Illinois Tech's Digital Humanities program—one of a few such undergraduate programs in the country—is exploring what it means to be human when digital technologies mediate so much of our lives. In this program you'll examine a blend of traditional humanities disciplines—history, philosophy, linguistics, rhetoric, literature, and art history—in the context of practical, hands-on work in the digital world. This means learning about communications in the context of visual design and web development, learning how to communicate complex ideas in new ways, and examining the evolution of technology from a historical perspective.

You will study ethics in the framework of the professional and digital worlds, and explore how people use technology and how it affects their lives. Our department's position within a tech-focused university allows you to study digital humanities while taking advantage of Illinois Tech's technology-focused, scientific, and innovative environment.

THE B.S. IN DIGITAL HUMANITIES AT ILLINOIS TECH

In the Digital Humanities undergraduate program, you may pursue a traditional humanities specialization in history, philosophy, linguistics, or literature. You will also earn a minor in an area of your choosing outside of digital humanities.

Interdisciplinary Specialization Options

- Game Studies and Design
- Information Architecture
- Policy and Ethics
- Science and Technology Studies

As a student in Lewis College of Human Sciences, you can also apply for a special program that allows you to complete your B.S. in Digital Humanities and receive your J.D. from Chicago-Kent College of Law in six years.

HUMANITIES—WITH A TECH TWIST

In our distinctive program you will create interactive audio/visual projects to demonstrate your mastery of the material. In your final year you will complete a capstone project on a topic of your choosing. Your hard work will result in a portfolio that can be used in job interviews or graduate school applications.

LEARN TO INNOVATE IN IPROS

In Illinois Tech's signature Interprofessional Projects (IPRO) Program, you'll work with students from various majors to solve real-world problems. Recent digital humanities-oriented IPROs include:

- Designing a Mobile App for Walking Tours of the Puerto Rican Community in Chicago
- History in 3-D (Document It! Digitize It! Distribute It!)
- Lean LaunchPad: Getting Your Startup Off the Ground
- FiftyWards.org—A Public Resource for Transparency in Chicago City Government

RESEARCH—EVEN AS AN UNDERGRAD!

Digital humanities undergraduates at Illinois Tech have the opportunity to work on major research right from the start. In addition to your capstone project, you can get involved with faculty research projects, conduct your own independent research, or pursue an external research opportunity.

RESEARCH ON THE EDGE

Our faculty are pushing the boundaries of what we know in many areas of technology and society.

Associate Professor of Digital Humanities and Media Studies Carly Kocurek is a cultural historian and authority on video gaming and new media technologies. She has authored numerous scholarly articles as well as two books, including, Coin-Operated Americans: Rebooting Boyhood at the Video Game Arcade and Brenda Laurel: Pioneering Games for Girls. She is also a game designer and currently co-leading a team of faculty who are designing a game to improve early language acquisition in high-risk children.

Associate Professor of Digital Writing and Rhetoric Karl Stolley heads the Gewgaws Lab, a digital design and development research group and physical lab space dedicated to investigating open-source technologies. He is the author of the book How to Design and Write Web Pages Today, which makes the argument for writers designing and developing websites at the source-code level according to web standards.
When I first learned of the digital humanities program at Illinois Tech, it sounded like so much fun. A light went off in my head, and I said to myself, ‘I want to do this. This is where I want to be—Illinois Tech is going to be the place for me!’ This program is the future. I’m so fortunate. It was the best fit.

I worked on a research project that was a finalist for the Nayar Prize. The moment my professor asked me to participate was one that I’ll remember forever. I worked alongside grad students, assessing educational TV shows for toddlers. I’d like to eventually implement augmented reality in the education sector, such as in a museum. Having that kind of exposure to research as an undergrad is incredible.”

—Amy Kamin (Digital Humanities ’18, Farmington, Missouri)

Amy was a member of the team that won the Campus 1871 startup hackathon.