

[MA programs in Digital Art History + Computational Media](#)

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Type:

Call for Papers

Date:

March 31, 2016

Location:

North Carolina, United States

Subject Fields:

Archaeology, Architecture and Architectural History, Art, Art History & Visual Studies, Digital Humanities, Graduate Studies

The Art, Art History & Visual Studies department at Duke University invites applications its [Master of Arts degree in Historical and Cultural Visualization](https://gradschool.duke.edu/academics/programs-degrees/historical-and-cultural-visualization) (<https://gradschool.duke.edu/academics/programs-degrees/historical-and-cultural-visualization>). Students in the program may choose one of two tracks: Digital Art History or Computational Media.

The <<Digital Art History>> track engages digital technologies in the research and presentation of art historical questions. Common themes that can be explored are visualizing process, representing change over time, contextualizing displaced objects, and creating biographies of objects or collections of materials. The ideal candidate for the Digital Art History track seeks to engage digital tools in historical questions about works of art, buildings, and cities. The MA provides prepares students for advanced study and for future work in fields such as museum education and exhibition design, cultural heritage and preservation, public history, city planning, and architectural design. Students in this track engage in faculty-led research projects in the Wired! Lab for digital art history & visual culture. Funding may be available in the second and third semesters contingent on excellent work in the first semester of study. More information: <http://www.dukewired.org/ma>.

The <<Computational Media>> track emphasizes the study of visualization technologies in the context of media and technology histories, cultural analytics, and new media forms of expression. Computational Media topics include the manufacture and dissemination of humanities data and its expression, the social and ethical considerations of digital cultural heritage interventions, and the aesthetic and rhetorical value of computational media forms. The ideal candidate for the Computational Media track seeks deeper understanding of the intersection of quantitative and qualitative modes of historical and cultural research, is actively engaged in hands-on computational media production, and is interested in productive cross-overs between arts and sciences communities. This MA track prepares students for further graduate study in digital humanities and computational media and for training for jobs in media, design, advertising, and technical industries. Students in this program affiliate with one or more research labs or initiatives within the department. More information: <http://sites.duke.edu/computationalmedia/>

The MA program encourages applicants from across the Humanities and Social Sciences.

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