

Work Placement

Code: 44256
ECTS Credits: 6

Degree	Type	Year	Semester
4317127 Digital Humanities and Heritage	OB	0	2

Contact

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Other comments on languages

Language communication will be decided jointly by the institution and student

Use of Languages

Principal working language: spanish (spa)

Teachers

Oriol Vicente Campos

Clara Masriera

Prerequisites

To attend these studies, the general prerequisites of the MA degree on Humanities and Digital Heritage are necessary. In general, the student should have already some studies at BA-level on Humanities and / or Social Sciences disciplines. The course can also be useful to computer science graduates who want to specialize in the use of digital technologies in the field of Humanities and cultural studies, although they do not have previous experience on Humanities nor Cultural studies. Familiarity, at use level, with computers and standard office software is required. Although not mandatory, prior training, at a basic level, in the use of computerized databases, computer-assisted cartography, digital photography and statistics is recommended.

The basic and reference bibliography is in English, as well as the software to be used. Knowledge of English at the level of specialized reading is therefore recommended.

Objectives and Contextualisation

This Module provides the mandatory implementation of specific practical work in various public and private cultural institutions, where students can apply the knowledge acquired and skills developed during the theoretical-practical teaching.

The practical activities are in accordance with what is stipulated in the PC3a process. Management of external internships in the Internal Quality Assurance System (SGIQ) of the Faculty of Philosophy and Letters of the UAB. According to this process, the training objectives of external internships are:

1. To allow students to apply and complement the theoretical and practical knowledge acquired throughout academic training.
2. Facilitate the knowledge of the methodology of work adapted to the professional reality in which the graduates will have to operate, contrasting and applying the knowledges and competitions acquired.

3. To favor the acquisition of technical, methodological, personal and group competencies that prepare the graduate for the exercise of professional activities.
4. Obtain a practical experience that facilitates the insertion of students in the labor market and improves their future employability.
5. Foster the values of innovation, creativity and entrepreneurship.

Given the mandatory nature of these internships, the degree undertakes to provide an adequate place in a cultural institution or research group, attending as far as possible to the interests and requests of students, but taking into account the availability and collaboration agreements signed each year. In the event that more than one student is interested in the same place in a certain institution or specific group to carry out a specific activity, the coordinator, in collaboration with the teaching committee and the institution involved will enable a concurrency mechanism that will take into account the technical knowledge of the student, his / her academic record and previous professional experience.

Competences

- Act in a creative and original way with solidarity and spirit of scientific collaboration.
- Critically analyse a particular scientific problem based on specific documentation.
- Design extended reality systems for use in social and humanistic studies and cultural projects.
- Ensure value and quality, self-discipline, rigour and responsibility in scientific work and dissemination.
- Evaluate the possibilities offered by technology in the production of new forms of cultural, social and humanistic creation and co-creation.
- Incorporate educational methodologies for communication and learning of the content of the projects related to digital humanities and heritage.
- Incorporate the use of computer technology in the communication and transmission of culture to specialist and non-specialist audiences and evaluate the results.
- Knowledge and understanding that provide a basis or opportunity for originality in developing and / or applying ideas, often in a research context.
- Manage cultural projects that use information and computer technologies in any area.
- Recognise and value the social consequences of the work carried out, taking into account the diversity of human communities in questions of gender, identity and multiculturalism.
- Recognise the main challenges in the area of study of digital humanities and heritage.
- Students can communicate their conclusions and the knowledge and rationale underpinning these to specialist and non-specialist audiences clearly and unambiguously.
- That students are able to integrate knowledge and handle complexity and formulate judgments based on information that was incomplete or limited, include reflecting on social and ethical responsibilities linked to the application of their knowledge and judgments.
- That students have the learning skills that enable them to continue studying in a way that will be largely self-directed or autonomous.
- That the students can apply their knowledge and their ability to solve problems in new or unfamiliar environments within broader (or multidisciplinary) contexts related to their field of study.
- Work in interdisciplinary teams.

Learning Outcomes

1. Analyse practical problems deriving from technologies that allow person-computer interaction in the fields of humanities and cultural studies.
2. Analyse practical problems deriving from the application of computerised data analysis in the field of humanities and cultural studies.
3. Analyse practical problems deriving from the application of digitization and computer vision in the field of humanities and cultural studies.
4. Analyse the current state of professional development and employment in the area of cultural management.
5. Analyse the workings of digital publishing technology and content analysis in texts and sound archives.

6. Analyse the workings of systems of virtual, augmented and mixed reality and their application in humanities and cultural studies.
7. Apply criteria of scientific rigour in the production of academic and professional work.
8. Apply ethical aspects in the analysis of cultural needs for a broad range of audiences.
9. Apply knowledge of virtual, augmented and mixed reality technologies in humanities and cultural studies.
10. Evaluate the educational focus adopted in the digital cultural project.
11. Evaluate the real possibilities of reaching the public through cultural action.
12. Form part of multidisciplinary working teams in which academic reflections and procedures are central.
13. Highlight ethical aspects in cultural projects and respect for different opinions and way of being and doing things.
14. Identify the areas of application of computerised data analysis in the field of cultural management.
15. Identify the areas of application of digitization and computer vision in the field of cultural management.
16. Identify the areas of application of person-computer interaction in the field of cultural management.
17. Identify the current state of professional development of computer applications in humanities and heritage.
18. Include proposals and reflections of work carried out linked to the perspectives of: gender, universal accessibility, multiculturalism and intergenerationality.
19. Interpret a practical case of the use of multimedia technology and focuses based on artificial intelligence to increase accessibility and communicability of data processing and analysis.
20. Interpret a practical case of the use of multimedia technology and focuses based on artificial intelligence to increase accessibility and communicability of digitization of humanistic and cultural data and computer vision program data.
21. Interpret forms of communicating, managing and publishing written and sound documents online in a practical case.
22. Judge the results obtained by computer tools for co-creation using case studies.
23. Justify the objective impact of digital projects in different situations and institutional settings.
24. Justify the objective impact of digital projects on different types of audience and learning achievements.
25. Justify the particular use of digital management tools in specific cases.
26. Justify the suitability of learning mechanisms implemented in the digital cultural project.
27. Knowledge and understanding that provide a basis or opportunity for originality in developing and / or applying ideas, often in a research context.
28. Make innovations incorporating creativity and originality in humanistic and cultural studies with a clear commitment to quality.
29. Observe and explain computerised data analysis in the field of cultural management.
30. Observe and explain the application of digitization and computer vision in the field of cultural management.
31. Observe and explain the application of the person-computer interaction in the field of cultural management.
32. Propose innovative and competitive ideas based on knowledge acquired in fields which are not directly related a priori .
33. Resolve practical problems related to data analysis and processing.
34. Review and explain the scope of co-creation strategies and innovation platforms for the creation and management of digital projects.
35. Solve practical problems related to document digitization.
36. Solve practical problems related to e-learning technologies.
37. Solve practical problems related to person-computer interaction.
38. Solve practical problems related to the use of digitized texts and sound in digital cultural projects.
39. Solve practical problems related to the virtual reconstruction of archaeological objects, historical monuments and other heritage elements.
40. Students can communicate their conclusions and the knowledge and rationale underpinning these to specialist and non-specialist audiences clearly and unambiguously.
41. Summarise advanced knowledge existing in the field.
42. That students are able to integrate knowledge and handle complexity and formulate judgments based on information that was incomplete or limited, include reflecting on social and ethical responsibilities linked to the application of their knowledge and judgments.
43. That students have the learning skills that enable them to continue studying in a way that will be largely self-directed or autonomous.

44. That the students can apply their knowledge and their ability to solve problems in new or unfamiliar environments within broader (or multidisciplinary) contexts related to their field of study.

Content

The UAB Faculty of Letters maintains collaboration agreements for teaching internships with various cultural institutions that will change every year. There is also the possibility of doing internships in research laboratories at UAB and at UPF. At the beginning of the course, students will be invited with a list of available places and the topics and projects that can be done in each one. If a student believes that some practical activity can be done at an institution that is not on the initial list, the possibility of signing an agreement with the institution will be evaluated. If it cannot be signed in the available time, the student will have to choose some activity from the offered ones.

Methodology

Carrying out practical work on digital matters, either in the chosen cultural institution, in university facilities or at the choice of the students, in common agreement with the responsible personnel of the institution. Faced with the possible interruption of face-to-face activities due to force majeure, the teachers will publish the alternatives and communicate them to the collaborating institution and the students.

Annotation: Within the schedule set by the centre or degree programme, 15 minutes of one class will be reserved for students to evaluate their lecturers and their courses or modules through questionnaires.

Activities

Title	Hours	ECTS	Learning Outcomes
Type: Directed			
Initial presentation of work to do	2	0.08	8, 13, 17, 18, 28, 12, 32, 42, 44, 43, 27, 11
Type: Supervised			
Realización del trabajo práctico	46	1.84	5, 6, 2, 3, 1, 4, 9, 7, 8, 13, 14, 15, 16, 17, 18, 28, 12, 19, 20, 21, 23, 24, 25, 26, 22, 29, 30, 31, 32, 42, 44, 40, 43, 33, 38, 35, 37, 39, 36, 34, 41, 27, 10, 11
Type: Autonomous			
Documentation	3	0.12	17

Assessment

The student who has done the internship to the satisfaction of the institution will get 3.3 points out of a total of 10 with which he scores in the subject. Depending on the lack of attendance and the state of completion of the activity, the staff of the institution may reduce this annotation.

The internships will be evaluated by the staff responsible for the institution that supervises the activity. This report addressed to the teacher coordinating the internships will add another 3.3 points to the final grade.

Students will prepare and deliver to the institution and the coordinating faculty a reasoned report of the activity and of the learning they consider to have achieved with its realization. This report, evaluated by the coordinator of the module will award another 3.4 points to the final grade.

At the end of the activity, the teacher will inform (Moodle, SIA) of the procedure and date of review of the grades.

The student will receive the grade of Not evaluated as long as he / she has not done 50% of the practical activities specified at the beginning.

In the event that the student commits any irregularity that could lead to a significant variation in the grade of an assessment act, this assessment act will be graded with 0, regardless of the disciplinary process that may be instructed. In the event of several irregularities in the evaluation acts of the same subject, the final grade for this subject will be 0.

In the event that the internships cannot be done in person, their format will be adapted (maintaining their weighting) to the possibilities offered by the UAB's virtual tools. Homework, activities and class participation will be done through forums, wikis and / or exercise discussions through Moodle, Teams, etc. The teacher will ensure that the student can access it or offer alternative means, which are available to them.

Assessment Activities

Title	Weighting	Hours	ECTS	Learning Outcomes
Realization of practical work	33%	33	1.32	5, 6, 2, 3, 1, 4, 9, 7, 8, 13, 14, 15, 16, 17, 18, 28, 12, 19, 20, 21, 23, 24, 25, 26, 22, 29, 30, 31, 32, 42, 44, 40, 43, 33, 38, 35, 37, 39, 36, 34, 41, 27, 10, 11
Student delivery to the institution and coordinating teaching staff of the reports and memories.	33%	33	1.32	5, 6, 2, 3, 1, 4, 9, 7, 8, 13, 14, 15, 16, 17, 18, 28, 12, 19, 20, 21, 23, 24, 25, 26, 22, 29, 30, 31, 32, 42, 44, 40, 43, 33, 38, 35, 37, 39, 36, 34, 41, 27, 10, 11
Student progress report prepared by the responsible staff at the institution	33%	33	1.32	5, 6, 2, 3, 1, 4, 9, 7, 8, 13, 14, 15, 16, 17, 18, 28, 12, 19, 20, 21, 23, 24, 25, 26, 22, 29, 30, 31, 32, 42, 44, 40, 43, 33, 38, 35, 37, 39, 36, 34, 41, 27, 10, 11

Bibliography

Not relevant

Software

Needed software will depend on the activity