DSSF19 Curriculum

Week 1: Foundations
- Introduction to Digital Humanities
- Project management
- Metadata with Omeka
- User experience
- Wireframing

Week 2: Tools
- Editing web content with HTML and CSS
- Content management with WordPress
- Mapping with ArcGIS StoryMaps and StoryMapJS
- Timelines with TimelineJS

Week 3: Relationships
- Content management with Scalar
- Network analysis with Onodo
- Text analysis with Voyant Tools

Week 4: Data
- Data visualization with rawgraphs.io
- Midpoint check-in
- Travel to PCLA Digital Scholarship Student Symposium at Lafayette College

Week 5: Gaming
- Critical making with 3D printers and more
- Games and the Digital Humanities (guest presentation featuring Greg Lord)

Week 6: Interactivity
- Web usability testing
- Feedback on current project
Week 7: Presenting
- Planning a public presentation
- Shared day with Bucknell University’s Digital Scholarship Summer Research Fellows

Week 8: Final Week
- Final presentations
- Final assessment