

DHM: DIGITAL HUMANITIES & NEW MEDIA

College of Arts and Humanities

Courses

DHM 199. Transfer Credits. 1-10 Credits.

Transfer Credits.

Repeatable for Credit.

DHM 210. Introduction to Gaming. 3 Credits.

This course introduces students to Gaming by exploring the history and cultures of play within games. Through hands-on experience, students will critically explore the field by initiating processes of playing, making, and designing games.

Typically offered in Fall.

DHM 220. Foundations of Game Design & Development. 3 Credits.

This course provides students with foundational skills in designing and developing games using industry-standard game development software.

Pre / Co requisites: DHM 220 requires a prerequisite of DHM 210.

Typically offered in Spring.

DHM 260. Digital Storytelling. 3 Credits.

By engaging with digital stories from a range of cultural traditions, this course invites students to analyze and explore what it means to be human. Students as storytellers will create their own digital artifacts as citizens of the world.

Gen Ed Attribute: Humanities Distributive Requirement.

Distance education offering may be available.

Typically offered in Fall, Spring, Summer, Winter.

DHM 280. Introduction to Digital Humanities. 3 Credits.

This course is an introduction to new media, digital humanities, and computational approaches to the humanities, with a survey of theories, methodologies, and current critical practices.

Gen Ed Attribute: Interdisciplinary Requirement, Writing Emphasis.

Typically offered in Fall.

DHM 325. Digital Research Methods. 3 Credits.

This course introduces students to software tools and methodologies necessary for meaningful research in the humanities. Hands on instruction is provided, along with opportunities for independent and sustained research work.

Pre / Co requisites: DHM 325 requires a prerequisite or co-requisite of DHM 280 or instructor consent.

Gen Ed Attribute: Interdisciplinary Requirement.

Distance education offering may be available.

Typically offered in Spring.

DHM 405. Digital Humanities Practicum. 3 Credits.

This course provides students with practical experience using technology to work hands-on with active projects in the humanities. Students work with a project supervisor, on or off campus.

Consent: Permission of the Department required to add.

Typically offered in Fall, Spring & Summer.

Repeatable for Credit.