The arts and humanities have taken a digital turn during the past decade, opening up new possibilities as well as problems for humanities scholars willing to dig in on new media and for coders willing to learn the parameters of humanities and history. In this course, we will see how scholars are using digital tools to produce and engage in arts and humanities scholarship with an emphasis on history, as well as attending to how this “digital turn” is changing the ways in which they are produced and consumed. The digital world is itself part of a long history of media and knowledge construction that we will examine. The course will be hands on, with the tools and theory necessary to “do” digital humanities introduced and used by all of us over the course of the semester.

Since this is a research seminar, the main assignment will be to create a scholarly quality work of digital humanities on a topic of the your choosing in consultation with the professor, peer reviewed by your colleagues in the class. The medium is up to you as long as it is digital. Past projects have become integral parts of students’ graduate research and some have resulted in publication in one form or another. Collaborative work is encouraged, with expectations tailored commensurate to the number of people involved. In addition, short informal weekly reactions to the material in the form of a blog will be due before class meetings. In addition we will experiment with collaborative note taking to provide a record of class meetings and project work.

Professor Rath is the Director of The Digital Arts and Humanities Initiative at UH and will be introducing the resources, opportunities, and support of the Initiative as part of the course. See [http://www.hawaii.edu/arthum/digital](http://www.hawaii.edu/arthum/digital) for more information on the Initiative.