DHM: DIGITAL HUMANITIES & NEW MEDIA

Courses

DHM 199. Digital Humanities & New Media 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.

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.
DHM 220 Prerequisite: Successful completion of DHM 210 with minimum grade of D-.

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
Distance education offering may be available.

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: Digital Literacy Pathway, Interdisciplinary Requirement, Writing Emphasis (select both)

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.
DHM 325 Prerequisite or Corequisite: DHM 280 or permission of instructor.
Gen Ed Attribute: Interdisciplinary Requirement
Distance education offering may be available.

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.
Repeatable for credit.