Introduction to digital humanities
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The aim of this course is twofold: a) introducing students to theories, methods, and research themes in contemporary digital humanities; b) preparing students to develop a digital humanities project in their field of study. From interactive 3D reconstructions of historic sites, to creation, use and preservation of born-digital music; from text mining and visualization of large-scale historical resources, to social tagging of museum collections—digital tools, collections and services are transforming the ways in which culture is produced, analyzed, preserved, presented, and consumed. In this course, we will explore contemporary theories, methods, and themes in digital humanities by examining literature, digital resources, as well as significant projects and research centers at national and international scenes. We will also look at new media prompted production practices, such as distributed collaborative work and crowdsourcing, and we will examine benefits and challenges of cultural production distributed among cultural heritage institutions, experts, and the public. Finally, we will probe the application of digital humanities approaches and methods in the students' areas of study.