

Where do they go?

10 years of professional choices by Digital Humanities Masters graduates (and what we might learn from them)

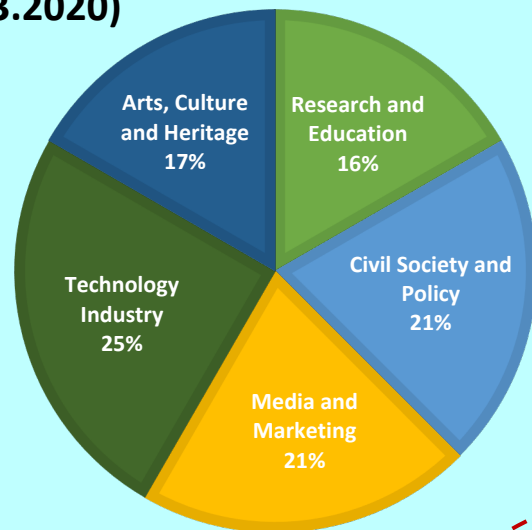
Jennifer Edmond, Trinity College Dublin

Background:

In 2011, Trinity College Dublin launched its MPhil (Masters Programme) in Digital Humanities and Culture. Between then and 2018, 64 students completed the programme. *But where did they go?* Using LinkedIn connections, personal networks, web searches and follow-up interactions and interviews, the incoming Course Director tracked down 43 of those graduates, in preparation for a 2020 relaunch ...

GRADUATE DESTINATIONS, TCD MPhil IN DIGITAL HUMANITIES AND CULTURE (as of 03.2020)

- Research and Education
- Civil Society and Policy
- Media and Marketing
- Technology Industry
- Arts, Culture and Heritage



Eureka! This isn't the student we designed the course for!

But it's not too late...



Revised *Internship programme*

- Conceptual shift from sponsor-driven to student interest-driven consultancy-style projects
- Framed more tightly to a 10-credit model (expectation of 10-12 hrs per week in 12-week term)
- Used as an opportunity to formally teach project management
- Delivers "acculturation" and "projects in the community" (Rockwell and Sinclair 2012, p.182)



Link to the 2023 internships syllabus, rubrica & template set

New core module, **Building Digital Humanities Projects**

- Gives students hands-on practice working with data and software, allowing them to realise a full, but prototype, DH project on their own or in a group
- Significant focus on data management as well as analysis and presentation
- Balances skills acquisition with the formation of independent and problem-focused learners, able to undertake acts of "critical making" (Ratto 2011) in a cultural space
- 'Boot Camp' phase (shared with other community learners) followed by time for project development



Link to the references on this poster

New core module, **Techno-Cultural Systems**

- Brings together the lessons of the digital humanities - from modelling to metadata to visualisation -with the students' everyday life experiences as technology users
- Weekly 'dossiers' assemble news reports with readings from the digital humanities, but also science and technology studies, philosophy, computer science, critical theory, and the arts
- Equips students to envision "what the humanities ... can bring to the understanding of computing and the shaping of the digital." (Hall 2011, p.2)



Link to our 2021 programme promo video

