

Study Regulations for the consecutive Master's degree program Digital Humanities

as of March 2, 2022

On the basis of § 36 para.1 of the Act on the Autonomy of Institutions of Higher Education in the Free State of Saxony (*Sächsisches Hochschulfreiheitsgesetz*) in the version published on January 15, 2013 (SächsGVBl. p. 3), Technische Universität Dresden issues the following Study Regulations as statutes.

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§ 1 Scope

On the basis of the Act on the Autonomy of Institutions of Higher Education in the Free State of Saxony and the Examination Regulations, these Study Regulations stipulate the objectives, content, structure and organization of the consecutive Master's program in Digital Humanities at Technische Universität Dresden.

§ 2 Objectives of the degree program

(1) During this program, students will gain proficiency in the use of digital tools and technologies in the context of humanities and social science topics, in their implementation, and in their evaluation. This includes content-related and technological abilities as well as legal and didactic skills. Building on the fundamental modules, students will acquire specialized knowledge in the fields of digital textual analysis, education, cultural studies, art history, visual studies and music, and apply it in practice. The students will be able to utilize their skills in complex projects. They will be qualified for solution-oriented work in both intercultural and interdisciplinary teams. They are able to apply the media methods of the Digital Humanities in a purposeful way, know the potentials of informational issues as well as humanities and social science topics and have the professional as well as interdisciplinary knowledge to critically question the limits and risks of the digital world. Based on the specialization in the elective compulsory fields Society and History, Art and Visual Studies, School and Education, and Language and Literature, students will be able to transfer the acquired expertise to specific fields of application and will know how to communicate these at the interface between academic education and the public.

(2) Due to their comprehensive theoretical education and the teaching of scientific methods, the graduates will be enabled to apply diverse and complex tasks after specialization in the field of Digital Humanities in research, teaching and collection contexts after an appropriate training period in professional practice. Career opportunities include coordination and curatorial work in museums, galleries, collections, libraries and archives, developmental and supervisory work with municipal and tourist information websites, and work in educational facilities.

§ 3 Admission requirements

(1) Requirements to be admitted to the degree program:

1. completion of a first degree in the humanities and social sciences at a university or vocational academy that is officially recognized in Germany and qualifies the degree holder for a profession,
2. English at B2 level of the Common European Framework of Reference for Languages, and
3. extensive prior knowledge of digital methods, techniques of digital work and prior knowledge in subject areas of the humanities and social sciences.

(2) The special aptitude pursuant to para. 1 no. 3 will be determined in an aptitude assessment procedure in accordance with the Aptitude Assessment Regulations. Moreover, the Aptitude Assessment Regulations govern which language certificates will be recognized in accordance with para. 1 no. 2.

§ 4

Start and duration of the degree program

(1) The program can be started each winter semester.

(2) The standard period of study is four semesters and includes on-site attendance, independent study, supervised practice periods, and the Master's examination.

§ 5

Teaching and learning methods

(1) The curriculum is structured in modules. In the individual modules, the course content is taught, consolidated and deepened through lectures, practicals, seminars, internships, tutorials, language courses and independent study.

(2) Lectures provide an overview and introduce the subject matter of the modules. Practical courses allow to apply the subject matter in exemplary sub-areas. Seminars are interactive and enable students to familiarize themselves under supervision in a selected subject area on the basis of specialist literature or other material, to report on the results of their work, to discuss them within the group and to present them in writing, and provide the opportunity for interdisciplinary project work. Tutorials are courses designed to accompany and deepen studies, supporting the students' scientific work. Internships serve to apply the subject matter taught and to acquire practical skills in potential areas of employment. Independent study allows students to independently consolidate and deepen their knowledge of the course content, to prepare and follow up on the content of the courses, and to prepare for examinations.

§ 6

Structure and organization of the degree program

(1) The program is organized in modules. The curriculum is divided into 4 semesters. The third semester is particularly suitable for a temporary stay at another university in Germany and abroad (mobility window). Part-time study is possible in accordance with the regulations on part-time study.

(2) The degree program comprises ten compulsory modules and one elective compulsory field with two compulsory modules. Students can choose between the elective compulsory fields of Society and History, Art and Visual Studies, School and Education, as well as Language and Literature, of which they have to select one. The selection of the elective compulsory field is binding. The field can be changed once; the student must submit a written request to the Examination Office stating the elective compulsory field to be replaced and the newly selected one.

(3) Learning goals, content, teaching and learning methods included, requirements, applicability, frequency, workload, and duration of the individual modules are all listed in the module descriptions (Annex 1).

(4) The courses are held in German or, if indicated by the module descriptions, in English.

(5) The appropriate allocation of the modules to the individual semester, the observance of which makes it possible to complete the program within the standard period of study, as well as the type and scope of the respective courses included, and the number and standard time of the required study achievements and examined assessments are defined in the study schedule attached (Annex 2), or in an individual study schedule for part-time studies approved by the School.

§ 7

Content of the degree program

(1) Digital Humanities is a research-oriented Master's degree program.

(2) The content of the degree program includes the foundations of the Digital Humanities and of applied computer science, and interdisciplinary as well as transdisciplinary project development, the application of Digital Humanities as well as research and application-oriented methods in the humanities and social sciences. The subjects of teaching and learning comprise research questions and methods in the fields of digital textual analysis, education, cultural studies, art history, visual studies and music. Moreover, they include specific legal foundations for working with digital media and content as well as transfer opportunities between different cultural, education and intermediary institutions. The elective compulsory fields of Society and History, Art and Visual Studies, School and Education, as well as Language and Literature provide students with a detailed insight into the Digital Humanities at the intersection between the humanities and social sciences and representatives of cultural, education and intermediary institutions – such as museums, galleries, collections, libraries and archives.

(3) The elective compulsory field Society and History focuses on the interrelation between digitalization and historical sources, from the digital provision of individual source corpora to their indexing, modeling, and analysis using specific digital methods to the transfer of knowledge to the public sphere through digital representation. The elective compulsory field Art and Visual Studies focuses on the interrelation between digitalization and art history, in particular in the areas of visual arts, architecture, and visual cultures. The topics range from the digital provision of data in connection with art and cultural assets, their exploration, modeling, and analysis via digitally supported methods and tools to their digital communication, such as in museums, digital exhibitions, etc. Moreover, this includes reflection on the methodological and theoretical foundations of art and visual culture studies in a digital work and media environment. In the elective compulsory field School and Education, students reflect on the relationship between digitalization and education on the basis of theoretical and empirical issues in education (e.g. school and class development). The elective compulsory field Language and Literature zeroes in on topics of linguistics, literature and cultural studies with a view to digital methods. This comprises creating and exploiting machine-readable corpora, generating and developing digital editions, interdisciplinary and transdisciplinary project networking, and transferring methods and findings from computer-supported linguistics, literature and cultural studies.

§ 8

Credit points

(1) ECTS credits document the average workload of the students and their individual study progress. One credit point corresponds to a 30-hour workload. Normally, 60 credit points are awarded per academic year, i.e. 30 credit points per semester. The total workload for the program corresponds to 120 credit points and comprises the teaching and learning methods according to type and scope stipulated in the module descriptions, the study achievements and examined assessments, and the final thesis.

(2) The module descriptions indicate the number of credits that can be earned by each module. Credits are awarded upon passing the module examination. § 33 of the examination regulations shall remain unaffected.

§ 9

Academic advisory and counseling service

(1) General advice will be provided by the Central Student Information and Counseling Service at TU Dresden. It covers questions regarding study options, enrollment modalities and general student affairs. Subject-specific advice during studies will be provided by the Academic Advisory Service of the School of Humanities and Social Sciences. This subject-specific advisory service assists students with regard to the design of their studies.

(2) At the beginning of the third semester, each student who has not yet provided proof of academic performance must make use of the subject-specific advisory services.

§ 10

Amendments to module descriptions

(1) In order to amend to changed conditions, the module descriptions may be adapted in a simplified procedure in order to optimize study organization, with the exemption of the fields "module name", "learning goals", "content", "teaching and learning methods", "requirements for earning credit points", and "credit points and grades" as well as "module duration".

(2) In a simplified procedure, the School Committee of the School of Humanities and Social Sciences will adopt the amendments to the module descriptions upon proposal of the Academic Affairs Committee. The amendments shall be published as is customary at the School.

§ 11

Entry into force and publication

(1) These Study Regulations enter into force on April 1, 2022 and are published in the official announcements of Technische Universität Dresden.

(2) They apply to all newly enrolled students in the Master's program in Digital Humanities in the 2022/2023 winter semester.

Issued based on the resolution of the School Committee of the School of Humanities and Social Sciences as of December 17, 2021, and the approval of the University Executive Board as of February 22, 2022.

Dresden, March 2, 2022

The Rector
of Technische Universität Dresden

Prof. Dr. Ursula M. Staudinger

Annex 1: Module descriptions

Module number	Module name	Module coordinator
GSW-MA-DH 1.1	Fundamentals and application-oriented methods in Digital Humanities	Digital Humanities Dean of Studies (studienbuero.gsw-digitalhumanities@tu-dresden.de)
Learning goals	Upon completion of the module, students will have knowledge of the fundamentals and application-oriented methods of the Digital Humanities. They will be able to apply these application-oriented methods to a topic, pre-structure this topic according to scientific principles, and present it in an easy-to-follow way.	
Content	The module provides an insight into the Digital Humanities. It refers to core computer-based content as well as methodological fundamental texts on the topics of society and history, art and visual studies, school and education, and language and literature. The module provides exemplary insights into possible fields of research and career perspectives, and points out development potentials for the students.	
Teaching and learning methods	Lecture (2 hours per week), tutorial (2 hours per week), independent study.	
Prerequisites	There are no specific prerequisites.	
Applicability	This module is a compulsory module in the Digital Humanities Master's degree program. It fulfills the requirements for the modules Interdisciplinary and Transdisciplinary Project Development in Digital Humanities and Legal Aspects of Digital Humanities.	
Requirements for earning credit points	Credit points are awarded upon passing the module examination. The module examination comprises a 90-minute written test.	
Credit points and grades	The module is worth 5 credit points. The module grade corresponds to the grade of the written module examination.	
Module frequency	The module is offered each winter semester.	
Workload	The workload comprises 150 hours in total.	
Module duration	The module runs for the duration of one semester.	

Module number	Module name	Module coordinator
GSW-MA-DH 1.2	Interdisciplinary and transdisciplinary project development in Digital Humanities	Digital Humanities Dean of Studies (studienbuero.gsw-digitalhumanities@tu-dresden.de)
Learning goals	Upon completion of the module, students will have knowledge of how to plan and organize interdisciplinary and transdisciplinary collaborative projects. They will be able to develop an interdisciplinary and transdisciplinary topic based on a simple requirements analysis, present it orally and in writing, and have the ability to lead students in scientific team discussions. They will have knowledge and skills to position and apply the Digital Humanities in a diverse and pluralistic society.	
Content	The module comprises the exemplary modeling of collaborative projects on the topics of society and history, art and visual studies, school and education, and language and literature.	
Teaching and learning methods	Seminar (2 hours per week), independent study.	
Prerequisites	Participants require the knowledge and ready-to-apply skills acquired in the module Fundamentals and application-oriented methods in Digital Humanities.	
Applicability	This module is a compulsory module in the Digital Humanities Master's degree program. It fulfills the requirements for the module Digital Humanities in practice.	
Requirements for earning credit points	Credit points are awarded upon passing the module examination. The module examination consists of a public oral examination of 20 minutes duration per student, and takes place as a group examination with 3 persons.	
Credit points and grades	The module is worth 5 credit points. The module grade corresponds to the grade of the written module examination.	
Module frequency	The module is offered each year in the summer semester.	
Workload	The workload comprises 150 hours in total.	
Module duration	The module runs for the duration of one semester.	

Module number	Module name	Module coordinator
GSW-MA-DH 1.3	Legal Aspects of Digital Humanities	Digital Humanities Dean of Studies (studienbuero.gsw-digitalhumanities@tu-dresden.de)
Learning goals	Students will have basic knowledge and competencies in the legislative fields relevant to Digital Humanities, in particular copyright law, information law, privacy law and data protection law. Students will be able to appropriately classify various issues and problems and to find practical solutions, taking into account the legal requirements.	
Content	The module covers the legal fundamentals of copyright law, information law, and personality and data protection law including European and international references.	
Teaching and learning methods	Lecture (2 hours per week), independent study.	
Prerequisites	Participants require the knowledge and ready-to-apply skills acquired in the module Fundamentals and application-oriented methods in Digital Humanities.	
Applicability	This module is a compulsory module in the Digital Humanities Master's degree program.	
Requirements for earning credit points	Credit points are awarded upon passing the module examination. The module examination comprises a 90-minute written test.	
Credit points and grades	The module is worth 5 credit points. The module grade corresponds to the grade of the written module examination.	
Module frequency	The module is offered each year in the summer semester.	
Workload	The workload comprises 150 hours in total.	
Module duration	The module runs for the duration of one semester.	

Module number	Module name	Module coordinator
GSW-MA-DH 2.1	Fundamentals of Human-Computer Interaction	Digital Humanities Dean of Studies (studienbuero.gsw-digitalhumanities@tu-dresden.de)
Learning goals	Students will acquire the skills needed for creating audio-visual computer applications to devise user interfaces in the broadest sense and to apply these to a programming language. They will also learn some methods for evaluating these in terms of usability and accessibility.	
Content	The module provides students with an understanding of the fundamental processes of human-computer interaction for audio-visual media. With user-centered design as a basis, the module focuses on the processes for conducting contextual analyses and task analyses for eliciting user requirements and using assistive technologies. Interface, navigation and information design for the development of interactive applications is briefly outlined. Various devices and interaction technologies as well as their implementation in graphic user interfaces are also key components of the module. Building on these basic prerequisites, students are introduced to the fundamental processes for evaluating user interfaces and conducting heuristic and empirical analyses. They then have the opportunity to practically apply this knowledge in the form of a project.	
Teaching and learning methods	Lecture (2 hours per week), practical (2 hours per week), independent study	
Prerequisites	There are no specific prerequisites.	
Applicability	This module is a compulsory module in the Digital Humanities Master's degree program. It fulfills the requirements for the module Programming for Projects in the Humanities and Social Sciences.	
Requirements for earning credit points	Credit points are awarded upon passing the module examination. The module examination comprises a 90-minute written test.	
Credit points and grades	The module is worth 10 credit points. The module grade corresponds to the grade of the written module examination.	
Module frequency	The module is offered each winter semester.	
Workload	The workload comprises 300 hours in total.	
Module duration	The module runs for the duration of one semester.	

Module number	Module name	Module coordinator
GSW-MA-DH 2.2	Fundamentals of Requirements Management and Test Management	Digital Humanities Dean of Studies (studienbuero.gsw- digitalhumanities@tu-dresden.de)
Learning goals	Students will master fundamental methods of requirements analysis and requirements management as well as methods for testing software systems. Students will understand how to discover requirements (elicitation), check for consistency, specify formally and informally and to adapt. They will learn how to run tests based on requirements and how to automate the testing process. Students will master procedures for unit testing, system testing and regression testing. They will be familiar with static and dynamic quality assurance as well as product certification.	
Content	The module focuses on requirements and testing terminology. This includes stakeholder analysis; problem and goal analysis; functional, non-functional and semi-functional requirements; structuring tests for product lines using feature models; model-based requirements management and testing; requirements documentation; testing processes and testing management.	
Teaching and learning methods	Lecture (2 hours per week), practical (2 hours per week), independent study	
Prerequisites	There are no specific prerequisites.	
Applicability	This module is a compulsory module in the Digital Humanities Master's degree program. It fulfills the requirements for the module Programming for Projects in the Humanities and Social Sciences.	
Requirements for earning credit points	Credit points are awarded upon passing the module examination. The module examination comprises a 90-minute written test.	
Credit points and grades	The module is worth 10 credit points. The module grade corresponds to the grade of the written module examination.	
Module frequency	The module is offered each winter semester.	
Workload	The workload comprises 300 hours in total.	
Module duration	The module runs for the duration of one semester.	

Module number	Module name	Module coordinator
GSW-MA-DH 2.3	Programming for Projects in the Humanities and Social Sciences	Digital Humanities Dean of Studies (studienbuero.gsw- digitalhumanities@tu-dresden.de)
Learning goals	Upon completion of the module, students will be able to program and evaluate fundamental applications (scripts). They will be familiar with common programming languages and know how to use them.	
Content	The module comprises application-oriented fundamentals of various programming topics. The central focal point is on specific programming applications and objectives for implementation in humanities and social sciences projects.	
Teaching and learning methods	Practical (2 hours per week), independent study	
Prerequisites	Knowledge and applicable skills acquired in the modules Fundamentals of Human-Computer Interaction and Fundamentals of Requirements Management and Test Management are prerequisites for participation in this module.	
Applicability	This module is a compulsory module in the Digital Humanities Master's degree program.	
Requirements for earning credit points	Credit points are awarded upon passing the module examination. The module examination comprises a complex assessment totaling 100 hours.	
Credit points and grades	The module is worth 10 credit points. The module grade corresponds to the grade of the written module examination.	
Module frequency	The module is offered each year in the summer semester.	
Workload	The workload comprises 150 hours in total.	
Module duration	The module runs for the duration of one semester.	

Module number	Module name	Module coordinator
GSW-MA-DH 3.1	Applications of the Digital Humanities	Digital Humanities Dean of Studies (studienbuero.gsw-digitalhumanities@tu-dresden.de)
Learning goals	Upon completion of the module, students will be well versed in using digital methods to address challenges and questions that arise in the humanities. They will be able to use methods learned in the Digital Humanities that are necessary to answer questions in the humanities, as well as to justify their chosen method.	
Content	As part of the module, exemplary applications of Digital Humanities are presented and discussed. The module provides insights into practical examples of Digital Humanities with a focus on society and history, art and image, school and education, as well as language and literature.	
Teaching and learning methods	Depending on the student's choice, the module comprises lectures, practicals, seminars and tutorials amounting to two hours per week, plus independent study. The required number of courses are to be chosen from the Digital Humanities catalogue. The catalogue, including the required examined assessments, as well as the language of instruction and the language of examination, will be made available at the beginning of the semester, as is customary at the School.	
Prerequisites	There are no specific prerequisites.	
Applicability	This module is a compulsory module in the Digital Humanities Master's degree program. It fulfills the prerequisites for the following modules: Networked Applications of the Digital Humanities; Digital Humanities in Practice; Partner Forum; as well as for the modules Fundamentals of Subject-Specific Digital Humanities - Society and History; Fundamentals of Subject-Specific Digital Humanities - Art and Visual Studies, Fundamentals of Subject-Specific Digital Humanities - School and Education; Fundamentals of Subject-Specific Digital Humanities - Language and Literature.	
Requirements for earning credit points	Credit points are awarded upon passing the module examination. The module examination consists of graded academic work specified in the Digital Humanities catalogue.	
Credit points and grades	The module is worth 5 credit points. The module grade corresponds to the grade of the written module examination.	
Module frequency	The module is offered each winter semester.	
Workload	The workload comprises 150 hours in total.	
Module duration	The module runs for the duration of one semester.	

Module number	Module name	Module coordinator
GSW-MA-DH 3.2	Networked Applications of the Digital Humanities	Digital Humanities Dean of Studies (studienbuero.gsw- digitalhumanities@tu-dresden.de)
Learning goals	Upon completion of the module, the students will be well versed in using digital methods for solving problems and addressing issues in the humanities, taking into account legal, ethical and didactic aspects. They will be able to present academic topics in Digital Humanities in a well-structured and convincing manner after critical analysis of the research literature, and to classify these with regard to legal, ethical and didactic requirements. They can independently develop and discuss academic topics while confidently applying digital methods.	
Content	The module critically classifies examples of practical application in the Digital Humanities with regard to legal, ethical and didactic aspects. Depending on the student's choice of module, additional topics include data, law and ethics, cultural spaces as well as education and mediation.	
Teaching and learning methods	Depending on the student's choice, the module comprises lectures, practicals, seminars and tutorials amounting to two hours per week, plus independent study. The required number of courses are to be chosen from the Digital Humanities catalogue. The catalogue, including the required examined assessments, as well as the language of instruction and the language of examination, will be made available at the beginning of the semester, as is customary at the School.	
Prerequisites	Students already need to be familiar with the content taught in the module Applications of the Digital Humanities and be able to apply these skills.	
Applicability	This module is a compulsory module in the Digital Humanities Master's degree program. It fulfills the requirements of the Digital Humanities in Practice and Partner Forum modules.	
Requirements for earning credit points	Credit points are awarded upon passing the module examination. The module examination consists of graded academic work specified in the Digital Humanities catalogue.	
Credit points and grades	The module is worth 5 credit points. The module grade corresponds to the grade of the written module examination.	
Module frequency	The module is offered each year in the summer semester.	
Workload	The workload comprises 150 hours in total.	
Module duration	The module runs for the duration of one semester.	

Module number	Module name	Module coordinator
GSW-MA-DH 4.1	Digital Humanities in Practice	Digital Humanities Dean of Studies (studienbuero.gsw- digitalhumanities@tu-dresden.de)
Learning goals	Upon completion of the module, students will have in-depth practical skills in the field of Digital Humanities. They will be able to practically implement the knowledge they have acquired during their studies in real-life scenarios. They will possess team working, time-management and work organization skills.	
Content	The content of the practical training is decided by the individual field of activity within the Digital Humanities, for example museums, galleries, collections, libraries, archives, educational institutions and tourism.	
Teaching and learning methods	Practical training (10 hours per week), independent study.	
Prerequisites	The knowledge and applicable skills gained in the modules: Interdisciplinary and Transdisciplinary Project Development in Digital Humanities; Applications of the Digital Humanities; and Networked Applications of the Digital Humanities.	
Applicability	This module is a compulsory module in the Digital Humanities Master's degree program. It fulfills the requirements for the module Partner Forum.	
Requirements for earning credit points	Credit points are awarded upon passing the module examination. The module examination comprises a portfolio with a scope of 100 hours.	
Credit points and grades	The module is worth 15 credit points. The module grade corresponds to the grade of the written module examination.	
Module frequency	The module is offered each winter semester.	
Workload	The workload comprises 450 hours in total.	
Module duration	The module runs for the duration of one semester.	

Module number	Module name	Module coordinator
GSW-MA-DH 4.2	Partner Forum	Digital Humanities Dean of Studies (studienbuero.gsw- digitalhumanities@tu-dresden.de)
Learning goals	Students will learn to present complex issues in the realm of digital humanities to an audience of experts by rendering a plausible account thereof, critically reflecting on them and leading a debate on the topic. They will acquire the appropriate knowledge for digital representation and feedback techniques and gain advanced skills to articulate their ideas both verbally and in writing.	
Content	The module covers the planning, development and presentation of a specific research project within the Digital Humanities with a view to Society and History, Art and Visual Studies, School and Education as well as Language and Literature. The curriculum also includes research-oriented analysis before an audience of experts in preparation for the final thesis.	
Teaching and learning methods	Seminar (2 hours per week), independent study.	
Prerequisites	The knowledge and applicable skills acquired in the following modules are required: Applications of the Digital Humanities; Networked Applications of the Digital Humanities; and Networked Applications of the Digital Humanities.	
Applicability	This module is a compulsory module in the Digital Humanities Master's degree program.	
Requirements for earning credit points	Credit points are awarded upon passing the module examination. The module examination comprises a portfolio with a scope of 200 hours.	
Credit points and grades	The module is worth 10 credit points. The module grade corresponds to the grade of the examined assessment.	
Module frequency	The module is offered each year in the summer semester.	
Workload	The workload comprises 300 hours in total.	
Module duration	The module runs for the duration of one semester.	

Module number	Module name	Module coordinator
GSW-MA-DH-WP-GG 1	Fundamentals of Subject-Specific Digital Humanities - Society and History	Digital Humanities Dean of Studies (studienbuero.gsw-digitalhumanities@tu-dresden.de)
Learning goals	Upon completion of the module, students will have fundamental knowledge of solution-oriented methods of the Digital Humanities in Society and History. They will be able to identify issues relating to society and history and develop initial approaches to solutions, discuss them and adequately present them using social and historical theories and digital methods.	
Content	The module comprises topics in society and history in connection with digitalization and (historical) sources. The focus is on the foundations of development, modeling, the provision of individual source corpora in digital form and the analysis thereof using specific digital methods.	
Teaching and learning methods	Depending on the student's choice, the module comprises lectures, practicals, seminars and tutorials amounting to 4 hours per week, plus independent study. The required number of courses are to be chosen from the Digital Humanities catalogue. The catalogue, including the required examined assessments, as well as the language of instruction and the language of examination, will be made available at the beginning of the semester, as is customary at the School.	
Prerequisites	Students already need to be familiar with the content taught in the module Applications of the Digital Humanities and be able to apply these skills.	
Applicability	This module is a compulsory module in the elective compulsory field I – Society and History within the Digital Humanities Master's degree program. One elective compulsory field must be chosen. It fulfills the requirements for the module Specialization of Subject-Specific Digital Humanities – Society and History in the elective compulsory field I – Society and History.	
Requirements for earning credit points	Credit points are awarded upon passing the module examination. The module examination consists of an examined assessment specified in the Digital Humanities catalogue.	
Credit points and grades	The module is worth 10 credit points. The module grade corresponds to the grade of the examined assessment.	
Module frequency	The module is offered each year in the summer semester.	
Workload	The workload comprises 300 hours in total.	
Module duration	The module runs for the duration of one semester.	

Module number	Module name	Module coordinator
GSW-MA-DH-WP-GG 2	Specialization of Subject-Specific Digital Humanities– Society and History	Digital Humanities Dean of Studies (studienbuero.gsw-digitalhumanities@tu-dresden.de)
Learning goals	Upon completion of the module, students will be able to confidently apply solution-oriented methods of the Digital Humanities in Society and History. They will be able to develop comprehensive solutions for issues in society and history using societal and historical theories as well as digital methods, to discuss and adequately present them, and to critically reflect on opportunities for the advancement of task-specific tool sets and research designs.	
Content	The module expands the focus on societal and historical topics in the Digital Humanities. Students will apply specific digital methods to exploit, to model and to analyze sources as well as to digitally represent them in a public space for knowledge transfer.	
Teaching and learning methods	Depending on the student's choice, the module comprises lectures, practicals, seminars and tutorials amounting to 6 hours per week, plus independent study. The required number of courses are to be chosen from the Digital Humanities catalogue. The catalogue, including the required examined assessments, as well as the language of instruction and the language of examination, will be made available at the beginning of the semester, as is customary at the School.	
Prerequisites	Students already need to be familiar with the knowledge and applicable skills acquired in the module Fundamentals of Subject-Specific Digital Humanities – Society and History in the elective compulsory field I – Society and History within the Digital Humanities Master's degree program.	
Applicability	This module is a compulsory module in the elective compulsory field I – Society and History within the Digital Humanities Master's degree program. One elective compulsory field must be chosen.	
Requirements for earning credit points	Credit points are awarded upon passing the module examination. The module examination consists of the examined assessments specified in the Digital Humanities catalogue.	
Credit points and grades	The module is worth 15 credit points. The module grade corresponds to the grade of the examined assessment.	
Module frequency	The module is offered each winter semester.	
Workload	The workload comprises 450 hours in total.	
Module duration	The module runs for the duration of one semester.	

Module number	Module name	Module coordinator
GSW-MA-DH-WP-KB 1	Fundamentals of Subject-Specific Digital Humanities – Art and Visual Studies	Digital Humanities Dean of Studies (studienbuero.gsw-digitalhumanities@tu-dresden.de)
Learning goals	Upon completion of the module, students will have fundamental knowledge of solution-oriented methods of the Digital Humanities in Fine and Visual Arts studies. They will be able to identify issues relating to Fine and Visual Arts and develop initial approaches to solutions, discuss them and adequately present them using social and historical theories and digital methods.	
Content	The content of the module includes scientific topics of art and image in the Digital Humanities. It focuses on the interrelation between digitalization and art history, in particular in the areas of visual arts, architecture, and visual cultures as well as the digital provision of data in connection with art and cultural assets, their exploration, modeling, and analysis via digitally supported methods and tools.	
Teaching and learning methods	Depending on the student's choice, the module comprises lectures, practicals, seminars and tutorials amounting to 4 hours per week, plus independent study. The required number of courses are to be chosen from the Digital Humanities catalogue. The catalogue, including the required examined assessments, as well as the teaching and examination language, will be made available at the beginning of the semester, as is customary at the School.	
Prerequisites	Students already need to be familiar with the content taught in the module Applications of the Digital Humanities and be able to apply these skills.	
Applicability	This module is a compulsory module in the elective compulsory field II - Art and Image of the Digital Humanities Master's degree program. One elective compulsory field must be chosen. It fulfills the requirements for the module Specialization of Subject-Specific Digital Humanities – Art and Image in the elective compulsory field II - Art and Image.	
Requirements for earning credit points	Credit points are awarded upon passing the module examination. The module examination consists of an examined assessment specified in the Digital Humanities catalogue.	
Credit points and grades	The module is worth 10 credit points. The module grade corresponds to the grade of the examined assessment.	
Module frequency	The module is offered each year in the summer semester.	
Workload	The workload comprises 300 hours in total.	
Module duration	The module runs for the duration of one semester.	

Module number	Module name	Module coordinator
GSW-MA-DH-WP-KB 2	Specialization of Subject-Specific Digital Humanities – Art and Visual Studies	Digital Humanities Dean of Studies (studienbuero.gsw-digitalhumanities@tu-dresden.de)
Learning goals	Upon completion of the module, students will be able to confidently apply solution-oriented methods of the Digital Humanities in Art and Visual Culture studies. They will be able to develop comprehensive solutions for issues in art and visual culture using societal and historical theories and digital methods, to discuss and adequately present them, and to critically reflect on opportunities for the advancement of task-specific tool sets and research designs.	
Content	The module provides an in-depth look into art and visual culture topics of Digital Humanities. The focus is on specific digital methods to access, model, and analyze digitally provided art and cultural assets. The module also centers around digital mediation of art and cultural assets (for example, in museums, digital exhibitions, etc.) as well as the methodological and theoretical foundations of art and visual studies in a digital world of work and media.	
Teaching and learning methods	Depending on the student's choice, the module comprises lectures, practicals, seminars and tutorials amounting to 6 hours per week, plus independent study. The required number of courses are to be chosen from the Digital Humanities catalogue. The catalogue, including the required examined assessments, as well as the teaching and examination language, will be made available at the beginning of the semester, as is customary at the School.	
Prerequisites	Students already need to be familiar with the knowledge and ready-to-apply skills acquired in the module Fundamentals of Subject-Specific Digital Humanities – Art and Image in the elective compulsory field II - Art and Image of the Digital Humanities Master's degree program.	
Applicability	This module is a compulsory module in the elective compulsory field II - Art and Image of the Digital Humanities Master's degree program. One elective compulsory field must be chosen.	
Requirements for earning credit points	Credit points are awarded upon passing the module examination. The module examination consists of the examined assessments specified in the Digital Humanities catalogue.	
Credit points and grades	The module is worth 15 credit points. The module grade corresponds to the grade of the examined assessment.	
Module frequency	The module is offered each winter semester.	
Workload	The workload comprises 450 hours in total.	
Module duration	The module runs for the duration of one semester.	

Module number	Module name	Module coordinator
GSW-MA-DH-WP-SB 1	Fundamentals of Subject-Specific Digital Humanities – School and Education	Prof. Dr. Thomas Köhler (thomas.koehler@tu-dresden.de)
		Additional lecturer: Prof. Dr. Friedrich Funke (friedrich.funke@tu-dresden.de)
Learning goals	Upon completion of the module, students will confidently apply solution-oriented methods of the Digital Humanities in Educational Sciences They will be able to identify issues relating to Educational Sciences and develop initial approaches to solutions, to discuss them and to adequately present them using social and historical theories and digital methods.	
Content	The module consists of educational sciences issues with an emphasis on school-based and extracurricular education (both vocational and adult education). The content pertains to the role of digitalization in educational processes, the education system as well as the development and evolution of institutions with an educational mandate.	
Teaching and learning methods	Depending on the student's choice, the module comprises lectures, practicals, seminars and tutorials amounting to 4 hours per week, plus independent study. The required number of courses are to be chosen from the Digital Humanities catalogue. The catalogue, including the required examined assessments, as well as the language of instruction and the language of examination, will be made available at the beginning of the semester, as is customary at the School.	
Prerequisites	Students already need to be familiar with the content taught in the module Applications of the Digital Humanities and be able to apply these skills.	
Applicability	This module is a compulsory module in the elective compulsory field III - School and Education of the Digital Humanities Master's degree program. One elective compulsory field must be chosen. It fulfills the requirements for the module Specialization of Subject-Specific Digital Humanities – School and Education in the elective compulsory field III - School and Education.	
Requirements for earning credit points	Credit points are awarded upon passing the module examination. The module examination consists of an examined assessment specified in the Digital Humanities catalogue.	
Credit points and grades	The module is worth 10 credit points. The module grade corresponds to the grade of the examined assessment.	
Module frequency	The module is offered each year in the summer semester.	
Workload	The workload comprises 300 hours in total.	

Module duration	The module runs for the duration of one semester.
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Module number	Module name	Module coordinator
GSW-MA-DH-WP-SB 2	Specialization of Subject-Specific Digital Humanities – School and Education	Prof. Dr. Friedrich Funke (friedrich.funke@tu-dresden.de)
		Additional lecturer Prof. Dr. Thomas Köhler (thomas.koehler@tu-dresden.de)
Learning goals	Upon completion of the module, students will confidently apply solution-oriented methods of the Digital Humanities in educational sciences. They will be able to develop comprehensive solutions for issues in educational science using educational science theories and digital methods, to discuss and adequately present them, and to critically reflect on possibilities for the advancement of task-specific toolsets and research designs.	
Content	The module builds upon digitalization in various fields of application in educational science. One focus is on formative educational research, as well as the development or design of digitally-supported tools or methods for selected educational institutions or locations.	
Teaching and learning methods	Depending on the student's choice, the module comprises lectures, practicals, seminars and tutorials amounting to 6 hours per week, plus independent study. The required number of courses are to be chosen from the Digital Humanities catalogue. The catalogue, including the required examined assessments, as well as the language of instruction and the language of examination, will be made available at the beginning of the semester, as is customary at the School.	
Prerequisites	Students already need to be familiar with the knowledge and ready-to-apply skills acquired in the module Fundamentals of Subject-Specific Digital Humanities – School and Education in the elective compulsory field III - School and Education of the Digital Humanities Master's degree program.	
Applicability	This module is a compulsory module in the elective compulsory field III - School and Education of the Digital Humanities Master's degree program. One elective compulsory field must be chosen.	
Requirements for earning credit points	Credit points are awarded upon passing the module examination. The module examination consists of the examined assessments specified in the Digital Humanities catalogue.	
Credit points and grades	The module is worth 15 credit points. The module grade corresponds to the grade of the examined assessment.	
Module frequency	The module is offered each winter semester.	
Workload	The workload comprises 450 hours in total.	
Module duration	The module runs for the duration of one semester.	

Module number	Module name	Module coordinator
GSW-MA-DH-WP-SL 1	Fundamentals of Subject-Specific Digital Humanities – Language and Literature	Digital Humanities Dean of Studies (studienbuero.gsw-digitalhumanities@tu-dresden.de)
Learning goals	Upon completion of the module, students will have fundamental knowledge of solution-oriented methods of the Digital Humanities in linguistics, literature and cultural studies. They will be able to identify linguistic, literary and cultural science issues and to develop initial approaches to solutions, discuss them and adequately present them using linguistic, literary and cultural science theories and digital methods.	
Content	The module focuses on topics from the area of language, literature and culture and includes the use of machine-readable corpora with regard to linguistic, literary and cultural studies issues, the use and creation of digital editions as well as interdisciplinary and transdisciplinary project networking, for example in the subjects of English and American Studies, German Studies, Romance Studies, Classical Philology and Slavic Studies.	
Teaching and learning methods	Depending on the student's choice, the module comprises lectures, practicals, seminars and tutorials amounting to 4 hours per week, plus independent study. The required number of courses are to be chosen from the Digital Humanities catalogue. The catalogue, including the required examined assessments, as well as the language of instruction and the language of examination, will be made available at the beginning of the semester, as is customary at the School.	
Prerequisites	Students already need to be familiar with the content taught in the module "Applications of the Digital Humanities" and be able to apply these skills.	
Applicability	This module is a compulsory module in the elective compulsory field IV - Language and Literature of the Digital Humanities Master's degree program. One elective compulsory field must be chosen. It fulfills the requirements for the module Specialization of Subject-Specific Digital Humanities – Language and Literature in the elective compulsory field IV - Language and Literature.	
Requirements for earning credit points	Credit points are awarded upon passing the module examination. The module examination consists of an examined assessment specified in the Digital Humanities catalogue.	
Credit points and grades	The module is worth 10 credit points. The module grade corresponds to the grade of the examined assessment.	
Module frequency	The module is offered each year in the summer semester.	
Workload	The workload comprises 300 hours in total.	

Module duration	The module runs for the duration of one semester.
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Module number	Module name	Module coordinator
GSW-MA-DH-WP-SL 2	Specialization of Subject-Specific Digital Humanities – Language and Literature	Digital Humanities Dean of Studies (studienbuero.gsw-digitalhumanities@tu-dresden.de)
Learning goals	Upon completion of the module, students will confidently apply solution-oriented methods of the Digital Humanities in linguistics, literature and cultural studies. They will be able to develop comprehensive solutions for linguistic, literature and cultural studies issues using adequate theories and digital methods, to discuss and adequately present them, and to critically reflect on possibilities for the advancement of task-specific toolsets and research designs.	
Content	The module expands the focus on linguistic, literary, and cultural studies topics in the Digital Humanities. It comprises the advanced use and development of machine-readable corpora with regard to specific problems in linguistics, literature, and cultural studies, the use and advancement of digital editions, specific interdisciplinary and transdisciplinary project networking, and the methods and results of digitally supported linguistics, literature, and cultural studies, such as in the subjects of English and American Studies, German Studies, Romance Studies, Classical Philology, and Slavic Studies.	
Teaching and learning methods	Depending on the student's choice, the module comprises lectures, practicals, seminars and tutorials amounting to 6 hours per week, plus independent study. The required number of courses are to be chosen from the Digital Humanities catalogue. The catalogue, including the required examined assessments, as well as the language of instruction and the language of examination, will be made available at the beginning of the semester, as is customary at the School.	
Prerequisites	Students already need to be familiar with the knowledge and ready-to-apply skills acquired in the module Fundamentals of Subject-Specific Digital Humanities – Language and Literature in the elective compulsory field IV - Language and Literature of the Digital Humanities Master's degree program.	
Applicability	This module is a compulsory module in the elective compulsory field IV - Language and Literature of the Digital Humanities Master's degree program. One elective compulsory field must be chosen.	
Requirements for earning credit points	Credit points are awarded upon passing the module examination. The module examination consists of the examined assessments specified in the Digital Humanities catalogue.	
Credit points and grades	The module is worth 15 credit points. The module grade corresponds to the grade of the examined assessment.	
Module frequency	The module is offered each winter semester.	
Workload	The workload comprises 450 hours in total.	

Module duration	The module runs for the duration of one semester.
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Annex 2: Study schedule

including type and scope of the courses in hours per week (SWS) as well as required academic work, the type, scope and design of which can be found in the module descriptions

Module no.	Module name	1 st semester	2 nd semester	3 rd semester (M)	4 th semester	Credits
		V/Ü/S/P/T	V/Ü/S/P/T	V/Ü/S/P/T	V/Ü/S/P/T	
Compulsory field						
GSW-MA-DH 1.1	Fundamentals and Application-Oriented Methods in Digital Humanities	2/0/0/0/2 PL				5
GSW-MA-DH 1.2	Interdisciplinary and Transdisciplinary Project Development in Digital Humanities		0/0/2/0/0 PL			5
GSW-MA-DH 1.3	Legal Aspects of Digital Humanities		2/0/0/0/0 PL			5
GSW-MA-DH 2.1	Fundamentals of Human-Computer Interaction	2/2/0/0/0 PL				10
GSW-MA-DH 2.2	Fundamentals of Requirement Management and Test Management	2/2/0/0/0 PL				10
GSW-MA-DH 2.3	Programming for Projects in the Humanities and Social Sciences		0/2/0/0/0 PL			5
GSW-MA-DH 3.1	Applications of the Digital Humanities	2 SWS* PL				5
GSW-MA-DH 3.2	Networked Applications of the Digital Humanities		2 SWS* PL			5
GSW-MA-DH 4.1	Digital Humanities in Practice			Placement 10 SWS PL		15
GSW-MA-DH 4.2	Partner Forum				0/0/2/0/0 PL	10

Elective compulsory field						
Elective compulsory field I - Society and History**						
GSW-MA-DH-WP-GG 1	Fundamentals of Subject-Specific Digital Humanities - Society and History		4 SWS* PL			10
GSW-MA-DH-WP-GG 2	Specialization of Subject-Specific Digital Humanities- Society and History			6 SWS PL ***		15
Elective compulsory field II - Art and Visual Studies**						
GSW-MA-DH-WP-KB 1	Fundamentals of Subject-Specific Digital Humanities – Art and Visual Studies		4 SWS* PL			10
GSW-MA-DH-WP-KB 2	Specialization of Subject-Specific Digital Humanities – Art and Visual Studies			6 SWS PL ***		15
Elective compulsory field III - School and Education**						
GSW-MA-DH-WP-SB 1	Fundamentals of Subject-Specific Digital Humanities – School and Education		4 SWS* PL			10
GSW-MA-DH-WP-SB 2	Specialization of Subject-Specific Digital Humanities – School and Education			6 SWS PL ***		15
Elective compulsory field IV - Language and Literature**						
GSW-MA-DH-WP-SL 1	Fundamentals of Subject-Specific Digital Humanities – Language and Literature		4 SWS* PL			10
GSW-MA-DH-WP-SL 2	Specialization of Subject-Specific Digital Humanities – Language and Literature			6 SWS PL ***		15
					Master's thesis	20
Credits		30	30	30	30	120

SWS	hours per week (<i>Semesterwochenstunden</i>)	S	Seminar
M	Mobility window pursuant to § 6 para. 1 sentence 3	P	Internship (<i>Praktikum</i>)
LP	Credit points (<i>Leistungspunkte</i>)	T	Tutorial
V	lecture (<i>Vorlesung</i>)	PL	examined assessment (<i>Prüfungsleistung</i>)
Ü	practical session (<i>Übung</i>)		

* Alternatively, type of course of the student's choice including the examined assessment as specified in the Digital Humanities catalogue.

** One elective compulsory field must be chosen.

*** Alternatively, type of course of the student's choice including the examined assessment as specified in the Digital Humanities catalogue.