



FACULTY TEACHING QUALIFICATIONS

DISCIPLINE DESCRIPTION

TEXTS AND TECHNOLOGY

PROGRAM CIP CODE

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

CIP Code	Title	Definition
23.1303	Professional, Technical, Business, and Scientific Writing	A program that focuses on professional, technical, business, and scientific writing; and that prepares individuals for academic positions or for professional careers as writers, editors, researchers, and related careers in business, government, non-profits, and the professions. Includes instruction in theories of rhetoric, writing, and digital literacy; document design, production, and management; visual rhetoric and multimedia composition; documentation development; usability testing; web writing; and publishing in print and electronic media.

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 57 credit hours of formal course work 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 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 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:

- **DIG 6436 (Ethnographic Storytelling and New Media).** Demonstrated record of scholarly work in ethnography and digital storytelling within the last five years.
- **DIG 6836 (Design and Development for Texts and Technology).** Demonstrated record of scholarly work on the design and development of technology in digital humanities or digital media within the last five years.
- **ENC 6426 (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.
- **ENG 6007 (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.
- **ENG 6800 (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.
- **ENG 6801 (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.
- **ENG 6808 (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.
- **ENG 6810 (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.
- **ENG 6811 (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.
- **ENG 6812 (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.
- **ENG 6813 (Teaching Online in Texts and Technology).** Demonstrated scholarly output in the scholarship of teaching and learning; experience teaching online within the last five years is required.
- **ENG 6814 (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.
- **ENG 6826 (Professionalization in Texts and Technology).** Experience mentoring or leading graduate students through curricula toward professional positions or experience leading other professionalization seminars or workshops; experience in interdisciplinary contexts is preferred.
- **ENG 6939 (Topics in Texts and Technology).** Substantial scholarly record in the specific area or topic to be addressed in the course.
- **ENG 6947 (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.
- **PHI 6679 (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

- ENG 3612 (Trends in Literary, Cultural, and Textual Studies)
- ENL 2022 (English Literature II)
- HUM 2020 (Encountering the Humanities)
- HUM 2210 (Humanistic Tradition I)
- HUM 3252 (Contemporary Humanities)
- HUM 3326 (Theories of Sex and Gender in Humanities)
- HUM 3830 (Introduction to Digital Humanities)
- LIT 2120 (World Literature II)

Digital Media

- DIG 2500 (Fundamentals of Interactive Design)
- DIG 3024 (Digital Cultures and Narrative)
- DIG 3043 (Evolution of Video Games)
- DIG 3174C (Front-End Web Design)
- DIG 4713 (Game Design)
- DIG 4720C (Casual Game Production)

Editing, Publishing, and Interdisciplinary Curating

- CRW 3013 (Creative Writing for English Majors)
- CRW 3120 (Fiction Writing Workshop)
- CRW 3211 (Creative Nonfiction Writing)
- CRW 3310 (Poetry Writing Workshop)
- CRW 3610 (Writing Scripts)

Public History

- AMH 2010 (U.S. History: 1492–1877)
- AMH 2020 (U.S. History: 1877–Present)

Rhetoric and Composition

- ENC 1101 (Composition I)
- ENC 1102 (Composition II)

Scientific and Technical Communication

- ENC 3241 (Writing for the Technical Professional)
- ENC 4265 (Writing for the Computer Industry)
- ENC 4415 (Digital Rhetorics and the Modern Dialectic)