

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 digital media. 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 new media, 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.

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. Students from Faculties other than Arts are advised to consult their own Faculty course advisors about any restrictions that might apply. See *Skills-based subjects (p.8)*.

For more information

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First-year subjects

103-100 Working with New Media

Note: This subject was previously titled "Computer Applications". Students who have completed "Computer Applications" 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 workshop session per week (*Semester 1*).

Description: In this subject students will learn to work with information in the form of digital text, images, video, and sound. Through a series of hands-on workshops, students will work with new media files through all stages of a production cycle - from locating and acquiring existing media; through editing, transforming and manipulating new media; to creating original examples of new media; storing and retrieving new media; and distributing or publishing new media files. Balancing these practical skills is a series of lectures that provide a comprehensive introduction to the ethical, legal and technical principles that underlie working with new media. The subject is pitched at an introductory level, and does not require previous experience in working with digital media.

Assessment: A practical assignment on each of the media taught in workshops, to be completed as homework throughout the semester, each being of equal value, with a total equivalent of 3200 words (70%), and an essay based on lecture material; 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: +61 3 8344 6556) to register **before** enrolling. Enrolment is subject to availability of places.

Strict enrolment deadlines apply to subjects taught during the Summer Semester. Any withdrawal from, this subject must be made in line with HECS/course fee census dates.

Availability: 2nd and 3rd year

Credit points: 12.5

Coordinator: Dr M Arnold & Dr K Camilleri

Prerequisites: Basic computing skills such as creating and saving files, use of mouse and keyboard, and so on. Student **MUST** contact the HPS Office (ph: 8344 6556) to register **BEFORE** enrolling for the Summer Semester. Enrolment for Summer is subject to availability of places.

Contact: In Summer Semester this subject is taught intensively, comprising 30 hours of tutorials/practical sessions from Thursday 5 January to Tuesday 24 January. Alternatively, the subject is taught as a 2.5-hour tutorial/practical session per week in semester 2 (*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 10% (due early during the semester), design 10% (due in the first half of semester), final website 55% (due at the end of semester), a written critique of the web of 800 words 10% (due in the second half of semester), 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 Working with New Media (*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.

