This course in Digital Humanities brings digital theory and practice to the study of human culture: from history, English and music to museums, digital publishing and beyond.

Digital technology provides many new opportunities and challenges to those working with textual, visual or multimedia content and this course studies the history and current state of the digital humanities, exploring their role in modelling, curating, analysing and interpreting digital representations of human culture in all its forms.

**Key benefits**
- This world-leading course is highly multidisciplinary and draws on a wide range of expertise in web technologies, digital publishing, open software and content creation, digital cultural heritage, coding in humanities/cultural contexts and maps, apps and the Geoweb.
- The course provides opportunities to scope, build and critique practical experiments in digital research with an arts, humanities and cultural sector focus.
- Through the optional internship module students can have direct access to some of the world’s most important culture and media institutions.
- The MA can lead to further research or to careers in cultural heritage institutions (such as museums, libraries, and archives), in multimedia and new media companies, in internet companies, in publishing houses, and in web based businesses in London and overseas.

**Course details**
In an age where so much of what we do is mobile, networked and mediated by digital culture and technology, digital humanities play an important role in exploring how we create and share knowledge. On this course, we will develop and enhance your awareness and understanding of a range of subjects that are relevant to the digitally mediated study of human culture, including:
- How we model human culture using computers and how we can create memory and knowledge environments which facilitate new insights or new ways of working with the human record.
- How the ethos of openness that the internet encourages – open access, open data – influences the knowledge economy.
- The role of digital culture in changing concepts of authorship, editing and publication.
• The potential application and limitations of big data techniques to further the study of human culture in an era of information overload.
• The place of coding in our digital interactions with culture and cultural heritage.

We will give you a broad understanding of the most important applications of digital methods and technologies to humanities research questions and what they do and don’t allow us to do. You will be able to scope, build and critique practical experiments in digital research with an arts, humanities and cultural sector focus, and you will learn to provide critical commentary on the relationship between creativity, digital technology and the study of human culture.

Teaching
If you are a full-time student, we will provide 120 to 180 hours of teaching through lectures and seminars, and we will expect you to undertake 1674 hours of independent study.

If you are a part-time student, we will provide 90 hours of teaching through lectures and seminars in your first year, and 50 hours in your second. We will expect you to undertake 720 hours of independent study in your first year and 954 hours in your second.

Typically, one credit equates to 10 hours of work.

Assessment
We will assess our modules entirely through coursework, which will mostly take the form of essays, with some project work.

Regulating body
King’s College London is regulated by the Higher Education Funding Council for England.

Course structure
Courses are divided into modules. You will normally take modules totalling 180 credits.

Required modules
You are required to take:
• Introduction to Digital Humanities (40 credits)
• Dissertation (60 credits)

Optional modules
In addition, you are required to take four modules totalling 80 credits from a list of options that may typically include:
• E-Texts, Annotation & Markup (20 credits)
• Web Technologies (20 credits)
• Digital Publishing (20 credits)
• Communication & Consumption of Cultural Heritage (20 credits)
• Open Cultures (20 credits)
• Making the Connected World (20 credits)
• Maps, Apps & the GeoWeb: Introduction to the Spatial Humanities (20 credits)
• Internship: Digital Humanities in the Workplace (20 credits)
• Management for Digital Content Industries (20 credits)
• Metadata Theory & Practice (20 credits)
• Digital Media, Digital Marketing (20 credits)
• Digital Asset & Media Technologies in Practice (20 credits)
• Digital Asset & Media Management in the Broadcast Media (20 credits)
• Crowds & Clouds: Digital Ecosystems (20 credits)
• Digital Culture & Political Protest (20 credits)
• The Social Life of Big Data (20 credits)
• Other master’s modules offered in the Faculty of Arts & Humanities, subject to approvals

If you are a part-time student, you will take Introduction to Digital Humanities in your first year, and your dissertation in your second.

Location
This course is primarily taught at the King’s College London Strand Campus.

Our location in the heart of London means that you will have easy access to the wealth of cultural opportunities that one world’s most vibrant and dynamic cities offer. You will also benefit from our own extensive facilities and resources.
**Career prospects**

Employers are looking for skilled professionals with knowledge and expertise in applying digital methodologies to the study of human culture. Research managers and other professionals in cultural industries work with a wide variety of data, technologies and methodological approaches. A critical perspective, adaptability to change and the ability to get familiar with new technologies quickly are greatly valued skills.

Graduates of Digital Humanities have followed a number of different routes. Some have pursued careers in the academic and research sector, some have undertaken PhD studies, and some have found work in the cultural heritage industries, in publishing houses, and in web based businesses in London and overseas.

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**Fees and funding**

**Full-time and part-time tuition fees – UK**

The UK tuition fees for the 2018–19 academic year are available on the course web page.

Please note that the tuition fees for subsequent years of study may be subject to increases in line with King’s terms and conditions.

**Full-time and part-time tuition fees – EU**

Current regulations allow some students to pay UK tuition fees on the basis of their EU citizenship or residency. Until these eligibility criteria are changed, the EU tuition fee will remain the same as the UK tuition fee.

The UK tuition fees for the 2018–19 academic year are available on the course web page.

Please note that the tuition fees for subsequent years of study may be subject to increases in line with King’s terms and conditions.

**Deposit**

When you receive an offer for this course you will be required to pay a non-refundable deposit to secure your place. The deposit will be credited towards your total fee payment.

The UK/EU deposit is £500.

The International deposit is £2,000.

For further information, please visit the fees and funding section of our website: [www.kcl.ac.uk/study/postgraduate/fees-and-funding/index.aspx](http://www.kcl.ac.uk/study/postgraduate/fees-and-funding/index.aspx)

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**Additional costs**

In addition to your tuition fees, you can also expect to pay for:

- books if you choose to buy your own copies
- clothing for optional course related events and competitions
- library fees and fines
- personal photocopies
- printing course handouts
- society membership fees
- stationery
- graduation costs
- travel costs around London and between campuses.

**Disclaimer**

This PDF was produced in August 2017. Although it was up-to-date at the time it was produced, please make sure you check our website [www.kcl.ac.uk/study](http://www.kcl.ac.uk/study) or contact us directly for the very latest information before you commit yourself to any of our courses.

**Contact us**

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