

# DIGITAL HUMANITIES

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Digital Humanities describes a wide range of activities that apply digital technology to the study of the humanities in order to research, analyze, and present information to contemporary audiences. The minor in Digital Humanities (<https://www.bethel.edu/undergrad/academics/history-philosophy-political-science/majors-minors/digital-humanities-minor/>) fuses the traditional strengths of the humanities – the search for knowledge about human culture, and the cultivation of intellectual curiosity and empathy – with a greater understanding of digital age skills. Students learn collaboratively how to use digital technologies to ask and answer meaningful questions in the study of English, History, Philosophy, Theology, and other subjects, and to communicate persuasively and winsomely with their audiences.

## Minor in Digital Humanities

- Digital Humanities (<http://catalog.bethel.edu/arts-sciences/academic-programs-departments/digital-humanities/digital-humanities-minor/>)

### **DIG 200A • Introduction to Digital Humanities 4 Credits**

Explores how to tell stories in the humanities with digital insights from graphic design and computer science. 3D-modeling, virtual reality, digital mapping, and data analysis are combined with the study of history, literature, philosophy, the arts, and other humanities disciplines. Students create aesthetically-informed projects accessible to a modern audience.

*Offered: Spring.*