is changing our society. With respect to one societal change in particular, SUNY – Oswego is committed to including women and members of underrepresented populations in our community. The Digital Humanities—that for many of its practitioners has a stated goal of embracing diversity—possesses the potential for drawing women and members of minority groups into the technical fields. Finally, SUNY – Oswego is being recognized as a place for interdisciplinary endeavors, and the presence of a Digital Humanities minor on our campus will not only strengthen our interdisciplinary efforts, but it will signal to the outside world that we are committed to staying on the frontiers of knowledge.

II. Curriculum

Digital Humanities Minor.......................................................... 18 cr

A. Core Requirements

9 cr

ISC 105-Introduction to Digital Humanities

3

Select one course from the following:

ISC 150 -Introduction to Scripting and Markup Language
CSC 212- Principles of Programming
COG 212-Programming and Problem Solving

3

ISC 405-Seminar in Digital Humanities

3

B. Elective Requirements

9 cr

Students will select 3 courses that emphasize the Digital Humanities at the 300 and 400 level, under advisement.

Some courses may have prerequisites.