



LUND UNIVERSITY

Joint Faculties of Humanities and Theology

Programme Syllabus for the Bachelor of Arts Programme in Digital Cultures

1. Programme details

Title in Swedish	<i>Kandidatprogram i Digitala kulturer</i>
Title in English	<i>Bachelor of Arts in Digital Cultures</i>
Credits	<i>180 credits</i>
Cycle	<i>First</i>
Programme code	<i>HGDIK</i>
Specialisation code	<i>DIK</i>
Details of approval	Approved by the pro-dean for first and second cycle studies at the Faculties of Humanities and Theology 20 March 2012
Details of changes approved	

2. Programme description

The main area of the programme is digital cultures. This area addresses the behavioural patterns, conceptual worlds, forms of communication and social relations developed and enabled by the use of online information technology. The programme provides students with a historical overview of the emergence of digital cultures and training in understanding and analysing how digital cultures affect and are affected by processes of change in culture and society.

The programme provides students with knowledge and understanding suited to active participation in the future digital development of society and to analyses of this process. Furthermore, the interdisciplinary nature of the programme makes it possible for students to adopt a mediating and bridging function between different specialised skills in the area and between groups with different competences in digital cultures.

The BA in Digital Cultures comprises 180 credits or six semesters. The focus of the first four semesters is on the main field of cultural sciences specialising in digital cultures (120 credits). Semester 5 is made up of elective courses in areas associated with and relevant to the programme (30 credits). The programme is concluded with semester 6 in which the student completes the specialisation in the main field (15 credits) and prepares for working life through an independent degree project.

The courses of the programme are generally organised in five parallel tracks: project work, theory, production, fundamental perspectives and workshops. The programme has strong links to relevant professional fields and current research on digital cultures. Several application assignments are included in the programme and semester 4 partly consists of a work placement of 10 weeks (15 credits).

The programme also prepares students for second cycle (Master's) studies.

3. Learning outcomes

For a degree of Bachelor, the student shall

1. Knowledge and understanding	<ul style="list-style-type: none">• demonstrate good knowledge of digital cultures as a phenomenon• demonstrate good knowledge of theories and issues of the research on digital cultures, and basic knowledge and understanding of the multidisciplinary foundation of the area• demonstrate good knowledge of the historical, social and cultural background to digital cultures as a phenomenon• demonstrate good understanding of the technological and societal conditions for making information and knowledge accessible and applicable• demonstrate basic knowledge of digital production, and current orientations and areas of digital production• demonstrate specialised knowledge of an individually selected degree topic and a good general knowledge of research on this topic
2. Competence and skills	<ul style="list-style-type: none">• independently, in dialogue with others and within predetermined time frames, demonstrate the ability to plan, lead, execute and follow up informative and applicable projects within areas linked to the production and communication of digital cultures• demonstrate the ability to search for, collect, assess, synthesise and critically interpret information on phenomena and issues within the area of digital cultures, and analyse this information with the help of relevant and justified methods and theoretical perspectives• demonstrate the ability to account for and discuss in speech and writing and with technical aids issues and solutions with various stakeholders• demonstrate the ability to act as mediator between groups with different competences in digital cultures
3. Judgement and approach	<ul style="list-style-type: none">• demonstrate the ability to reflect on his or her own learning process, display his or her skills to potential employers and identify the personal need for further knowledge in relation to the labour market and changes in society• demonstrate the ability to judge different aspects of the phenomenon of digital cultures specifically and of communication and information policy issues generally, taking ethical, societal and disciplinary perspectives into account• be able to critically judge and take a position on statements concerning digital cultures in different contexts

4. Course details

Compulsory courses for the programme as a whole		
Compulsory courses for a programme specialising in digital cultures		
	<i>Digital Cultures: Project work</i>	- <i>Project Work 1, 4 credits</i> - <i>Project Work 2, 4 credits</i> - <i>Project Work 3, 4 credits</i>
	<i>Digital Cultures: Theories</i>	- <i>Introduction, 7.5 credits</i> - <i>Continuation, 7.5 credits</i> - <i>Specialisation 1: Contexts, 7.5 credits</i> - <i>Specialisation 2: Consumer Practices and Communication, 7.5 credits</i> - <i>Specialisation 3: Narratives and Aesthetics, 7.5 credits</i>
	<i>Digital Cultures: Fundamental perspectives</i>	- <i>Key Theory of Science Perspectives, 7.5 credits</i> - <i>Cultural Analysis and Digital Cultures, 7.5 credits</i> - <i>Information and Arts Policy, 7.5 credits</i>
	<i>Digital Cultures: Workshops</i>	- <i>Generation of Ideas and Presentations, 3.5 credits</i> - <i>Text as a Tool, 3.5 credits</i> - <i>Project Management: Introduction, 3.5 credits</i> - <i>Project Management: Continuation, 3.5 credits</i> - <i>Research Methods: 3.5 credits</i>
	<i>Digital Cultures: Production</i>	- <i>Introduction, 7.5 credits</i> - <i>Continuation, 7.5 credits</i> - <i>Images and Audio, 7.5 credits</i> - <i>Evaluation, 4 credits</i> - <i>Advanced Network Communication and Publication, 4 credits</i>
	<i>Digital Cultures: Work Placement</i>	- <i>Understanding Digital Cultures through Work Placement, 15 credits</i>
	<i>Digital Cultures:</i>	- <i>Degree Project, 15 credits</i>
Elective courses	<i>The programme includes elective courses amounting to 30 credits. The courses can be selected from within or outside the home department and must be relevant to the programme. The relevance of the courses is determined in dialogue between the student and programme director.</i>	

Schematic lay-out of
the programme

Semester 1

- *Digital Cultures: Project work 1 (4 credits)*
- *Digital Cultures: Theories: Introduction (7.5 credits)*
- *Digital Cultures: Fundamental perspectives: Key Theory of Science Perspectives (7.5 credits)*
- *Digital Cultures: Workshops: Generation of Ideas and Presentations (3.5 credits)*
- *Digital Cultures: Production: Introduction (7.5 credits)*

Semester 2

- *Digital Cultures: Project work 2 (4 credits)*
- *Digital Cultures: Theories: Continuation (7.5 credits)*
- *Digital Cultures: Fundamental perspectives: Cultural Analysis and Digital Cultures (7.5 credits)*
- *Digital Cultures: Workshops: Text as a Tool (3.5 credits)*
- *Digital Cultures: Production: Continuation (7.5 credits)*

Semester 3

- *Digital Cultures: Project work 3 (4 credits)*
- *Digital Cultures: Theories: Specialisation 1: Contexts (7.5 credits)*
- *Digital Cultures: Fundamental perspectives: Information and Arts Policy (7.5 credits)*
- *Digital Cultures: Workshops: Project Management: Introduction (3.5 credits)*
- *Digital Cultures: Production: Images and Audio (7.5 credits)*

Semester 4

- *Digital Cultures: Theories: Specialisation 2: Consumer Practices and Communication (7.5 credits)*
- *Digital Cultures: Workshops: Project Management: Continuation (3.5 credits)*
- *Digital Cultures: Production: Evaluation (4 credits)*
- *Digital Cultures: Understanding Digital Cultures through Work Placement (15 credits)*

Semester 5

- *Elective courses*

Semester 6

- *Digital Cultures: Theories: Specialisation 3: Narratives and Aesthetics (7.5 credits)*
- *Digital Cultures: Workshops: Research Methods (3.5 credits)*
- *Digital Cultures: Production: Advanced Network Communication and Publication (4 credits)*
- *Digital Cultures: Degree Project (15 credits)*

5. Degree

Degree title in Swedish

Filosofie kandidatexamen

Degree title in English

Bachelor of Arts

6. Admission requirements and selection criteria

1. Admission requirements *General entry requirements for higher education in Sweden*
2. Selection criteria

Language of instruction

The language of instruction is Swedish. Some components may be taught in other Scandinavian languages or English.