



DISCIPLINE DESCRIPTION

TEXTS AND TECHNOLOGY

PROGRAM CIP CODE

For administrative use only; please do *not* edit federal NCES information below.

CIP Code	Title	Definition
30.5201	Digital Humanities and Textual Studies, General.	A program that focuses on digital textual editing, archiving, and publishing, and on the study of new media and computing platforms from the perspectives of the humanities and computer science. Includes instruction in archiving, computer programming, cultural studies, and textual criticism.

Note: More information on the National Center for Education Statistics (NCES) Classification of Instructional Programs (CIP) taxonomy is available at <https://nces.ed.gov/ipeds/cipcode/>.

Section 1. General description of the program

Use this section to provide a general description of the program, including, as appropriate, the mission and vision of the program; an overview of the program's curriculum and core course offerings, including available areas of specialization; contributing and affiliated units; faculty research emphases; and career outcomes and employment opportunities for graduates.

UCF's doctoral degree program in texts and technology, housed in the College of Arts and Humanities, is a rigorous interdisciplinary program dedicated to inventing the future of the humanities. Students in the program critique, create, and invent information practices and technological objects in and beyond the humanities.

Integrating fields such as writing, rhetoric, philosophy, technical communication, media, and history with digital methods and practices in coding, gaming, and archiving, the texts and technology program supports engagement with digital practices in the dialectical, rhetorical, procedural, and critical-cultural fields. Furthermore, students engage with the political, social, and philosophical dimensions of this work, dealing with gender, race, power, ethics, and related concerns.

Graduates have developed rich knowledge of the practices, applications, history, and theories of information and technology and are trained to conduct primary research related to a broad range of topics. Diverse student projects have focused on textuality, visuality, the arts, science communication, history, city planning, forensics, community activism, mapping, memory, universal access, medical rhetoric, gaming, folklore, food, and war.

The program comprises 48 credit hours of formal coursework and doctoral research, culminating in a PhD in texts and technology, with a specialty in one of six areas: digital humanities; digital media; editing, publishing, and interdisciplinary curating; public history; rhetoric and composition; or scientific and technical communication.

Digital Humanities

The specialization in digital humanities combines the study and application of digital technologies with the study of human society and culture. Students develop an understanding of social and cultural shifts in relation to information technologies and invent new practices for conducting research, teaching, and writing in digital contexts. This specialization prepares students for careers in tenure-track and instructional roles in humanities programs, in alt-ac roles as staff researchers and project managers, and in industry or government.

Digital Media

The specialization in digital media emphasizes the conceptual, theoretical, design, and technical skills needed to engage the changing platforms on which we work, teach, and live. Students develop an understanding of critical making, code and software studies and development, user-centered design, and the critique and design of games and interactive media. This specialization prepares students for careers in user-experience design, digital storytelling, and interactive communication. Graduates serve in tenure-track and instructional roles in digital media programs, in alt-ac roles as developers and project managers, and in industry.

Editing, Publishing, and Interdisciplinary Curating

The specialization in editing, publishing, and interdisciplinary curating prepares students for careers in editing, publishing, and curating, including consideration of current and developing technologies of print and online publication; digital archiving and collections; digital world-building and publication; curation of film, visual art, gaming, and other media; scholarly projects and publications; and the impact of technologies on the way we read, think, and interact with media. This specialization prepares students for careers in tenure-track and instructional roles in writing programs; in alt-ac roles as staff researchers, scholarly editors, and project managers; and in industry or government.

Public History

The specialization in public history engages students in collaborations with various communities in the gathering of historic materials, preservation, archiving, curating, oral history, and related fields while preparing them for careers in academia, museums, government, and nonprofit agencies. It pays special attention to digital platforms and tools and their uses for involving public audiences in historical analysis and interpretation. This specialization prepares students for careers in tenure-track and instructional roles in history programs; in alt-ac roles as docents, staff researchers, and project managers; and in industry or government.

Rhetoric and Composition

The specialization in rhetoric and composition trains students to communicate effectively, persuasively, and ethically across a range of civic, professional, and educational contexts, and pays special attention to digital platforms and tools and their uses for involving public audiences. This specialization prepares students for careers in tenure-track and instructional roles in rhetoric and composition programs, in alt-ac roles as staff researchers and project managers, and in industry or government.

Scientific and Technical Communication

The specialization in scientific and technical communication provides a foundation in rhetorical theory, communication theory, design theory, and other theories informing the discipline. Students develop practical projects in a variety of professional contexts such as scientific and medical communication and communicating for international audiences. This specialization prepares students for careers in tenure-track and instructional roles in technical communication programs, in alt-ac roles as staff researchers and project managers, and in industry or government.

Section 2. Commonly accepted academic credentials for teaching the program's courses

Use this section to list those credentials (academic degrees, appropriate areas of specialization, etc.) that are regarded by the respective disciplinary community as appropriate for teaching each of the program's courses.

Sufficient qualification to teach any of the program's core courses, as well as several commonly offered elective courses, includes a terminal degree from an accredited institution of higher learning, plus the credentials noted below:

- **DIG6436 Playable Texts and Technology.** Demonstrated record of scholarly work in game studies, electronic literature, or interactive digital narratives within the last five years.
- **DIG6836 Humanistic Data Analysis.** Demonstrated record of scholarly work using code-driven methods for digital humanities projects or publications within the last five years.
- **ENC6426 Visual Texts and Technology.** Demonstrated record of scholarly publications or creative output on visual topics or on the use of visual methods relevant to at least one of the program's areas of specialization within the last five years.
- **ENG6005 Dissertation Research Design in Texts and Technology.** Demonstrated record of scholarly publications, grants, or creative output relevant to research methods or design in at least one of the program's areas of specialization within the last five years.
- **ENG6800 Introduction to Texts and Technology.** Demonstrated record of scholarly publications, grants, or creative output relevant to at least one of the program's areas of specialization within the last five years.
- **ENG6801 Texts and Technology in History).** Demonstrated record of scholarly publications or digital projects related to the history of texts or technology within the last five years.
- **ENG6808 Narrative Information Visualization.** Demonstrated record of scholarly publications or creative output related to visual narrative, visual digital humanities, digital media, or information visualization within the last five years.
- **ENG6810 Theories of Texts and Technology.** Demonstrated record of theory-intensive publications, grants, or creative output related to at least one of the program's areas of specialization within the last five years.
- **ENG6811 Cultural Contexts in Texts and Technology.** Demonstrated record of scholarly work on the specific area or topic to be addressed in the course; prior experience teaching at the graduate level is required.
- **ENG6812 Research Methods for Texts and Technology.** Demonstrated record of scholarly publications, grants, or creative output relevant to at least one of the program's areas of specialization within the last five years, preferably as it relates to interdisciplinary contexts.
- **ENG6813 Interdisciplinary Teaching.** Demonstrated scholarly output in the scholarship of teaching and learning.
- **ENG6814 Gender in Texts and Technology.** Demonstrated record of scholarly publications, grants, or creative output on the role of gender as it relates to texts and technology within the last five years.
- **ENG6819 Critical Making for Humanist Scholarship.** Demonstrated record of scholarly publications, grants, or creative output related to digital humanities within the last five years.
- **ENG6939 Topics in Texts and Technology.** Substantial scholarly record in the specific area or topic to be addressed in the course.
- **ENG6947 Internship in Texts and Technology.** Demonstrated record of scholarly publications, grants, or creative output relevant to at least one of the program's areas of specialization within the last five years.
- **PHI6679 Digital Ethics.** Demonstrated scholarly record or previous graduate-level teaching experience in theoretical or applied ethics as it relates to questions of digital culture or digital technologies.

Section 3. Justification for use of faculty members with “other” teaching qualifications

Use this section to discuss any less commonly accepted academic credentials and relevant professional experiences that may qualify a faculty member to contribute to the program’s core curriculum.

Faculty members teaching in the program must have a terminal degree along with the requisite scholarly record outlined above, according to the teaching assignment. The program director will identify and highlight relevant work when submitting a request for certification. For the purposes of validating “other” qualifications, the faculty member’s most recent CV will be used as a reference.

Section 4. Discipline(s) in which graduates of the program may be qualified to teach

Use this section to list those disciplines in which graduates of the program may be qualified to teach, taking into account graduates’ chosen areas of specialization.

Digital Humanities

- ENG3612 Trends in Literary, Cultural, and Textual Studies
- ENL2022 English Literature II
- HUM2020 Encountering the Humanities
- HUM2210 Studies in Culture: Ancient to 17th Century
- HUM3252 Contemporary Humanities
- HUM3326 Theories of Sex and Gender in Humanities
- HUM3830 Introduction to Digital Humanities
- LIT2120 World Literature II

Digital Media

- DIG2000 Introduction to Digital Media
- DIG2030 Digital Video Fundamentals
- DIG2109 Digital Imaging Fundamentals
- DIG2500 Fundamentals of Interactive Design
- DIG3024 Digital Cultures and Narrative
- DIG3043 Evolution of Video Games

Editing, Publishing, and Interdisciplinary Curating

- CRW3013 Creative Writing for English Majors
- CRW3120 Fiction Writing Workshop I
- CRW3211 Creative Nonfiction Workshop I
- CRW3310 Poetry Writing Workshop I
- CRW3610 Scriptwriting Workshop I

Public History

- AMH2010 U.S. History: 1492-1877
- AMH2020 U.S. History: 1877-Present)

Rhetoric and Composition

- ENC1101 Composition I
- ENC1102 Composition II

Scientific and Technical Communication

- ENC3241 Writing for the Technical Professional
- ENC4265 Writing for the Computer Industry
- ENC4415 Digital Rhetorics and the Modern Dialectic