

# DIGITAL HUMANITIES - GRADUATE CERTIFICATE

The digital humanities graduate certificate welcomes students from all disciplines, including the humanities and arts, social sciences, natural sciences, computational and mathematical sciences, engineering, and communication, media and information science. The certificate prepares students to:

- create, utilize and evaluate digital methods and tools for research;
- integrate methods and tools into their teaching;
- assess the diverse impacts of technologies on people and society; and
- leverage digital technologies for public outreach and engagement.

Through an interdisciplinary curriculum, the certificate provides graduate students from across campus the opportunity to explore the evolution and variety of digital humanities theories and practices and to study approaches in the field in-depth. Moreover, the certificate is intended to stimulate collaborations among graduate students in a range of fields, thus preparing them for work in a team-based environment.

For additional details, including the procedures to declare and complete the certificate, visit the Digital Humanities Graduate Certificate (<https://www.colorado.edu/crdds/dhgc/>) webpage.

## Requirements

### Required Course and Credits

The certificate consists of course requirements only, at least 9 credit hours at the graduate level with an average GPA of 3.0 (B) or better.

In addition to the core course, students must choose two elective courses to complete the certificate. Certain special topics courses also count as electives. For a full list, please visit the certificate website's Elective Courses (<https://www.colorado.edu/crdds/what-we-do/digital-scholarship/digital-humanities-graduate-certificate/elective-courses/>) webpage.

| Code                    | Title   | Credit Hours |
|-------------------------|---|--------------|
| <b>Core Course</b>      |   | <b>3</b>     |
| DHUM 5000               | Introduction to Digital Humanities: Movements, Methods, and Tools |              |
| <b>Electives</b>        |   | <b>6</b>     |
| ARTS 5316/<br>IAWP 6700 | History and Theory of Digital Art                                 |              |
| ATLS 5040               | Game Design   |              |
| ATLS 5120               | Mobile Application Development                                    |              |
| ATLS 5214               | Big Data Architecture   |              |
| ATLS 5244               | Empathy and Technology  |              |
| ATLS 5410               | Creative Technologies   |              |
| ATLS 5440               | Design Studio   |              |
| ATLS 5630               | Web Front-End Development   |              |
| CMDP 7100               | Historical Overview of Media Arts and Technology                  |              |
| CMDP 7200               | Research and Methodologies I                                      |              |
| CMDP 7500               | Production Methods I  |              |

|                |   |
|----------------|---|
| COMM 5720      | Readings in Communication and Technology                    |
| CSCI 5352      | Network Analysis and Modeling                               |
| CSCI 5502      | Data Mining (Same as CSCI 4502)                             |
| CSCI/LING 5832 | Natural Language Processing                                 |
| GEOG 5043      | Advanced Geovisualization and Web Mapping                   |
| GEOG 5103      | Geographic Information Science: Spatial Analytics           |
| GEOG 5203      | Geographic Information Science: Spatial Modeling            |
| GEOG 5403      | Geographic Information Science: Space Time Analytics        |
| GEOG 5603      | GIS in the Social and Natural Sciences                      |
| HIST 6790      | Readings in Digital History                                 |
| IAWP 6100      | Theory and Practice of Doing                                |
| IAWP 6800      | Intermedia Seminar (Media Archaeologies, Old and New)       |
| INFO 5501      | Open Collaboration  |
| INFO 5502      | Online Communities  |
| INFO 5504      | Digital Identity  |
| INFO 5506      | Online Fandom   |
| INFO 5507      | Data and the Humanities                                     |
| INFO 5601      | Ethical and Policy Dimensions of Information and Technology |
| INFO 5602      | Information Visualization                                   |
| INFO 5604      | Applied Machine Learning                                    |
| INFO 5613      | Network Science   |
| INFO 6301      | Computation for Research in Information Science             |
| JRNL 5001      | Media Technology Boot Camp                                  |
| JRNL 5344      | Video Documentary Production                                |
| JRNL 5521      | Data Journalism   |
| JRNL 5562      | Digital Journalism  |
| LING 5200      | Introduction to Computational Corpus Linguistics            |
| MDST 5001      | Connected Media Practices                                   |
| PSCI 7185      | Political Network Analysis                                  |
| STAT 5680      | Statistical Collaboration                                   |
| STAT 5700      | Philosophical and Ethical Issues in Statistics              |

**Total Credit Hours** **9**

### Capstone Project

Though not required to complete the certificate, students may also complete a 1-3 credit Digital Humanities capstone project in collaboration with other students under the guidance of a faculty advisor.