



DEPARTMENT OF ENGLISH

GRADUATE CERTIFICATE IN DIGITAL HUMANITIES

FALL 2026

Students must take ENGL 561, and select 2 of the remaining 3 courses listed below to complete the program.

ENGL 561: DEBATES IN DIGITAL STUDIES (REQUIRED)

This course is an introduction to theories and debates surrounding digital studies in literature, media, and culture. Designed with students from multiple disciplines in mind, the course will explore the kinds of knowledge production enabled by digital media and technologies, in relation to more traditional modes of humanistic analysis. Topics to be surveyed may include, among others: what “data” is, and how to employ it in humanistic argumentation or expression; political questions around access, bias, and power in the digital sphere; the role of coding and programming in humanistic thought; the role of scholarly collaboration in digital studies; digitally-based approaches to textual editing as well as time-based annotation in digital formats; and ethically responsible uses of AI. Students should exit the course with a cross-disciplinary understanding of the intellectual framework—from textual science and media theory to bibliographic and archival practices—animating digital studies in both the past and present.

ENGL 562: SCHOLARLY RESEARCH AS CREATIVE PRACTICE

This course introduces students to scholarly research as a creative practice, with an emphasis on multimodal and digital approaches to knowledge production. Students will explore how forms and genres such as graphic design, video essays, digital storytelling, data visualization, interfaces, and other digital media can function as aesthetic tools for critical thinking, academic analysis, and scholarly communication. Through a combination of readings, discussions, workshops, and studio-based exercises, students will examine how creative decisions—e.g., about visual structure, narrative pacing, editing choices, and platform design—shape interpretation and meaning to produce forms of material thinking distinct from traditional scholarly modes such as monographs, articles, and lectures. The course also addresses ethical and practical considerations in relation to debates in the wider sphere of digital studies, including accessibility, authorship, and the thoughtful use of emerging technologies such as artificial intelligence. The semester culminates in a final project that integrates scholarly research and creative practice, supported by iterative development and critical reflection.



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SPRING 2027

ENGL 563: DIGITAL CASE STUDIES

This course is a team-taught seminar focused on established, ongoing digital-studies projects housed at the University of Rochester. It will consist of three modules in which students acquire hands-on experience in the methods and goals of these projects and explore the larger theoretical and practical implications of this kind of work. Projects may include (for example) the Medieval English Text Series; Mediate: A Digital Annotation Tool; the William Blake Archive; the Lazarus Project; Digital Elmina; Watershed Movements; as well as potential collaborations with librarians and archivists from Rush Rhees Library, the Visual Studies Workshop, the George Eastman Museum, the Memorial Art Gallery, the Strong Museum, and other local organizations. Through these case studies, students will consider questions of how digital projects are scaled and sustained; how labor is shared and distributed in projects of these types; and what kinds of knowledge production and creative practices digital projects are best able to facilitate and circulate. Students should exit the class having gained a familiarity with several projects, as well as the ability to conceptualize and design their own projects.

ENGL 564: COMPUTATIONAL METHODS IN THE HUMANITIES

Students in this course will gain direct experience in humanistic computational methods. A series of lab-based assignments will instruct students in methods such as data visualization, digital annotation, spatial analysis, network analysis, text analysis, fundamentals of coding and programming for humanists, and artificial intelligence.