Project title: DIG_IN: Digital Humanities Education Initiative Finland-India. Curriculum Development and Designing an e-Learning Module

Coordinate

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As Digital Humanities (DH) becomes increasingly recognised as a significant discipline and embedded in university curricula internationally, it is instructive to recognise that most scholarship relevant to the discipline is still predominantly from Anglo-American countries such as the United States, United Kingdom and Australia - the applied for collaboration, between two Finnish and an Indian institution, will aim to demonstrate how cultural, intellectual and linguistic contexts can and even necessarily must fruitfully contribute to shape the future direction of the discipline. The disciplinary positioning of DH is informed by practices of making, creativity and finding alternative lenses through which to envision issues in Humanities scholarship.

The outcomes and outputs are two-fold: On the one hand, they include the (immaterial), practical level of student mobility which will not only be beneficial to the individual students, but their visits at the respective partner institutions and the fresh approaches they bring along from a different regional context will also highly support the receiving institutions courses and activities. This student exchange, backed by teacher exchange, and the new, innovative blend of approaches and ideas which thrive in the exchange contexts, will fruitfully contribute to curriculum development on both the Finnish and the Indian sides at large.

A major final output of this project will be the (material) universally available teaching material for long-term usability, an e-learning module released under a Creative Commons license. This module will in a very practical manner consolidate the project’s results. This hands-on module will introduce students to technologies and applications that can help them represent knowledge, curate and present information in a wide range of different ways, such as videogames, geographical information systems, wikis and augmented reality.