

Digital Arts & Humanities

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Program Director

Digital Arts and Humanities (DAsH) is an interdisciplinary minor that brings humanistic and social scientific studies into the digital age, applying multimedia tools to our inquiries. The DAsH Minor teaches data retrieval, analysis, and visualization skills as well as digital-media production that bolster training in the humanities and social sciences.

Irrespective of their Major, all DAsH Minors should be aware of certain core values and competencies and be able to:

- Graduate with competency in data retrieval, analysis, and visualization;
- Produce and edit digital media products;
- Perform data mining and -management techniques through course assignments and research projects (this includes archival research, data and text mining, and metadata production);
- Demonstrate analytical and quantitative abilities through class assignments, including large-corpus analysis, internet content management and analysis, and digital analysis in a variety of programs;
- Execute data mining, management, and data analysis through hands-on experience in a number of software and web-based programs;
- Use data visualization technologies to develop new methodological and conceptual approaches;
- Critically interpret and evaluate all tools, methods, and products of DAsH study.

15 credits including DASH 200 Introduction to Digital Humanities to be completed. Of the 15 credits, 12 can be comprised of other “electives” listed below.

Students must take the following to Minor in DAsH:

Students must take four (4) additional electives to Minor in DAsH. Students must take courses in at least three departments. Overall, the student will be expected—overseen by their advisor—to maintain a balance in their studies, aiming to take two courses in the Humanities and two courses in the Social Sciences. The DASH 200 course may count towards this expectation, counting as humanities or social science course according to the discipline of the faculty member teaching the course:

ART 212	Art of Digital Photography	3
ART 213	Digital Drawing	3
ART 214	Introduction to Graphic Design	3
ART 380	Digital Video Art: Editing and Production	3
COMM 101	Introduction to Communication and Media	3
COMM 201	Ethics in Communication & Media	3
COMM 209	Introduction to Journalism	3
COMM 222	Introduction to Story and Post-Production	3

COMM 225	Introduction to Sports Media	3
COMM 271	Transnational Communication & Media	3
COMM 304	Digital Storytelling	3
COMM 305	Digital Print Design	3
COMM 306	Web Design	3
COMM 317	Audio Production	3
COMM 340	Media Criticism	3
COMM 371	Intercultural Communication	3
ENGL 335	Victorian Media	3
HIST 304	Europe in the Middle Ages	3
HIST 387	New York City and the American Urban Experience	3
MUSC 390	Digital Audio Recording and Editing	3
PSYC 214	Statistics and Research Methods I	3
PSYC 314	Statistics and Research Methods II	3
RELS 372	Religion and Science	3
RELS 376	Religion and the Media	3
SOC 217	Visual Anthropology	3
SOC 250	Introduction to GIS	3
SOC 303	Urban Planning	3
SOC 307	Research Methods	3
MGMT 430	Business, Government, and Society <small>only when taught by Dr. Edy Moulton-Tetlock</small>	3
ECON 204	Macroeconomics	3
ECON 305	Money and Banking	3
ECON 332	Introduction to Environmental Economics	3
ECON 334	International Economics	3
ECON 403	Seminar in Monetary Theory and Policy	3
ECON 412	Economic Growth and Development	3
ECON 432	Applied Environmental Economics	3
ART 406	Virtual Venice	3
ART 307	3D Design, Modeling and Visualization	3
ART 134	The Culture of Games	3
ART 309	Animation	3
MUSC 380	History of Sound Recording & Audio Technology	3