Course Type	Course Code	Name of the Course	L	T	P	Credits
DC	NHSC501	Introduction to Digital Humanities	3	1	0	4

Course Objective

- Encompass a diverse range of perceptions of digital humanities and its various concepts, processes and the collaborative nature.
- Familiarize students with various digital humanities data, methods and tools and their critical making before selecting the most appropriate techniques for making digital humanities projects.

Learning Outcomes

Upon successful completion of this course, the students will be

- familiar with relevant concepts, methods and tools concerning the field of digital humanities.
- gained insights about various advantages and limitations of the digital tools and methods
- able to choose appropriate methods and tools for digital humanities projects.

Unit No.	Topics to be Covered	Lecture Hours	Learning Outcome
1.	**Introduction to the Course**: Course overview, Computational Methods and Humanities, History of Humanities and Computing	3L +1T	Introduce the students about DH, its historical, conceptual and technological background
2.	**Humanistic Theory and Criticism:** The lacuna between traditional humanities and digital humanities	3L+1T	Students would learn various theoretical gap and critical questions between traditional humanities and digital humanities
3.	**Algorithm, Data, Databases and Metadata**: Critical understanding of and practical issues related to algorithm, data, database and metadata from the humanities and social sciences perspective	4L+1T	Students would learn the concept and theoretical understanding of algorithm, data, databases, and metadata
4.	**Digital Archives:** Theoretical comprehension and practical issues in creating various digital archives. This section includes case studies and introduction to digital archive methods and tools	4L+1T	Students would learn hands-on technology of archiving and study a project
5.	**Text Mining:** Theoretical comprehension of text mining within the context of the humanities and social sciences	3L+1T	This helps the students to analyze the treatment of text as data and its manipulation, along with exploring textuality, through hands-on technology employing computational methods and tools
6.	**Text and Technology :** Case studies and exploration of text mining tools such as Voyant, Ngram and other applications	3 L+2T	This section is the continuation of the previous one and it enables the students to visualize the future of text in the era of technology

7.	**Mapping:** Understanding the use of mapping methods and tools to capture changes, analyze, visualize and disseminate geographic data. This section includes case studies and introduction to mapping software and tools	4 L+2T	Students would gain knowledge on how to incorporate, modify, and visualize geospatial data using mapping tools, while also understanding their limitations. This part helps the students to learn about tools for cartographic intervention and visualize the problem
8.	**Network analysis:** Theoretical and practical application of network visualizations to reveal hidden and complex patterns and structures in textual sources that may not be apparent through traditional methods of analysis. This section includes case studies and introduction to network analysis software and tools	4 L+2T	Students would learn network analysis to decode data structure related to humanities and allied fields
9.	**Data visualization:** Critical understanding of the use of data visualization methods and tools to uncover insights and make meaningful connections	4L+2T	Students would learn data visualization for humanities and social sciences and hands-on practices on several web-based hands-on tools for visualizing humanities and social sciences data
10.	**Digital Storytelling:** Understanding and studying various digital storytelling methods and the use of digital elements to convey the narratives	4L+1T	Students would gain knowledge in the advantages and disadvantages in digital storytelling
11.	Project and Presentation	6L	Here students would learn to do capstone project
	Total	**42L + 14T**	

Text Books:

1. Schreibman, et al. editors. *A Companion to Digital Humanities*. Blackwell, 2004.
2. McCarty, Willard. *Humanities Computing*. Palgrave, 2005.
3. Burdick, Anne et al. editors. *Digital_*Humanities. MIT Press, 2012.
4. Matthew K. Gold, editor. *Debates in the Digital Humanities*, University of Minnesota Press., 2013.

Reference Books:

1. Dodd, Maya and Nidhi Kalra, editors. *Exploring Digital Humanities in India*. Routledge, 2020.
2. Fiormonte, Domenico, et al. editors. *Global Debates in the Digital Humanities*. University of Minnesota Press, 2022.

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