

# Computer applications in the Social Sciences and Humanities

Computer applications in the social sciences and humanities is an area of study which aims to consolidate the relationship between BA study and information technology. Its subjects are designed to promote an understanding of the use and significance of current information and communication systems, and to train students to use these technologies, both in their studies and their chosen careers.

The subjects on offer are directed toward practical experience, using state-of-the-art software to manipulate text, numbers, graphics, sounds, video, animation, archived data and other digital media. Students are also encouraged to engage in a critical analysis of these technologies and their products as they circulate within cultural and social contexts.

The subjects cater to levels ranging from introductory classes to advanced multimedia development. Although they are open to arts students in general, they are not usually available to those enrolled in the combined arts/science or arts/engineering courses.

## Time commitment to study

As well as scheduled contact hours for lectures, tutorial and seminars a considerable additional time commitment is needed to complete the academic requirements of each subject.

A subject-specific time commitment to study will be provided by your lecturer or tutor at the beginning of semester to help you schedule your workload and successfully manage your time during the semester. In addition, general estimates of the total time commitment required to study a 12.5-point single semester subject in the Faculty of Arts can be found on page 1.

## Skills subjects limitations

Students should note that they may take no more than two subjects in computer applications in their second/third year, and a maximum of three skills subjects for credit towards the BA degree. See *Skills-based subjects (p.8)*.

## For more information

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## First-year subjects

### 103-100 Computer Applications

**Note:** Formerly available as 103-001/101 and 121-230. Students who have completed 103-001, 103-101 or 121-230 are not eligible to enrol in this subject. This subject is suitable for students who would like a systematic exposure to current-version computer applications and methods. Students enrolled in the Bachelor of Information Systems or the Bachelor of Computer Science, and students who have passed an introductory level computing subject at tertiary level are not eligible to enrol in this subject.

**Availability:** 1st year

**Credit points:** 12.5

**Coordinator:** Dr Michael Arnold

**Contact:** A 1-hour lecture and a 2-hour laboratory session per week (*Semester 1*).

**Description:** This subject provides students with the opportunity to develop practical skills in the use of a broad range of contemporary software, and in addition, introduces students to social issues relating to contemporary computer use. The subject's main goal is to provide a systematic and comprehensive education in the use of contemporary application software, including document processing, publishing and referencing software, image processing software, spreadsheet software, relational database software, presentation software, and use of file-serving, networking, and web-based systems. The subject rounds out this practical work with an introduction to controversies and issues related to computing and computer use in contemporary society. The subject is well suited to first year students seeking skills to assist in their university work, and to final year students seeking skills many employers expect of graduates.

**Assessment:** A practical assignment on each of the software applications covered in class completed as homework, each assignment of equal value

with a total equivalent of 3200 words 70% (due throughout semester) and an essay based on lecture material of 800 words 30% (due at the end of semester).

## Second/third-year subjects

### 103-002 Internet Applications

**Note:** Formerly available as 103-203/303. Students who have completed 103-203 or 103-303 are not eligible to enrol in this subject.

Restrictions apply to Summer Semester enrolments. Students must contact the HPS Office (ph: 8344 6556) to register before enrolling for the Summer Semester.

**Availability:** 2nd and 3rd year

**Credit points:** 12.5

**Coordinator:** Dr Michael Arnold

**Prerequisites:** Basic computing skills such as creating and saving files, use of mouse and keyboard, and so on.

**Contact:** A 2.5-hour tutorial/practical session per week. In Summer this is taught as an intensive course, comprising 30 hours of tutorials/practical sessions during 10-28 January 2005 (*Semester 2, repeat Summer*).

**Description:** This subject provides a balance in skills based training with applied personal creativity by teaching the skills required to research, design, construct and publish a functional and aesthetically pleasing website. Students who complete this subject successfully will be competent in all aspects of the process, including negotiating the brief and writing up the website concept, content research and selection, site structure and navigation, image manipulation, screen layout, building interactivity, and use of animation, data forms, and other more advanced techniques. Students will have a critical understanding of the principles that differentiate well-designed and constructed websites from those that are not, and will have a critical understanding of the strengths and limitations of the web as a media form.

**Assessment:** A website concept, design and construction 75% (due at the end of semester), a written critique of the web of 800 words 10% (due in week 4), continuous demonstration of specific skills 10% and self-appraisal 5% (due at the end of semester).

### 103-006 Multimedia Authoring

**Note:** Formerly available as 103-201/301. Students who have completed 103-201 or 103-301 are not eligible to enrol in this subject.

For credit to an art history major the multimedia product must be approved by the School of Art History, Cinema Studies, Classics and Archaeology.

**Availability:** 2nd and 3rd year

**Credit points:** 12.5

**Coordinator:** Dr Michael Arnold

**Prerequisites:** Successful completion of 103-100 Computer Applications (*p.1*) or basic computing skills such as creating and saving files, use of mouse and keyboard, and so on.

**Contact:** A 2.5-hour workshop/tutorial per week (*Semester 2*).

**Description:** This subject offers students the opportunity to develop practical skills in the design and construction of an interactive multimedia product and provides a balance in skills based training with applied personal creativity. Students who successfully complete this subject will demonstrate the ability to take a project through all stages, including creating and negotiating a concept; storyboarding the design; creating and acquiring constituent media - images, video, sound, animation and text; scripting for interactivity and functionality; and finally, distribution. Students will develop an understanding of the characteristics of interactive multimedia, its strengths and weaknesses relative to other media, and will be able to critically review and appraise the design of contemporary multimedia products.

**Assessment:** Written work totalling 1000 words and a multimedia product equivalent to 3000 words. A statement of concept for multimedia product 10% (due at the beginning of semester), design and construction of multimedia product 70% (due at the end of semester), a written critique of the multimedia form of 800 words 10% (due in week 4) and continuous demonstration of technical skills 10%. Students will be given the opportunity to participate in group work.

### 136-205 Cybersociety

See full subject details on page 4.

### 136-209 Intimacy and Technology

See full subject details on page 5.

### 136-305 Cybersociety (Science 3)

See full subject details on page 6.

