DIGITAL HUMANITIES
MA/MSc /
2019/20 ENTRY

www.ucl.ac.uk/graduate/
This programme draws together teaching from a wide range of disciplines, investigating the application of computational technologies to the arts, humanities and cultural heritage. We study the impact of these techniques on cultural heritage, museums, libraries, archives and digital culture while developing skills that employers and students tell us are needed.

Degree summary

Our students develop an advanced understanding of the digital resources, techniques and computational methods that are relevant to research and practice in the humanities and cultural heritage sectors. These include programming, XML, databases, internet technologies, image capture and digitisation. They receive both practical and theoretical training to develop a unique and critical skill set suitable for many types of employment or advanced study.

COMPULSORY MODULES
- Digital Resources in the Humanities
- Internet Technologies
- Introduction to Programming and Scripting
- Server Programming and Structured Data
- XML

OPTIONAL MODULES
Students choose three optional modules from a list which may include the following:
- Advanced Topics in Digital Culture
- Affective Interaction
- Cultural Heritage, Globalisation and Development
- Database Systems Analysis and Design
- Electronic Publishing
- Foundations of Machine Learning and Data Science
- Fundamentals of Information Science
- Future Interfaces
- GIS in Archaeology and History
- Historical Bibliography
- Introduction to Digital Curation
- Introduction to Digitisation
- Knowledge Representation and Semantic Technologies
- Legal and Social Aspects of Electronic Publishing

All optional modules are offered subject to availability, and students may be required to fulfil specific prerequisites.

DISSERTATION/REPORT
- All MA/MSc students undertake an independent research project in the form of a dissertation of up to 12,000 words.

Students undertake 2-4 weeks of work experience as part of their programme of study. Past placement hosts have included the British Museum; British Library; Marx Memorial Library; Islington Museum; the Postal Museum; Ken Saro-Wiwa Foundation; Horniman Museum; Ubiquity Press; SOAS, University of London; UCL Grant Museum; and The Warburg Institute.
Your career

The cultural heritage sector is increasingly aware of the need to provide and manage digital material and projects; institutions and museums are investing heavily in online content. Our graduates develop a unique skill set and are well placed for careers in research and development, many sectors of the fast growing digital field and they are well placed to pursue project management opportunities.

Employability

The MA/MSc in Digital Humanities is a unique and ground-breaking programme that gives students the skills that they and employers tell us are needed. In this truly interdisciplinary programme, with optional modules offered across UCL, our students receive an exceptional blend of practical and theoretical skills that are in great demand. Work experience gives our students the opportunity to put theory into practice and gain invaluable experience of the workplace in this fast-moving environment. As well as the practical and technical skills of programming and other digital tools, they are equipped with a critical and analytical mindset and are well positioned to go on to pursue careers that focus on collaborative, innovative and creative thinking.
Entry requirements

A minimum of an upper second-class Bachelor’s degree in a relevant humanities or computing discipline from a UK university, or an overseas qualification of an equivalent standard.

English language proficiency level

If your education has not been conducted in the English language, you will be expected to demonstrate evidence of an adequate level of English proficiency.

The level of English language proficiency for this programme is: Good.

Information about the evidence required, acceptable qualifications and test providers is provided at:

www.ucl.ac.uk/graduate/english-requirements

Your application

Students are advised to apply as early as possible due to competition for places. Those applying for scholarship funding (particularly overseas applicants) should take note of application deadlines.

When we assess your application we would like to learn:

// why you want to study Digital Humanities at graduate level
// what you can bring to this programme
// what particularly attracts you to this programme
// how your academic or professional background meets the demands of this programme
// what are your plans academically or professionally after this degree?

Together with essential academic requirements, the personal statement is your opportunity to illustrate your suitability for the programme.

There is an application processing fee for this programme of £75 for online applications and £100 for paper applications. Further information can be found at:

www.ucl.ac.uk/prospective-students/graduate/taught/application.

FEES AND FUNDING 2019/20 ENTRY

// UK: £9,860 (FT), £4,930 (PT)
// EU: £9,860 (FT), £4,930 (PT)
// Overseas: £21,220 (FT), £10,720 (PT)

The tuition fees shown are for the year indicated above. Fees for subsequent years may increase or otherwise vary. Further information on fee status, fee increases and the fee schedule can be viewed on the UCL Students website.

Fees for flexible, modular study are charged pro-rata to the appropriate full-time Master’s fee taken in an academic session.

Full details of funding opportunities can be found on the UCL Scholarships website: www.ucl.ac.uk/scholarships

APPLICATION DEADLINE

All applicants: 26 July 2019

Details on how to apply are available on the website at:

www.ucl.ac.uk/graduate/apply

CONTACT

Ms Sarah Davenport, Postgraduate Administrator

Email: s.davenport@ucl.ac.uk

Telephone: +44 (0)20 7679 7204

EU referendum

For up-to-date information relating to specific key questions following the UK’s decision to leave the EU, please refer to www.ucl.ac.uk/brexit