DIGITAL HUMANITIES PROGRAM

Overview

717 Wayne Hall
Digital Humanities Program (https://www.wcupa.edu/arts-humanities/digitalHumanitiesNewMedia/default.aspx)
Andrew Famiglietti (afamiglietti@wcupa.edu), *Director*

Digital Humanities and New Media explores ways that technologies can inform, inspire, and enrich humanities research. Our classes help students connect the ubiquitous digital media we each encounter every day to our critical understanding of what it means to be human. We interrogate and create games, we build websites to share our research, we craft digital storytelling projects to connect with audiences, we tinker with code, we construct and populate databases, and we critically examine and harness social media, all in order to answer humanities research questions. Along the way, students build new skills and literacies, leaving DHM courses with transferable technical skills that extend well beyond the college classroom.

DHM faculty represent a variety of disciplines from across the campus, each emphasizing their own distinct expertise and strategies for thoughtful use of digital technologies to examine culture and creatively address contemporary problems.

Programs

Minor

- Digital Humanities and New Media (https://catalog.wcupa.edu/undergraduate/arts-humanities/digital-humanities-program/digital-humanities-new-media-minor/)

Policies

- See undergraduate admissions information. (https://catalog.wcupa.edu/general-information/admissions-enrollment/undergraduate-admissions/)
- See academic policies. (https://catalog.wcupa.edu/undergraduate/academic-policies-procedures/)

All undergraduate students are held to the academic policies and procedures outlined in the undergraduate catalog. Students are encouraged to review departmental handbooks for program tips, suggested course sequences, and explanations of procedures. When applicable, additional policies for specific department programs may be listed below.

Faculty

Professors

Mahmoud Amer (mamer@wcupa.edu) (2011)
B.A., Mutah University; M.A., University of Toledo; Ph.D., Indiana University of Pennsylvania

Megan L. Heckert (mheckert@wcupa.edu) (2014)
Graduate Coordinator, Geography and Planning
B.S., Brown University; M.A., Ph.D., Temple University

Jordan T. Schugar (jschugar@wcupa.edu) (2014)
Interim Associate Dean, College of Arts and Humanities
B.A., University of Colorado; M.A., Humboldt State University; Ph.D., University of Maryland

Eleanor F. Shevlin (eshevlin@wcupa.edu) (2001)
Graduate Coordinator
A.B., Georgetown University; M.A., Ph.D., University of Maryland

Janneken Smucker (jsmucker@wcupa.edu) (2012)
B.A., Goshen College; M.A., Ph.D., University of Nebraska

Julie B. Wiest (jwiest@wcupa.edu) (2013)
B.S., University of Tennessee; M.A., University of Georgia; Ph.D., University of Tennessee

Associate Professors

Laquana Cooke (lcooke2@wcupa.edu) (2016)
B.S., New Jersey Institute of Technology; B.A., Rutgers University; M.A., New York University; Ph.D., Rensselaer Polytechnic Institute

Randall Cream (rcream@wcupa.edu) (2011)
M.A., Radford University; Ph.D., University of Connecticut

Andrew Famiglietti (afamiglietti@wcupa.edu) (2016)
Director, Digital Humanities Program
B.A., M.A., SUNY Binghamton; Ph.D., Bowling Green State University

Courses

DHM

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.