

Course description

Course abbreviation:	FFI/OSISD	Page:	1 / 3
Course name:	Summer School in Digital Humanities		
Academic Year:	2024/2025	Printed:	28.10.2024 11:38

Department/Unit /	FFI / OSISD			Academic Year	2024/2025
Title	Summer School in Digital Humanities			Type of completion	Pre-Exam Credit
Long Title	Summer School in Digital Humanities and Social Sciences				
Accredited/Credits	Yes, 4 Cred.			Type of completion	Combined
Number of hours	Lecture 16 [Hours/Semester] Tutorial 70 [Hours/Semester] Seminar 14 [Hours/Semester]				
Occ/max	Status A	Status B	Status C	Course credit prior to	No
Summer semester	0 / -	0 / 0	0 / 0	Counted into average	NO
Winter semester	0 / -	0 / -	0 / -	Min. (B+C) students	not determined
Timetable	Yes			Repeated registration	NO
Language of instruction				Semester taught	Summer semester
Optional course	Yes			Internship duration	0
Evaluation scale	S N				
No. of hours of on-premise	0				
Auto acc. of credit	No				
Periodicity	každý rok				
Periodicita upřesnění					
Substituted course	None				
Preclusive courses	N/A				
Prerequisite courses	N/A				
Informally recommended courses	N/A				
Courses depending on this Course	N/A				

Course objectives:

The main and umbrella activity of the entire course is the creation of an interactive Geographic Information Systems (GIS) map with several information layers aiming for comparative monitoring of social, cultural and visual phenomena across Europe, for example gender and social inequalities, socially excluded localities, cultural exclusion, demolished monuments and visual objects, vanished/vanishing places and communities etc. The main task is to let digital technologies assist the protection of the memory of places, mapping of vanished monuments, communities and visual objects, in reconstructing the multi-structured history (digital history) and reconnecting it with the presence.

Selection process: First come, first served. The number of students will be a multiple of the number of universities that take part in the course so that they allow for building multicultural teams involving 3-8 students from each university.

Deadline for student nomination is: 9 December 2024.

Requirements on student

The course is open to all Master and Bachelor students studying humanities and/or social sciences and are independent English language users (B2 level according to CEFR), an experience in the GIS mapping is welcome but not necessary.

Requirements for crediting:

- attendance both online and on site is expected
- active participation in discussions and workshops
- relevant data collection for the QGIS map

Content

The course will consist of the online and onsite part: The online course (16 online hours), will gather all students from the NEOLAIa universities (40 students max.). Each university nominates 1-10 students. They will gain the basic knowledge in Geographic Information Systems to be prepared for the onsite practical part of the course. The practical onsite part of the course will take place in Ostrava, where students will utilize and practice the theoretical knowledge gained during the online part.

The online part of the course (February-April 2025) will focus on the following topics: Introduction - What is GIS?; Basic concepts of cartographic projections; Vector and raster data; Relational tables; Basic spatial analysis operations; Introduction to QGIS; How to create a QGIS project; Design of a form for data collection in the field; Synchronization in Mergin Maps; Field data collection training; Data editing and correction; Synchronization in QGIS; Synchronization in QGISCLOUD; Basic issues of cartographic representation; Point data mapping: graduated symbol maps; Surface data mapping: choropleth maps; Synthesis maps.

The on-site part in Ostrava - The Summer School will take place 2-13 June 2025. During the Summer School all groups will work on the project Vítkovice - The Forgotten Industrial District of Ostrava. Each team will approach the topic from a different perspective, and then share the results with others. Therefore, during the days of the Summer School the program is as follows:

Day 1 (2 June): Brief socio-territorial introduction of Vítkovice

Second day (3 June): Preparation of cartography base (QGIS) and data collection form

Third and fourth day (4 and 5 June): Field data collection in MerginMaps

Fifth day (6 June): Move data into QGIS. First maps

Sixth day (9 June): Final resulting mapping

Seventh day (10 June): Uploading of all information to QGISCLOUD

Eighth day (11 June): Preparation of multimedia materials

Ninth day (12 June): Preparation of conclusions

Tenth day (13 June): Final meeting to share the results.

Participants will be invited to join social and cultural activities and events, enjoy opportunities to explore the City and Ostrava University, and to share ideas and experiences beyond the collaboration on the QGIS map.

Fields of study

Guarantors and lecturers

- **Guarantors:** doc. PhDr. Daniela Rywiková, Ph.D.

Literature

- **Basic:** How to use data in the Humanities. .
- **Basic:** Amy E. Earhart. Traces of the Old, Uses of the New: The Emergence of Digital Literary Studies. .
- **Extending:** Interactive GIS map of Vienna. .
- **Recommended:** Alliance of Digital Humanities Organizations. .
- **Recommended:** Digital Humanities curricula and syllabi. .
- **Recommended:** Digital skills test. .
- **Recommended:** EADH ? The European Association for Digital Humanities. .
- **Recommended:** What is digital history. .

Time requirements

All forms of study

Activities	Time requirements for activity [h]
Being present in classes	70
Homework for lessons	14
Aided studying	16
Total:	100

assessment methods

Knowledge - knowledge achieved by taking this course are verified by the following means:

The form of assessment of course is subject pass ("zápočet"). The result of a subject pass is expressed on the scale: a) "započteno" (i.e. "pass"), b) "nezapočteno" (i.e. "fail").

IIA6 - Project (outcome of project education)

Verbal evaluation

Continuous analysis of student's achievements

prerequisite**Competences - students are expected to possess the following competences before the course commences to finish it successfully:**

The course is open to all Master and Bachelor students studying humanities and/or social sciences and are independent English language users (B2 level according to CEFR), an experience in the GIS mapping is welcome but not necessary.

Requirements for crediting:

- attendance both online and on site is expected
- active participation in discussions and workshops
- relevant data collection for the QGIS map

teaching methods**Knowledge - the following training methods are used to achieve the required knowledge:**

C4 - Instruction

B2 - Productive work with text/image/educational source

B6 - Brainstorming, brainwriting, snowballing

D3 - Practice and creation of technical and working skills

Demonstration

G2 - Self-study, controlled study

E6 - Project education

Group and co-operative tutoring

D8 - Production methods - professional and artistic creation

Computer-based tutoring

learning outcomes**Skills - skills resulting from the course:**

Competency I: GIS mapping in the practice of digital humanities
Get familiar with the Geographic Information Systems (GIS) software, learn how to use it and feed in data, how to create new and join existing data, understand symbology, and map outputs.

Competency II: Industrial and cultural heritage
Recognize the meaning and value of industrial heritage, and technical monuments and their formative role in history and culture, recognize their value in within the system of monument care. Get familiar with the method and strategies of their preservation and revitalization.

Competency III: Digital technologies and social exclusion
Understand the meaning of social exclusion and how to prevent it. Get familiar with "smart technologies" and their use in research in social work with vulnerable social groups. Use of digital technologies in preventing the social exclusion.

Competency IV: Sustainable development
Understand how digital technologies can help the sustainable development, relation between the sustainable development and the industrial heritage.

Competency V: Visual competence in digital world
Identify and understand the visuality as a quality in everyday reality including the virtual and digital world. Understand the visual competence and the visual literacy, be able to describe and interpret visual components (form, composition, colour, gesture, artefacts etc.) and recognize them as a value in social and digital media. Identify and describe a visual object.

Course is included in study programmes: