



DIGITAL HUMANITIES

This *Minor* offers an introduction to the main questions and tools under the umbrella of Digital Humanities.

It provides students with a preliminary overview of some of the main aspects of computational thinking, as well as with relevant tools and skills of coding.

In the second (and the third) year the courses focus on techniques of textual analysis and on the production and analysis of web content, including approaches to blogging and the digital media.

Digital Humanities



Year 1 - Introduction to Computational Thinking

Fundamental methods and concepts of computer science for problem solving (abstraction, deconstructing, algorithmic thinking, data mining and capturing).

Year 1 - Coding

Language and techniques for coding = creating computer software, apps and websites.

Year 2 Digital Text Analysis (30 h)

Language analysis and pattern recognition (computational linguistics, natural language elaboration, text mining, statistic analysis, visualization, etc)

Year 2 Working with the World Wide Web(30 h)

Producing, analyzing and capturing web content

Year 3 - Laboratory for year 3 (60h):