

## **LIS 694 Digital Humanities - David Gustavsen**

**Primary Student Learning Outcome:** SLO4 Technologies (Not core-eligible)

**Prerequisites:** None

**Last ran:** Summer 2020

**Meeting days and location:** Online (Asynchronous)

### **Course objectives:**

- Provide a definition of digital humanities
- Explain some of the more common digital humanities methods and tools
- Articulate the benefits and challenges with using digital technologies in the humanities context
- Explain how libraries can contribute to digital humanities research

### **Required texts:**

- No textbook. All texts will be available online or through Laulima.

### **Required technology:**

- Computer with a reliable internet-connection or mobile device with a high-speed connection, at least one up-to-date modern browser, and office productivity software
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### **Teaching methods:**

- N/A

### **Research methods:**

- N/A

### **Major assignments:**

- Reading annotation
- Project/program evaluation
- Lead a virtual workshop
- Workshop reflection

**ePortfolio-eligible assignment:** Virtual workshop [Individual project]