#### **MODULE OUTLINE PSAE63**

## 1. GENERAL INFORMATION

SCHOOL	SCHOOL OF HUMANITIES				
PROGRAM COURSE	DIGITAL HUMANITIES: METHODS, TOOLS, PRACTICES (PSAE)				
LEVEL OF STUDY	POSTGRADUATE				
MODULE CODE	PSAE63	SEMESTER OF STUDY 1st & 3rd		: & 3rd	
MODULE TITLE	Introduction to programming for non-programmers				
in case credits are awarded for separate components/parts of the course, e.g. in lectures, laboratory exercises, etc. If credits are awarded for the entire course, give the weekly teaching hours and the total credits		HOURS		CREDITS	
Weekly teaching hours 21-23 hours x 13 weeks		290		10 ECTS	
COURSE TYPE Compulsory, Optional, Optional mandatory	Elective				
PREREQUISITE MODULES:	None				
LANGUAGE OF INSTRUCTION	Greek				
AND EXAMS					
THE MODULE IS OFFERED TO ERASMUS STUDENTS	No				
MODULE WEBSITE (URL)	https://www.eap.gr/en/psifiakes-anthropistikes- epistimes/topics/#psae63				
	Each module has its own space in the Learning Management System of EAP ( <a href="https://courses.eap.gr/login/index.php">https://courses.eap.gr/login/index.php</a> ), with controlled access (use of code) for students and teaching staff.				

# 2. LEARNING OUTCOMES

#### **Learning Outcomes**

The course learning outcomes, specific knowledge, skills and competences of an appropriate (certain) level, which students will acquire upon successful completion of the course, are described in detail. It is necessary to consult:

Upon successful completion of this module, students will be able to:

- have an understanding of basic computing concepts,
- be able to install Python and use the command line and IDLE (Integrated Development Environment),
- know and understand basic Python data types,
- to write code for simple applications,
- use on a basic level some programming libraries important for DH.

#### **General Competences**

Taking into consideration the general competences that students/graduates must acquire (as those are described in the Diploma Supplement and are mentioned below), at which of the following does the course attendance aim?

Search for, analysis and synthesis of data and information by the use of appropriate technologies,
Adapting to new situations

Project planning and management
Respect for diversity and multiculturalism
Environmental awareness
Social, professional and ethical responsibility and

Decision-making Individual/Independent work sensitivity to gender issues

Critical thinking Group/Team work

Development of free, creative and inductive thinking

Working in an international environment

Working in an interdisciplinary environment (Other......citizenship, spiritual freedom, social Introduction of innovative research awareness, altruism etc.) ......

- Search for, analysis and synthesis of data and information by the use of appropriate technologies,
- Decision-making,
- Individual/Independent work,
- Group/Team work,
- Working in an international environment
- Working in an interdisciplinary environment,
- Project planning and management.

# 3. MODULE CONTENT

The module aims at introducing programming in Python to students who are not familiar with the basic concepts of computational thinking and programming, so that they can process data in their digital projects in DH. The module does not assume any prior knowledge of programming and both introduces basic concepts of algorithmic thinking and training in Python at a basic level that enables a) the use of tools based on Python libraries, b) the creation of basic Python programs and c) acquaintance with the most important Python libraries used in DH, such as spacy. Python can be used in a number of fields, such as web development, machine learning and artificial intelligence applications, games development, data visualization, mass data analysis etc.

## 4. TEACHING METHODS--ASSESSMENT

MODES OF DELIVERY	Distance education with three Group Counseling Meetings				
Face-to-face, in-class lecturing, distance	(OSS) during the academic semester, held on weekends.				
teaching and distance learning etc.					
USE OF INFORMATION AND	We use :				
COMMUNICATION	Remote meetings tools (cisco webex),				
TECHNOLOGY	Presentation software (e.g. power point),				
Use of ICT in teaching, Laboratory					
Education, Communication with students					
	Additionally, the students use office automation tools, web				
	browsers and e-reader for digital books.				
	,				
MODULE DECICAL					
MODULE DESIGN					
Description of teaching techniques, practices and methods: Lectures, seminars, laboratory	Activity	Semester Workload			
practice, fieldwork, study and analysis of	3 OSS (x 4 hours)	12			
bibliography, tutorials, Internship, Art	2 tutorial exercises (2 x 30	60			
Workshop, Interactive teaching, Educational visits, projects, Essay writing, Artistic creativity,	hours)				
etc	1 semester assignment	60			
	Examination	2			

The study hours for each learning activity as well as the hours of selfdirected study are given following the principles of the ECTS.	Individual study (12 hours x 13 weeks)  Total module workload (hours)	156 <b>290</b>		
STUDENT PERFORMANCE EVALUATION/ASSESSMENT METHODS Detailed description of the evaluation procedures.	Completion of written assignments during the academic semester which constitute a 40 percent of each student's grade, if a pass is obtained in the final or repetitive examination. Final exam grades constitute a 60 percent of the students' final course grade. For further information go			
Language of evaluation, assessment methods, formative or summative (conclusive), multiple	to the <b>EAP Study Guide</b> .			

choice tests, short- answer questions, openended questions, problem solving, written work, essay/report, oral exam, presentation, laboratory work, other.....etc.

Specifically defined evaluation criteria are stated, as well as if and where they are accessible by the students

# 5. SUGGESTED BIBLIOGRAPHY

# - Suggested bibliography:

Nyisztor, K. (2019). The Non-Programmer's Programming Book: Programming Foundations for Absolute Beginners. Learn to code from scratch with no prior experience. Independently published.

Python for Non-Programmers, https://wiki.python.org/moin/BeginnersGuide/NonProgrammers.

Programming Historian, Python lessons,

https://programminghistorian.org/en/lessons/?topic=python.

-Related scientific Journals:

Digital humanities quarterly DHQ. Association for Computers and the Humanities (ACH) and the Alliance of Digital Humanities Organizations (ADHO), <a href="https://www.digitalhumanities.org/dhq">https://www.digitalhumanities.org/dhq</a>.

Digital Scholarship in the Humanities. Oxford University Press, https://academic.oup.com/dsh.

Digital Studies / Le champ numérique. Alliance of Digital Humanities Organisations under the direction of the Canadian Society for Digital Humanities/Société canadienne des humanités numériques (CSDH/SCHN) by the Open Library of the Humanities, https://www.digitalstudies.org.

Interdisciplinary Digital Engagement in Arts & Humanities (IDEAH), Canadian Social Knowledge Institute, <a href="https://ideah.pubpub.org">https://ideah.pubpub.org</a>.

International Journal of Digital Humanities. Springer, https://www.springer.com/journal/42803.