ΠΕΡΙΓΡΑΜΜΑ ΜΑΘΗΜΑΤΟΣ (Course Syllabus)

1. General

School	**School of Humanities and Social Sciences**
Department	Department of Culture, Creative Media and Industries
Study Level	Undergraduate
Course code	EP282 · **Semester** 2
Course Title	Digital Humanities: Concepts and Practices

Autonomous Teaching Activities	Weekly Teaching Hours	Credits
Lectures and Tutorials	4	6

Course Type *Υποβάθρου , Γενικών Γνώσεων, Επιστημονικής Περιοχής, Ανάπτυξης Δεξιοτήτων*	Scientific area, Skills Development
Prerequisites:	No
Course teaching and evaluation language:	Greek, good knowledge of English for bibliographic use
The course is offered to Erasmus incoming students	
Course Page (URL)	

2. Learning Outcomes

Learning Outcomes

Describe the learning outcomes of the course, the specific knowledge, skills and abilities students will acquire upon successful completion of the course of the appropriate level.

Upon successful completion of the course students will be able to:

• Perceive the changes in the Humanities during the transition to the digital era.
• Understand basic terms and concepts of Digital Humanities.
• Read critically and analyze Digital Humanities projects.
• Acquire knowledge of research practices in a digital environment.
• Familiarize themselves with basic research practices in digital environment.

General Skills

Taking into account the general competencies that the graduate must have acquired (as listed in the Diploma Supplement and listed below), which one (s) does the course aim for?

Research, analyze and synthesize data and information, using the necessary technologies
Adaptation to new situations
Decision making
Independent work
Teamwork
Working in an international environment
Working in an interdisciplinary environment
Production of new research ideas Project design and management
Respect for diversity and multiculturalism
Respect for the natural environment
Demonstrate social, professional and ethical responsibility and gender sensitivity
Exercising criticism and self-criticism
Promoting free, creative and inductive thinking

The course aims at cultivating the following skills:

• Research, analyze and synthesize data and information, using the necessary technologies
• Adaptation to new situations
• Decision making

- Independent work
- Teamwork
- Production of new research ideas
- Project design and management
- Promoting free, creative, and inductive thinking
- Exercising criticism and self-criticism

3. Course Content

The laboratory course aims to familiarize students with the changes brought to the Humanities by the transition to the digital era. The workshop covers topics related to the shift from print to digital, as well as the transformation of research practices in a digital environment. Examples are provided, and works within the scope of Digital Humanities are critically analyzed. Additionally, fundamental terms related to the digital world and the internet are presented.

Content
1. Introduction: What are Digital Humanities.
2. Presentation and analysis of Digital Humanities projects.
3. From print to digital: the transition from books to digital projects.
4. Software and applications in Digital Humanities.
5. Key terms of the digital world (hardware vs software, interaction, interface, search engine).
6. The evolution of the Internet: From Web 1.0 to Web 2.0 and Web 3.0, semantic web, internet of things.
7. Open-source software and applications.
8. User experience: Human-Machine Interaction.
9. How Digital Humanities projects are created: new research and production practices.
10-12. Practical Exercises: Critical analysis of Digital Humanities projects.
13. Overview.

4. Instructive and Learning Methods - Evaluation

Delivery Method.	Delivered by physical presence	
Use of IT's in teaching and communication with students	- PowerPoint presentations - Support Learning Process via the e-class platform - Electronic communication with students - Digital platforms for museums and archives	
Teaching Structure *The methods of teaching are described in detail* *The student study hours for each learning activity are recorded as well as the non-instructional study hours so that the overall workload at semester level corresponds to ECTS standards.*	*Methods*	*Semester Work Load*
	Lectures	13
	In-class group activities	26
	Weakly activities/Team projects	50
	Autonomous study	61
	Course Total *(25 Hrs. Work Load per Credit Unit)*	150
Student Evaluation *Description of the evaluation procedure*	Formative Assessment: Participation with in-class tests 1. Written Examinations (40%) Short-answer questions 2. Assignment/Project (60%)	

	The evaluation criteria are explicitly mentioned during the first introductory lecture. They are also available, in the course description on the university's eclass asynchronous e-learning platform.

5. Recommended Readings

Advised Bibliography:

Harari, Yuval Noah, Homo Deus. A Brief History of Tomorrow, Αλεξάνδρεια 2017. (Greek Trnsl)

Floridi, Luciano. Εισαγωγή στη φιλοσοφία της πληροφορικής, Νήσος 2008
Κωδικός Βιβλίου στον Εύδοξο: 6296
Πατηνιώτης (επιμ), ΕΙΣΑΓΩΓΗ ΣΤΙΣ ΨΗΦΙΑΚΕΣ ΣΠΟΥΔΕΣ, Ροπή 2023 (β' εκδ)
Κωδικός Βιβλίου στον Εύδοξο: 122085455
Ρόμπιν Μάνσελ, Το διαδίκτυο στη φαντασία, Ροπή 2018. Κωδικός βιβλίου στον Εύδοξο 94692377
Καστέλς, Μάνιουελ Ο γαλαξίας του διαδικτύου, 2023 . Κωδικός Βιβλίου στον Εύδοξο: 122093176.

Journals:

- Digital Humanities Quarterly (DHQ)
  http://www.digitalhumanities.org/dhq/about/about.html

• Digital Scholarship in the Humanities (DSH) https://academic.oup.com/dsh

• Αυτόματον: Περιοδικό Ψηφιακών Μέσων και Πολιτισμού https://ejournals.epublishing.ekt.gr/index.php/automaton