



This specification provides a summary of the main features of the programme and the learning outcomes that a typical student might reasonably be expected to achieve and demonstrate if they take full advantage of the learning opportunities that are provided.

The content of our courses is reviewed annually to make sure it's up-to-date and relevant. Individual modules are occasionally updated or withdrawn. This is in response to discoveries through our world-leading research; funding changes; professional accreditation requirements; student or employer feedback; outcomes of reviews; and variations in staff or student numbers. In the event of any change we will inform students and take reasonable steps to minimise disruption.

Programme Details

1. Programme title	Data and Digital Humanities		
2. Award type	Master of Science		
3. Programme details	FHEQ Level: 7	Mode of Study: Full time Part time	Duration: 1 year 2 years
4. Faculty	Faculty of Arts and Humanities		
5. School	Owning: School of History, Philosophy and Digital Humanities		
6. Accrediting Professional or Statutory Body	None		
7. HECoS code <i>Select between one and three codes from the HECoS vocabulary.</i>	Code: 100370 Percentage: 100	Code: Percentage:	Code: Percentage:
<i>Programme code (internal use)</i>	HPHT045 (Full time) HPHT046 (Part time)		

9. Programme aims

The programme aims to:	
A1	Students will understand how and why data is created, represented and used in contemporary culture and heritage, with a focus on practical experience and employability across a range of sectors, including the creative industries, cultural heritage, information technology, academia and education.
A2	Introduce students to the technical, research, and design methodologies that are used in a range of industries and sectors for creating, implementing and communicating data and media.
A3	Give students the skills to design and manage digital projects in a range of industries and sectors, in terms of principles, procedures, methodologies, best practise and risks.
A4	Through optional modules, give students a more detailed, hands-on understanding of specific technologies, such as data analysis, 3D printing, AI, virtual reality, and social media analysis, as well as specific principles and methodologies, such as user-centred design, data documentation and data ethics.
A5	Provide students with work experience on real digital projects in order to apply their knowledge, skills and expertise in the media and communication sectors, the creative industries, and the cultural heritage sector.

10. Programme learning outcomes

Knowledge and understanding (K)	
On successful completion of the programme, students will be able to demonstrate knowledge and understanding of:	
K1	What cultural data is; what the different data types are; how it can be created (digitally); how it can be analysed; and how it can be communicated for different audiences.
K2	Appropriate methodologies for working with different types of cultural data: text, image, audio, video, and 3D; including an understanding of any issues associated with these methodologies.
K3	Product design and project management principles, methods, tools, and issues, specifically in relation to managing the development and delivery of a cultural data project.
K4	Applied knowledge and expertise in the principles, methods and technologies used in specific domains of cultural data: data analysis, 3D imaging and modelling, AI, social media analysis, user-centred design, data documentation and data ethics.
K5	Practical knowledge and experience of how the course's learning outcomes equip a person for a career in a range of industries and sectors concerned with cultural data.
Skills and other attributes (S)	
<i>When considering the skills and attributes developed in this programme, please refer to the Sheffield Graduate attributes (SGAs). SGAs can be found here</i>	
On successful completion of the programme, students will be able to:	
S1	Create or acquire different types of cultural data from primary sources using appropriate methods.

S2	Critically dissect and evaluate cultural data.
S3	Use a variety of tools, software, and computer equipment relating to cultural data management, analysis and communication.
S4	Use a variety of technical, research and design methods for creating, analysing and communicating cultural data.
S5	Plan and make decisions with respect to the design, development and delivery of digital projects.
S6	Undertake applied research into competing methods and approaches.
S7	Identify appropriate skills outside of the educational context and apply them to real-world work and employment settings.
S8	Analyse, reflect and learn from their own work (reflective practice).
S9	Apply skills in effective time management, including the ability to work productively alone.
S10	Work collaboratively within a group on a shared project or goal.
S11	Communicate more effectively, both orally and written to specialist and non-specialist audiences.
S12	Recognise and communicate their skills development and employability through the completion and maintenance of a multi-module supported MySkills portfolio.

11. Learning and teaching methods *(this should include a summary of methods used throughout the programme, including any unique features and should be written with a student focus as this information will display to current students and applicants i.e. prospectus)*

The tutors on the programme are subject specialists from the Digital Humanities Institute within the School of History, Philosophy, and Digital Humanities.

Learning and teaching methods reflect the specific learning outcomes of each module, and normally consist of weekly seminars and workshops (two hours for the 30 credit modules; one hour for the 15 credit modules). These can consist of a combination of lectures by the tutor, practical work (solo and group; often using computers or other devices), short presentations by groups of students (prepared during or in advance of the class), classroom discussions, and e-learning.

This is supported by tutorial meetings for individual, private consultation with students who wish to discuss their work, presentations and general progress.

Independent learning is an important aspect of the programme, requiring both solo and group-based work. Seminars and workshops will have assigned reading and group tasks as preparatory work, with additional resources to support independent learning available on Blackboard.

All students will undertake the core module **Work Experience in Digital Humanities, Culture and Heritage**. This module will involve working on a specific real-world project within the Digital Humanities Institute, or at a cultural heritage, media or technology organisation. This will involve a combination of remote and in-person working.

The dissertation-by-portfolio module, **e-Portfolio**, will focus on independent, self-directed learning and may include a practical component.

12. Assessment and feedback methods *(this should include the range of types of methods used and should be written with a student focus as this information will display to current students and applicants i.e. prospectus)*

Assessment for most modules are a combination of formative and summative work, reflecting the specific learning outcomes of each module. Formative assessment consists of work being submitted for review and feedback by the module tutor, as in the dissertation-by-portfolio module, **e-Portfolio**, or the weekly quizzes in **Introduction to Cultural Data**. Summative assessment consists of work that is submitted for grading, such as essays, reflective pieces, and practical work (designs, prototypes, project plans, data, media, documentation etc).

Assessments can consist of either solo work or group-based work, depending on the learning outcomes of each module. For example, assessment of the optional module **Digital Methods in Practice** requires individuals to apply one of the module's methods to a dataset to help address a research question; whereas the core module **Managing Digital Projects** requires teams to develop project plans for new digital projects.

Assessment for the core module **Work Experience on Digital Humanities, Culture and Heritage Projects** involves completing the work experience and submitting a portfolio of written work and evidence, including a reflective essay.

Version Number:	Purpose / Change:	Cohort affected: (academic year and level)	Date change approved:
1			September 2021
2	Major Amendment inc a Title Change	26/27 - Year 1	October 2025

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