

BACHELOR OF SCIENCE IN DIGITAL HUMANITIES

Digital humanities is the interdisciplinary study of traditional humanities subjects and concerns using digital technologies. The Bachelor of Science in Digital Humanities (DHUM) offers students a unique opportunity to combine humanistic inquiry in areas such as communication, history, language and linguistics, literature, and philosophy with a sophisticated skill set that is readily applicable to professional fields. Students majoring in digital humanities complete required courses that include training in research and writing skills as well as web and interactive design. Additionally, all students choose a traditional humanities specialization in history, literature, or philosophy; an interdisciplinary specialization; and a minor concentration. This enables them to develop deeper topical knowledge while pursuing the subjects they find most interesting. The digital humanities curriculum cultivates critical thinking and communication skills along with a host of technical proficiencies.

Required Courses

Code	Title	Credit Hours
Digital Humanities Requirement		(20)
HUM 208	Digital Culture	3
COM 201	Digital Writing	3
COM 330	Standards-Based Web Design	3
COM 331	Web Application Development	3
HIST 355	Digital Labor	3
HUM 380	Topics in Humanities (Digital Humanities Research Methods)	3
CS or ITM Elective		2
Digital Humanities Specialization		(15)
Select from the following: Game Studies and Design, Information Architecture, Policy and Ethics, or Science and Technology Studies. See the Specializations tab for complete descriptions.		15
Traditional Humanities Courses		(9)
Select from the following: AAH, COM, HIST, LIT, or PHIL. Students may complete topically appropriate independent study courses to fulfill this requirement.		9
Capstone Elective		(6)
Select six credit hours		6
Mathematics Requirements		(5)
See Illinois Tech Core Curriculum, section D		5
Computer Science Requirements		(2)
See Illinois Tech Core Curriculum, section D		2
Natural Science and Engineering Requirements		(11)
See Illinois Tech Core Curriculum, section D		11
Humanities and Social Sciences Requirements		(21)
See Illinois Tech Core Curriculum, sections B and C		21
Introduction to the Profession		(3)
Select three credit hours		3
Interprofessional Projects (IPRO)		(6)
See Illinois Tech Core Curriculum, section E		6
Free Electives		(28)
Select 28 credit hours		28
Total Credit Hours		126

Bachelor of Science in Digital Humanities (DHUM) Curriculum

		Year 1	
Semester 1	Credit Hours	Semester 2	Credit Hours
Introduction to the Profession	3	COM 201	3
HUM 208	3	CS 116	2
MATH 130	3	Social Sciences Elective	3
CS 115	2	Humanities or Social Science Elective	3
Free Elective	3	Free Elective	3
		Humanities 200-level Course	3
		14	17
		Year 2	
Semester 1	Credit Hours	Semester 2	Credit Hours
BIOL 105 & BIOL 109	4	COM 331	3
COM 330	3	HIST 355	3
HUM 380 (Digital Humanities Research Methods)	3	DHUM Specialization Course	3
Traditional Humanities Course	3	Free Elective	3
Free Elective	3	BIOL 114 & BIOL 117	4
		16	16
		Year 3	
Semester 1	Credit Hours	Semester 2	Credit Hours
Science/Engineering Elective (not BIOL)	3	I PRO Elective I	3
Social Sciences Elective (300+)	3	Free Elective	3
Free Elective	3	MATH 425	3
DHUM Specialization Course	3	DHUM Specialization Course	3
Traditional Humanities Course	3	Traditional Humanities Course	3
Humanities Elective (300+)	3		
		18	15
		Year 4	
Semester 1	Credit Hours	Semester 2	Credit Hours
DHUM Specialization Course	3	DHUM Specialization Course	3
Capstone Elective I	3	Capstone Elective II	3
Free Elective	3	I PRO Elective II	3
Social Sciences Elective (300+)	3	Humanities Elective	3
Free Elective	3	Free Elective	3
		15	15
Total Credit Hours: 126			

Digital Humanities Specializations and Minors

The digital humanities program incorporates specializations in interdisciplinary subject areas including information architecture, policy and ethics, and science and technology studies. Digital humanities majors complete five courses in one of these areas as part of their degree requirements. These specializations are also available as minors to students in other programs. These specializations provide opportunities for in-depth interdisciplinary study of topical areas. A detailed description for each specialization with a listing of course requirements is included below.

Game Studies and Design

The specialization in game studies and design provides students with theoretical, historical, and applied knowledge in the production and study of games. The specialization is relevant to students interested in pursuing careers in and around the games industry and is also relevant for those interested in careers in experience and interaction design, human computer interaction, and related areas.

Code	Title	Credit Hours
GSAD Foundations		(9)
HIST 373	History of Video Games	3
HUM 371	Fundamentals of Game Design	3
HUM 372	Interactive Storytelling	3
Technical Proficiency		(3)
Select a minimum of one course. Additional courses recommended.		3
CS 331	Data Structures and Algorithms	3
CS 411	Computer Graphics	3
CS 425	Database Organization	3
CS 442	Mobile Applications Development	3
CS 481	Artificial Intelligence Language Understanding	3
Theoretical Proficiency		(3)
Select a minimum of one course from the following:		3
PSYC 312	Human Motivation and Emotion	3
PSYC 423	Learning Theory	3
PSYC 426	Cognitive Science	3
Total Credit Hours		15

Information Architecture

The information architecture specialization prepares students with a rich historical, theoretical, and practical foundation in technology and humanities for careers in web design/development, user experience and interface design, and other digital communications careers.

Code	Title	Credit Hours
COM 421	Technical Communication	3
or COM 428	Verbal and Visual Communication	
Select two of the following (only one can be a COM 380):		6
COM 525	User Experience Research and Evaluation	3
COM 528	Document Design	3
COM 529	Technical Editing	3
COM 380/580	Topics in Communication	3
Select two of the following (only one can be a COM 380):		6
COM 541	Information Structure and Retrieval	3
COM 542	Knowledge Management	3
COM 543		3
COM 380/580	Topics in Communication	3
Total Credit Hours		15

Policy and Ethics

Students in the policy and ethics specialization study and analyze ethical and policy concerns in a variety of areas such as technology, urban and global development, and media. Policy and ethics is particularly relevant for students with an interest in public policy, nonprofit management, philosophy, law, and related fields.

Code	Title	Credit Hours
Philosophy		(3)
Select at least one course from the following:		3
PHIL 301	Ancient Philosophy	3
PHIL 302	Origins of Modern Philosophy	3
PHIL 305	Twentieth Century Philosophy	3
PHIL 311	Great Philosophers	3
PHIL 332	Political Philosophy	3
PHIL 333	Social Philosophy	3
Applied Ethics		(3)
Select at least one course from the following:		3
COM 377	Communication Law and Ethics	3
PHIL 351	Science and Values	3
PHIL 370	Engineering Ethics	3
PHIL 371	Ethics in Architecture	3
PHIL 373	Business Ethics	3
PHIL 374	Ethics in Computer Science	3
Policy Fundamentals		(3)
Select one course from the following:		3
PS 306	Politics and Public Policy	3
PS 313	Comparative Public Policy	3
PS 408	Methods of Policy Analysis	3
Specialized Policy Courses		(6)
Select two courses from the following: ¹		6
PS 338	Energy Policy	3
SSCI 354	Urban Policy	3
SSCI 380	International Development	3
Total Credit Hours		15

¹ Additional courses may apply to this area, with adviser approval.

Science and Technology Studies

Science and technology studies teaches students theories of techno-social growth and development through case studies of large technological systems. It trains students to analyze the ways in which technological growth re-engineers social relationships and how social relationships are in turn written into technological systems. Students with an interest in STS will find themselves well placed to thoughtfully and productively engage in a variety of areas that require a deep understanding of the interaction of large-scale technical and social systems. The knowledge and critical thinking skills learned in the STS subdiscipline can be deployed in public policy, journalism, academic or health administration, technical writing, and more. Note: Additional COM 380, HUM 380, and HIST 380 courses may also be approved depending on course content. 15 credit hours is required for this specialization.

Code	Title	Credit Hours
STS Foundation		(3)
Select one course from the following:		3
HUM 354	Science and Technology Studies	3
PS 332	Politics of Science and Technology	3
STS Methods		(3)
Select a minimum of one course from the following:		3
COM 380	Topics in Communication	3
PHIL 350	Science and Method	3

SSCI 225	Introduction to Geographic Information Systems	3
SSCI 325	Intermediate Geographic Information Systems	3
STS Topics		(6)
Select a minimum of two courses from the following:		6
COM 372	Mass Media and Society	3
COM 377	Communication Law and Ethics	3
HIST 373	History of Video Games	3
HIST 374	Disasters!	3
HIST 375	History of Computing	3
HIST 383	Technology in History: 1850 to Present	3
HUM 380	Topics in Humanities	3
PHIL 341	Philosophy of Science	3
PHIL 351	Science and Values	3
PHIL 374	Ethics in Computer Science	3
PS 332	Politics of Science and Technology	3
SOC 301	The Social Dimension of Science	3
SSCI 378	Innovation Policy	3

Traditional Humanities Specializations

History

Choose a minimum of nine credit hours from any 300-level or higher HIST course.

Linguistics

Code	Title	Credit Hours
Select a minimum of nine credit hours from the following: ¹		9
COM 301	Introduction to Linguistics	3
COM 306	World Englishes	3
COM 308	Structure of Modern English	3
COM 309	History of the English Language	3
COM 310	The Human Voice: Description, Analysis and Application	3
COM 315	Discourse Analysis	3
COM 435	Intercultural Communication	3

¹ Other courses such as COM 380 Topics in Communication may be used toward the specialization, depending on the topic.

Literature

Choose a minimum of nine credit hours from any 300-level or higher LIT course.

Philosophy

Choose a minimum of nine credit hours from any 300-level or higher PHIL course.