

Cover Sheet: Request 12355

DIG4XXX Digital Tools for Arts and Humanities

Info

Process	Course New Ugrad/Pro
Status	Pending at PV - University Curriculum Committee (UCC)
Submitter	Phillip Klepacki pklepacki@arts.ufl.edu
Created	2/23/2018 10:05:37 AM
Updated	3/23/2018 3:58:13 PM
Description of request	The study of digital applications, games, tools, and social networks to enhance research in the arts & humanities. The course examines and expands on current theoretical discussions, applications, and methodologies. An interdisciplinary group project will further engage students in collaborative research and offer hands-on experience with digital tools.

Actions

Step	Status	Group	User	Comment	Updated
Department	Approved	CFA - Digital Worlds 015851001	James Oliverio		2/23/2018
DIG6837C Digital Tools for Arts and Humanities.pdf					2/23/2018
College	Recycled	CFA - College of Fine Arts	Jennifer Setlow	Please make the following corrections to both syllabi as appropriate: form states that being a DAR major is a prerequisite, syllabus states that there are no prerequisites. Which is correct? Please provide more clarity around the participation grade, either in the form of a rubric or an explanation of how participation will be evaluated. Under "Make-up Policy", please remove reference to registering with the Dean of Students' office, as the correct information regarding registration with the DRC is provided later in the syllabus. Also under that same section, please remove item number one, as this is counter to UF's policy (thank you for referencing the policy). Please check all hyperlinks to ensure that they are functional, as at least the ones pointing to the Dean of Students' office are old and no longer work.	3/9/2018
No document changes					
Department	Approved	CFA - Digital Worlds 015851001	James Oliverio		3/23/2018
DIG 4XXX - Digital Tools for Arts and Humanities (revised).docx					3/23/2018
College	Approved	CFA - College of Fine Arts	Jennifer Setlow		3/23/2018
No document changes					

Step	Status	Group	User	Comment	Updated
University Curriculum Committee	Pending	PV - University Curriculum Committee (UCC)			3/23/2018
No document changes					
Statewide Course Numbering System					
No document changes					
Office of the Registrar					
No document changes					
Student Academic Support System					
No document changes					
Catalog					
No document changes					
College Notified					
No document changes					

Course|New for request 12355

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Request: DIG4XXX Digital Tools for Arts and Humanities

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Submitter: Phillip Klepacki pklepacki@arts.ufl.edu

Created: 3/23/2018 8:09:48 AM

Form version: 3

Responses

Recommended Prefix DIG

Course Level 4

Number XXX

Category of Instruction Joint (Ugrad/Grad)

Lab Code C

Course Title Digital Tools for Arts and Humanities

Transcript Title DIG TOOLS ARTS/HUM

Degree Type Baccalaureate

Delivery Method(s) On-Campus, Online

Co-Listing Yes

Co-Listing Explanation The undergraduate weekly projects require only the submission of the project (deliverable), for instance the website, or screenshots of their processed dataset. The students of the graduate section are required to submit written reports detailing the concept of their project, their process, explaining the dataset selection, and discussing their results preferably with bibliographical references.

Also for the undergraduate weekly projects, the students are not expected to develop a long project, or utilize a large dataset, as the graduates are required to do.

Effective Term Earliest Available

Effective Year Earliest Available

Rotating Topic? No

Repeatable Credit? No

Amount of Credit 3

S/U Only? No

Contact Type Regularly Scheduled

Weekly Contact Hours 3

Course Description The study of digital applications, games, tools, and social networks to enhance research in the arts & humanities. The course examines and expands on current theoretical discussions, applications, and methodologies. An interdisciplinary group project will further engage students in collaborative research and offer hands-on experience with digital tools.

Prerequisites None

Co-requisites None

Rationale and Placement in Curriculum "This course is set as an elective. It does not relate directly to the major of Digital Arts and Sciences. As the program is interdisciplinary in its nature, the students during their coursework work on projects that range from game design to 3D animations for educational to scientific or entertainment purposes. Therefore, a course such as this enhances their comprehension of collaborative work, which is a prerequisite for their academic success and future employment.

Additionally, the students acquire a more complete apprehension of Humanities fields and their intersections with the Arts, thus enhancing their creativity and critical thinking. "

Course Objectives "1. Understand the terms digital and computational in many contexts.
2. Understand how interdisciplinary projects are designed and how they work.
3. Work on the enhancement of arts and humanities via computational and digital tools.
4. Find and apply concepts of Humanities on digital media and computer applications.
5. Produce a collaborative, interdisciplinary project that will bring together students from the digital sciences, the arts, and the humanities."

Course Textbook(s) and/or Other Assigned Reading J. Drucker et al. 2013. Introduction to Digital Humanities. (available online) (optional)

Weekly Schedule of Topics "Week 1: Introduction to the Humanities

Week 2: Human-centric computing and Humanities Computing

Week 3: Introduction and Definitions of Digital Humanities

Week 4: Textual analysis, author attribution, pattern analysis

Week 5: Text Visualization Week 6: Stylometric analysis

Week 7: Term project draft

Week 8: Xml

Week 9: Xml visualization

Week 10: html

Week 11: Google API-Interactive maps

Week 12: 3D scanning and printing

Week 13: Guest Lectures

Week 14: Final Project Submission and presentations

Week 15: Final Project presentations"

Links and Policies All links and policies required by UF are included on the course syllabus

Grading Scheme Weekly Projects

40 points/40% of grade

Attendance and Participation

25 points/25% of grade

Final Project

35 points/35% of grade

"The weekly projects focus on the weekly class discussions, readings, and/or programming assignments. They are meant to: 1. Showcase that the students comprehend the topic at hand. 2. Encourage the students to apply the topics and tools on their area of interest. The students may select their own dataset so as to enhance their creativity and also present in the class the variegated applicability of each tool. 3. The students are required to give a 3-minute presentation of their work in class. Online students are required to upload a 3-minute video of their presentation on CANVAS.

For their final project the students need to work collaboratively and are highly encouraged to work with classmates from other disciplines. The project needs to showcase usage of the tools presented in class or others that relate to our areas of research (text- or image-based tools). The students have to formally present their work on our last week on classes. "

Instructor(s) Dr. Eleni Bozia

DIGITAL TOOLS FOR THE ARTS AND HUMANITIES

COURSE NUMBER: DIG 4905	CREDIT HOURS: 3
SEMESTER/YEAR: SPRING 2018	CLASS LOCATION: NRG 0120
	CLASS MEETING TIME(S): M 4 TH PERIOD-W 4 TH -5 TH PERIODS
INSTRUCTOR: Eleni Bozia	OFFICE LOCATION/HOURS: DAUER HALL 137/ MONDAY 5 TH -6 TH
	CONTACT EMAIL: BOZIA@UFL.EDU
CONTACT PHONE: (352) 273-3694	COURSE WEBSITE: PLAZA.UFL.EDU/BOZIA

COURSE DESCRIPTION

This course focuses on the study of digital humanities applications, projects, and tools and the way they enhance traditional research in the Arts, the Humanities, and other disciplines through collaborative research. The course first examines and expands on current theoretical discussions on traditional Humanities and Arts and then explores their intersections with human-centric computing. Then the course exposes the students to the two major types of Digital Humanities areas, namely texts and objects.

During the first two weeks, we discuss and define Humanities, Digital Humanities, and Human-centric computing. Having established a background, we then proceed to explore text-, and image-based tools and projects. More specifically, we work with visualization tools, Treebank annotation, using the Arethusa framework, 3D digitization, stylo, xml, html, and open software development APIs, such as Google maps. The presentation and use of the above tools takes place against the backdrop of artistic and humanistic needs, all the while showcasing the wide applicability of collaborative research. Finally, an interdisciplinary group project engages the students in collaborative research and offer hands-on experience with contemporary digital tools.

PREREQUISITE KNOWLEDGE AND SKILLS

There are NO prerequisites for this course.

PURPOSE OF COURSE

The purpose of the course is to expose students of different fields to the interdisciplinary research by introducing the importance of digital tools for enhanced study and research in the Humanities and the Arts, as well as the significance of understanding Digital Humanities concepts and how they affect the design of games and computational tools. The course will implement collaboration between digital scientists, artists, and humanists

COURSE GOALS AND/OR OBJECTIVES:

1. Understand the term digital and computational in many contexts.

DIG4905 – DIGITAL TOOLS FOR THE ARTS AND HUMANITIES

2. Understand how interdisciplinary projects are designed and how they work.
3. Work on the enhancement of Arts and Humanities via computational and digital tools.
4. Find and apply concepts of Humanities on digital media and computer applications.
5. Produce a collaborative, interdisciplinary project that will bring together students from the digital sciences, the Arts, and the Humanities.

COURSE SCHEDULE:

DAILY PREPARATION OF THE ASSIGNED MATERIAL IS REQUIRED AND NECESSARY. THIS WILL ALSO HELP YOU SUCCEED IN YOUR PROJECTS.

WEEKLY PROJECTS

FINAL PROJECT (DUE APRIL 18TH)

FINAL PRESENTATIONS (APRIL 23RD-25TH)

Week	Topic	Assignments/Quizzes
1	Introduction to the Humanities	Project 1
2	Human-centric computing and Humanities Computing	Project 2
3	Introduction and Definitions of Digital Humanities	Project 3
4	Textual analysis, author attribution, pattern analysis	Project 4
5	Text Visualization	Project 5
6	Stylometric analysis	Project 6
7	Term project draft	Final Project Draft
8	Xml	Project 7
9	Xml visualization	Project 8
10	html	Project 9
11	Google API-Interactive maps	Project 10
12	3D scanning and printing	Project 11
13	Guest Lectures	
14	Final Project Submission and presentations	Final Project
15	Final Project presentations	

REQUIRED TEXTBOOKS AND SOFTWARE:

1. J. Drucker et al. 2013. Introduction to Digital Humanities. (available online) (optional)

COURSE FEES:

Material and supply fees are assessed for certain courses to offset the cost of materials or supply items consumed in the course of instruction. A list of [approved courses and fees](#) is published in the Schedule of Courses each semester. (UF-3.0374 Regulations of the University of Florida)

Material and supply and equipment use fee information is available from the academic departments or from the schedule of courses (Florida Statutes 1009.24). The course fee for this class is \$31.00

EVALUATION OF GRADES

- Weekly projects focus on discussing the concepts and utilizing the tools that we learn in class. The students can select their own datasets according to their personal area of interest.
- Attendance is taken daily. Please, consult the section on excused absences and make-up policy.
- The variety of material that we cover requires active participation and engagement. The students are required to have a laptop/tablet or another comparable device on which they can install software. During the class meetings, the students also need to work on the tools with a sample dataset. This way they can identify problems with the installation, or other conceptual issues that we can discuss and resolve in class. Ultimately this type of engagement enhances their learning experience and improves their performance in the weekly projects.
- Regarding the final project, students are required to develop a collaborative project, preferably working with colleagues from other disciplines. The final project has two components: 1. The deliverable results/project 2. A report on their research question, the general methodology, the specific methods applied, and a discussion of the results.

Assignment	Total Points	Percentage of Grade
Weekly Projects	40	40%
Attendance and Participation	25	25%
Final Project	35	35%

GRADING SCALE:

Letter Grade	% Equivalency	GPA Equivalency
A	94 – 100%	4.0
A-	90 – 93%	3.67
B+	87 – 89%	3.33
B	84 – 86%	3.00
B-	80 – 83%	2.67
C+	77 – 79%	2.33
C	74 – 76%	2.00
C-	70 – 73%	1.67
D+	67 – 69%	1.33
D	64 – 66%	1.00
D-	60 – 63%	.67
E, I, NG, S- U, WF		0.00

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More information on grades and grading policies is here:

<https://catalog.ufl.edu/ugrad/current/regulations/info/grades.aspx>

COURSE POLICIES:

ATTENDANCE / PARTICIPATION

Students are expected to attend class and participate in class discussions and projects and complete peer reviews of projects throughout the semester.

MAKE-UP POLICY

Requirements for class attendance and make-up exams, assignments, and other work in this course are consistent with university policies that can be found at:

<https://catalog.ufl.edu/ugrad/current/regulations/info/attendance.aspx>

COURSE TECHNOLOGY

The students will be required to have access to, and use a personal computer with the access to the Internet. Word editing software will be required for written assignments.

COURSE COMMUNICATIONS

Students can communicate directly with the Instructor regarding the course material through the course management system (CANVAS), via e-mail, or during office hours.

VIDEO LECTURE CAPTURE

High-quality video lecture capture of this course is available only for enrolled students. These video captures are edited and posted within 24-48 hours of the class meeting for the benefit of the Your Own Time [YOT] students and to offer the potential for review by on-campus and Real Time [RT] on-line students. For the on-campus and RT students, watching lectures in lieu of attending and participating in class is NOT acceptable. Your Instructor may provide you with this semester's login information during the first week of class. It is not permissible to share or distribute video login information to anyone other than officially enrolled students of this course. Lecture videos can be found at

<https://vimeo.com/digitalworlds>.

UF POLICIES:

UNIVERSITY HONESTY POLICY

UF students are bound by The Honor Pledge that states, "We, the members of the University of Florida community, pledge to hold ourselves and our peers to the highest standards of honor and integrity by abiding by the Honor Code. On all work submitted for credit by students at the University of Florida, the following pledge is either required or implied: "On my honor, I have neither given nor received unauthorized aid in doing this assignment." The Honor Code (<https://catalog.ufl.edu/ugrad/1617/advising/info/student-honor-code.aspx>) specifies a number of

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behaviors that are in violation of this code and the possible sanctions. Furthermore, you are obligated to report any condition that facilitates academic misconduct to appropriate personnel. If you have any questions or concerns, please consult with the instructor or TAs in this class.

CLASS DEMEANOR

Students are expected to arrive to class on time and behave in a manner that is respectful to the instructor and to fellow students. Please, avoid the use of cell phones.

STUDENTS REQUIRING ACCOMMODATIONS

Students with disabilities requesting accommodations should first register with the Disability Resource Center (352-392-8565, <https://drc.dso.ufl.edu/>) by providing appropriate documentation. Once registered, students will receive an accommodation letter, which must be presented to the instructor when requesting accommodation. Students with disabilities should follow this procedure as early as possible in the semester.

NETIQUETTE COMMUNICATION COURTESY

All members of the class are expected to follow rules of common courtesy in all email messages, threaded discussions and chats, more information can be found at: <http://teach.ufl.edu/wp-content/uploads/2012/08/NetiquetteGuideforOnlineCourses.pdf>

ONLINE COURSE EVALUATIONS

Students are expected to provide feedback on the quality of instruction in this course by completing online evaluations at <https://evaluations.ufl.edu>. Evaluations are typically open during the last two or three weeks of the semester, but students will be given specific times when they are open. Summary results of these assessments are available to students at <https://evaluations.ufl.edu/results/>.

CAMPUS RESOURCES

HEALTH AND WELLNESS

U Matter, We Care

If you or a friend is in distress, please contact umatter@ufl.edu or 352 392- 1575 so that a team member can reach out to the student.

Counseling and Wellness Center

<https://counseling.ufl.edu/>, 392-1575; and the University Police Department: 392-1111 or 9-1-1 for emergencies.

Sexual Assault Recovery Services (SARS)

Student Health Care Center, 392-1161.

University Police Department, 392-1111 (or 9-1-1 for emergencies). <http://www.police.ufl.edu/>

ACADEMIC RESOURCES

E-learning technical support, 352-392-4357 (select option 2) or e-mail to Learning-support@ufl.edu. <http://helpdesk.ufl.edu/>.

Career Resource Center, Reitz Union, 392-1601. Career assistance and counseling.

<http://www.crc.ufl.edu/>

Library Support, <http://cms.uflib.ufl.edu/ask>. Various ways to receive assistance with respect to using the libraries or finding resources.

Teaching Center, Broward Hall, 392-2010 or 392-6420. General study skills and tutoring.

<http://teachingcenter.ufl.edu/>

Writing Studio, 302 Tigert Hall, 846-1138. Help brainstorming, formatting, and writing papers.

<http://writing.ufl.edu/writing-studio/>

On-Line Students Complaints:

<http://www.distance.ufl.edu/student-complaint-process>

DIGITAL TOOLS FOR THE ARTS AND HUMANITIES

DIG6837C (07F3)– For all in-campus graduate students

CLA6905 (27F8) - For Classics distance students ONLY

DIGITAL TOOLS FOR THE ARTS AND HUMANITIES

COURSE NUMBER: DIG 6837	CREDIT HOURS: 3
SEMESTER/YEAR: SPRING 2018	CLASS LOCATION: NRG 0120
	CLASS MEETING TIME(S): M 4 TH PERIOD-W 4 TH -5 TH PERIODS
INSTRUCTOR: Eleni Bozia	OFFICE LOCATION/HOURS: DAUER HALL 137/ MONDAY 5TH-6TH
	CONTACT EMAIL: BOZIA@UFL.EDU
CONTACT PHONE: (352) 273-3694	COURSE WEBSITE: PLAZA.UFL.EDU/BOZIA

COURSE DESCRIPTION

This course will focus on the study of digital humanities applications, games, tools, and social networks and the way they enhance traditional research in the humanities and the arts. The course will examine and expand on current theoretical discussions, presentation of applications, tools, and games. Finally, an interdisciplinary group project will engage the students into collaborative research and offer hands-on experience on contemporary digital tools.

During the first two weeks, we will discuss and define Humanities, Digital Humanities, and Human-centric computing. Having established a background, we will proceed to explore text-, image-, and audio-based tools and projects. Furthermore, we will work with visualization tools, Treebank annotation, using the Arethusa framework, 3D digitization, stylo, xml, html, and open software development APIs, such as Google maps.

PREREQUISITE KNOWLEDGE AND SKILLS

There are NO prerequisites for this course.

PURPOSE OF COURSE

The purpose of the course is to expose students of different fields to the interdisciplinary research by introducing the importance of digital tools for enhanced study and research in the humanities and the arts, as well as the significance of understanding digital humanities concepts and how they affect the design of games and computational tools. The course will implement collaboration between digital scientists, artists, and humanists

COURSE GOALS AND/OR OBJECTIVES:

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2. Understand how interdisciplinary projects are designed and how they work.

DIGITAL TOOLS FOR THE ARTS AND HUMANITIES

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3. Work on the enhancement of arts and humanities via computational and digital tools.
4. Find and apply concepts of Humanities on digital media and computer applications.
5. Produce a collaborative, interdisciplinary project that will bring together students from the digital sciences, the arts, and the humanities.

COURSE SCHEDULE:

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6	Stylometric analysis	Project 6-Report
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8	Xml	Project 7-Report
9	Xml visualization	Project 8-Report
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REQUIRED TEXTBOOKS AND SOFTWARE:

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COURSE FEES:

DIGITAL TOOLS FOR THE ARTS AND HUMANITIES

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MAKE-UP POLICY

- 1. There will be no make-up work except in extraordinary and documented cases.*
- 2. Students requesting classroom accommodation must first register with the Dean of Students Office. The Dean of Students Office will provide documentation to the student who must then provide this documentation to the Instructor when requesting accommodation.*

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the following pledge is either required or implied: “On my honor, I have neither given nor received unauthorized aid in doing this assignment.” The Honor Code (<https://www.dso.ufl.edu/sccr/process/student-conducthonor-code/>) specifies a number of behaviors that are in violation of this code and the possible sanctions. Furthermore, you are obligated to report any condition that facilitates academic misconduct to appropriate personnel. If you have any questions or concerns, please consult with the instructor or TAs in this class.

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Career Resource Center, Reitz Union, 392-1601. Career assistance and counseling.

<http://www.crc.ufl.edu/>

Library Support, <http://cms.uflib.ufl.edu/ask>. Various ways to receive assistance with respect to using the libraries or finding resources.

Teaching Center, Broward Hall, 392-2010 or 392-6420. General study skills and tutoring.

<http://teachingcenter.ufl.edu/>

Writing Studio, 302 Tigert Hall, 846-1138. Help brainstorming, formatting, and writing papers.

<http://writing.ufl.edu/writing-studio/>

Student Complaints Campus:

https://www.dso.ufl.edu/documents/UF_Complaints_policy.pdf

On-Line Students Complaints:

<http://www.distance.ufl.edu/student-complaint-process>

DIGITAL TOOLS FOR THE ARTS AND HUMANITIES

DIG6837C (07F3)– For all in-campus graduate students

CLA6905 (27F8) - For Classics distance students ONLY

Disclaimer: This syllabus represents the instructor's current plans and objectives. As we go through the semester, those plans may need to change to enhance the class learning opportunity. Such changes will be communicated clearly during class time.