Digital Praxis Seminar
MALS 75500/ IDS 81640

Course Group: http://commons.gc.cuny.edu/groups/digital-praxis-seminar-fall-
        2013/
Course Blog: http://cuny.is/dhpraxis
Course Hashtag: #dhpraxis

DH Praxis Seminar Overview:
Aiming to ensure that new students begin thinking about digital scholarship and
teaching from the moment they enter the Graduate Center, this year-long sequence
of two three-credit courses introduces a variety of digital tools and digital methods
through lectures offered by high-profile scholars and technologists, hands-on
workshops, and collaborative projects. Students enrolled in the two-course
sequence will complete their first year at the GC having been introduced to a broad
range of ways to critically evaluate and to incorporate digital technologies into their
academic research and teaching. In addition, they will have explored a particular
area of digital scholarship and/or pedagogy of interest to them, produced a digital
project in collaboration with fellow students, and established a digital portfolio that
can be used to display their work.

The two connected three-credit courses will be offered during the Fall and Spring
semesters as MALS classes for master's students and Interdisciplinary Studies
courses for doctoral students.

Spring 2014: DH Praxis Seminar
During the Fall 2013 semester, students explored the landscape of the digital
humanities, exploring a range of ways of approaching DH work and coming up with
potential projects to create. In the spring, we will put those project proposals into
action by taking, as our goal, the production of a small number of those projects by
the end of the semester. In this praxis-oriented course, we will split up into teams
and create, by the end of the semester, full-scale DH projects that we will launch by
the end of the term. Students will end the class having gained hands-on experience
in the planning, production, and dissemination of a digital humanities project and
having picked up a variety of skills along the way.

The class will hold a public event at the end of the semester to launch its set of
projects in a public venue. We aim to produce not student projects (in the sense of
projects produced only for the purposes of a course), but rather projects that will

have a trajectory and timeline of their own that extends out beyond the range of the course itself.

The Spring term is inspired by the work of the Praxis Program at the University of Virginia and made possible by support from the Graduate Center Provost's Office and the GC Digital Fellows Program.

Learning Objectives
- Students will gain hands-on experience in the planning, production, and dissemination of a digital humanities project
- Students will work collaboratively in teams to produce all aspects of their chosen project.
- Students will take on specific roles within their teams in accordance with their strengths and desires for learning.
- Students will document their progress through personal and team-based lab journals and public blogging on our course site.
- Students will be learn how to pick up new skills on their own during the course of the semester.

Requirements and Structure

Weekly Class Sessions
- This is a praxis-based course, so most of our class sessions will be devoted to team meetings, project work, and consultations with GC Digital Fellows
- Weekly readings may be assigned based on class needs
- Students are expected to be working every week on their projects and project plans

Project Progress Reports and Social Media Presence
- Each team must produce at least one process-oriented project report each week, to be posted publicly on our shared course blog and tagged with a project-specific tag.
- Reports should aim to catalogue project activities, discuss progress made, explore tricky problems, reach out to the general public with questions, and stoke interest in the project
- Teams should create a social media presence for their projects and use such accounts to share information and build an audience for the project.

Individual Lab Journals
- Each student must keep an individual lab journal that should be used to catalogue weekly activities and progress, explore sticky questions, share personal reflections, and work through problems.
- Journals can be posted publicly to the course blog or kept privately. They should be shared with Prof. Gold every week and are due by 9am on Monday morning each week.

Project Requirements
- A prototype of the project must be realized by the end of the semester
- Project plans should include all aspects of the project life cycle, from development to deployment to testing to launch to sustainability.
- Projects must be launched publicly at the final class of the year
- Projects must be public and project code must open-source (ideally shared through github)
- Projects should relate to the digital humanities as explored through the Fall semester
- Project code must be documented
- A final project report (15-20 pages) must be submitted at the end of the semester

Workshops and Consultations
- When possible, workshops and consultations will be arranged in response to project needs

Grading
Team Project Grade: 75%
Individual Grade Based on Lab Journals, Consultations, and Team Contributions: 25%

Books
To be determined based on project needs. General resources to be built collaboratively on the course website.

Schedule
1/27   Introductions, Logistics, Project Discussions
2/3   Project Abstracts, Team Formation
2/10   Project Plans
2/17   Collaborative Project Work and Consultation
2/24   Collaborative Project Work and Consultation
3/3   Collaborative Project Work and Consultation
3/10   Collaborative Project Work and Consultation
3/17   Collaborative Project Work and Consultation
3/24   Collaborative Project Work and Consultation
3/31   Collaborative Project Work and Consultation
4/7   Collaborative Project Work and Consultation
4/14   Spring Break
4/21   Collaborative Project Work and Consultation
4/28   Project Launch Dress Rehearsal
5/5   Public Project Launch Event

5/12   Collaborative Reflections, Sustainability Discussions