

Università
Ca' Foscari
Venezia

Dipartimento di Studi Umanistici

[ve]dph

Venice Centre for
Digital and Public
Humanities

**Master Degree in
Digital and Public Humanities
Ca' Foscari
University of Venice
Academic Year 2023/2024**



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intro duction

The Master's degree in Digital and Public Humanities integrates Humanities and Information Technology (IT) disciplines and supports the promotion and dissemination of culture and cultural activities in the public sphere. This Masters programme is unique as it builds on the reputation and experience of the Humanities at Ca' Foscari and combines this with the new technology specialisations within the Department of Environmental Sciences, Informatics and Statistics.

Digital Humanities includes the study of literature, history, philosophy, architecture, and social science and how to apply relevant computational tools and technologies to these disciplines. The extension into **Public Humanities** involves the application of the combined expertise in the humanities and technologies to creative and cultural environments where the public can experience and access cultural heritage and artefacts in new and exciting ways. Students will be taught how to design, build and implement web resources, they will learn how to use digital technologies to manage cultural resources and will learn how these skills can be applied to organising public exhibitions and events.

Graduates of this Master's Programme will qualify to enter PhD programmes or to hold positions of responsibility in activities connected to different service sectors, the culture industry, cultural institutes and cultural organisations, such as specialised electronic publishing, the management, presentation and enhancement of cultural heritage and resources, and a range of intercultural activities. Tools and skills for setting up and monitoring social media and social networks will be acquired together with the know-how necessary to develop rewarding user experiences on different online platforms.

Specifically, the areas of study will include computer science, linguistics and literature, history, law, art, archaeology, as well as manuscript and archival studies. Lectures will be combined with practical laboratory activities in collaboration with the Venice Centre for Digital and Public Humanities (VeDPH) at the Department of Humanities. The course also includes 150 hours of internship which can be completed within the VeDPH centre or in external organisations and institutions, in Venice or even abroad. Internships provide students with the professional and technical skills required for their career development.

programme background

This MA is supported by the **Venice Digital and Public Humanities Research Group** (VeDPH – www.vedph.unive.it) and is the result of a collaboration between the Department of Humanities, the Department of Environmental Sciences, Informatics and Statistics, the Department of Economics and the Department of Linguistics and Comparative Cultural Studies.

admission

For academic year 2022/23, **admission** onto the Master's Degree programme in Digital and Public Humanities **requires**:

- specific **curricula requirements**, matured with the obtainment of a definite number of credits in certain disciplinary fields;
- an adequate **personal preparation**;
- **understanding of English language at level B2**

The list of certifications and cases of exemption are available on the dedicated web page.

Matriculation onto the Master's Degree Programme is subject to the possession of the above requirements.

You can find more details at the following web page:

<https://www.unive.it/pag/38909/?L=1>

progress and graduation

When finalising their thesis subjects, students are required to demonstrate an in-depth knowledge of their specialist disciplinary area and the ability to engage in research within this area supported by the IT tools and methodologies learned during this master's programme. The final thesis must be original and based on extensive documentation and scientific research. The thesis defence takes place before a committee made up of university professors and experts who will jointly assess the quality of the thesis and propose a final grade.

Students will be presented with a graduation diploma after defending their thesis (second cycle and master's degree programmes, and degree programmes established under the old university system).

To be admitted to the final degree exam students must have completed all the yearly studies or acquired all the credits required by the study plan.

assessment of modules

Each professor will set assignments and/or exams for the modules that they teach.

Pass/Fail

Each module, must be passed independently, at a minimum of 18/30.

Progression

To be allowed to proceed to the Thesis/Project leading to the degree of Masters' in Digital and Public Humanities, candidates must achieve:

- achieve a pass mark of at least 18/30 in each module.
- achieve an overall average mark of at least 18/30 in all the taught modules.

fees

Informations about **financial aid**, as **Scholarships and Incentives** are available at the following page

<https://www.unive.it/pag/19702/>

...the **fees** relating to this MA are explained at:

<https://www.unive.it/pag/19734/>



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taught modules and ECTS

On completion of the Master's Programme, students will be awarded 120 European Credit Transfer System (ECTS) credits.

Students will earn 90 ECTS from the taught modules and then a further 30 ECTS from other requirements.

To earn the 90 ECTS credits from the taught modules, students must take all three mandatory modules from the **Information Technology** area (36 ECTS), and the courses of Introduction to Digital and Public Humanities and Data Management and Legal Issues; then can select additional modules from three of the following areas: **Language & Literature, History, Law, Arts and Archive Studies, and Interdisciplinary.**

The remaining 30 ECTS will be earned by completing the following requirements: **Student-selected education activity:** 12 ECTS. This requirement can be met by selecting additional taught module(s) chosen from any area being taught in the MA degree courses.

Training & Guidance Internship: 6 ECTS. The internship must be associated with the thesis subject or supervised project. The internship can commence from Year 1, Second Semester.

Thesis or supervised project: 12 ECTS.

Study plan: <https://www.unive.it/pag/38882/>



information technology modules

36 ECTS

- Introduction to coding and database technology 12ECTS
- Web and user experience design 12ECTS
- Information visualization, data science and social media analytics 12ECTS

language and literature modules

6 ECTS

12 ECTS

- Introduction to digital and public humanities 6ECTS
- Digital tools and resources for textual data 6ECTS
- Literary and linguistic computing 6ECTS
- Modelling and visualizing textual data 6ECTS
- Text encoding and digital scholarly editing 6ECTS
- XML databases in the humanities 6ECTS

history, law, arts and archival studies modules

12 ECTS
6 ECTS
6 ECTS

- Data analysis, digital manuscript and archival studies 12ECTS
- Digital and public art 12ECTS
- Digital archaeology and heritage, ethics and politics 12ECTS
- Public and digital history 12ECTS
- Data management and legal issues 6ECTS
- Digital iconography and iconology studies 6ECTS
- Geospatial and landscape archaeology 6ECTS
- Historical data analysis and archival sciences 6ECTS
- Investigating museum collections: a combination of digital and technical art history 6ECTS
- Public history 6ECTS
- Virtual archaeology and web technologies 6ECTS

interdisciplinary

12 ECTS

- An introduction to computational social science 6ECTS
- Digital editions of fragmentary texts 6ECTS
- Philosophy of language 6ECTS
- Project management 6ECTS
- Public art and digitization practices 6ECTS

INFORMATION TECHNOLOGY MODULES

There are three modules in the Information Technology area and all three modules are compulsory:

Introduction to Coding and Database Technology (12 ECTS)

Information Visualisation, Data Science and Social Media Analytics (12 ECTS)

Web and User Experience (12 ECTS)

INFORMATION VISUALIZATION, DATA SCIENCE AND SOCIAL MEDIA ANALYTICS

The course aims at developing a strong foundation on data analysis and information visualization. Specifically, this course will focus on how to properly manage, analyze, and visualize data, also in interactive settings. The first module of the course aims at providing an overview of concepts, methods and techniques for data exploration, analysis and visualisation, with particular emphasis on social media data. The second module aims at providing the knowledge and practical skills for mastering the foundational principles of information visualization, understanding how visualisations work and how to map data into visualization. It provides hands-on experience with designing and creating visualizations, using exploratory tools.

INTRODUCTION TO CODING AND DATABASE TECHNOLOGY

This course introduces students to the discipline of computer science, the different hardware and software platforms and how programming languages evolved to facilitate the development of specialised applications.

The first module of the course offers an introduction to the basics of computer programming. Students are introduced to core programming concepts by means of the Python programming language.

In the second module, the students will learn the basic principles of database design and how to interact with them. The relevance and application of sql databases in digital humanities will also be taught.

WEB AND USER EXPERIENCE

The first part of the course is focused on the design of navigational web sites, from the initial organization of online content to the online delivery of responsive web sites on all platforms including mobile phones.

The course will focus on content management tools that facilitate the maintenance and updating of information. WordPress will be taught as a content management tool enabling students to build content-driven web sites on all platforms. The second part of the course considers the design of an engaging user experience and considers the context in which users will interact with online content. The course focuses on the methodologies and tools that facilitate the design of an effective user experience. The mobile and the mixed reality paradigms (augmented and virtual reality) and the associated enabling technologies will be considered while exploring case studies that are relevant to digital humanities. Information relating to art exhibitions, museum collections and cultural artefacts such as ancient manuscripts will be used as examples of online content.

LANGUAGE AND LITERATURE MODULES

Students can select modules from this area in order to earn 18 ECTS. One module in this area is compulsory which is the Introduction to Digital and Public Humanities.

INTRODUCTION TO DIGITAL AND PUBLIC HUMANITIES

This module will be taught by two professors: one for Digital Humanities and the second for Public Humanities. It is compulsory and worth 6 ECTS.

The Introduction to **Digital Humanities** will provide an overview of key aspects of the digital transformation of scholarly methods and practices in the humanities. Students will acquire a basic knowledge and understanding of the history of Digital Humanities as a discipline. Referring to a wide range of digital projects and scholarly resources participants will be introduced to past and current debates on theoretical issues and implications of applying digital tools and methodologies in literary, historic, artistic, and cultural heritage research. Topics will include data models and standards; institutions, communities and infrastructures; collaboration, communication and participation; data visualisation and analysis; publication licences and open access.



The Introduction to **Public Humanities** will provide students with a basic understanding of the public role that humanities play in today's world. This course also deals with the ways in which the humanistic disciplines (in our case mainly history, literature, art and archaeology) can interact with the public outside of academic settings. The study and the comprehension of the humanities can be the object of dissemination, public engagement, and participatory research, and how public humanists can find new audiences and career opportunities beyond the classroom. Many concrete examples will be chosen, which will highlight theoretical and methodological aspects, including problematic issues. Course topics include applied humanities, public scholarship, public sphere, public good, public sources, public memory, public humanities writing and communication.



DIGITAL TOOLS AND RESOURCES FOR RESTORING DATA

Digital philology encompasses the ecdotic and hermeneutic processes conducted using an electronic medium. It concerns the relationship between ICT systems and the philological analysis of documents/texts that have been converted into digital format. This module is dedicated to the digital processing of text.

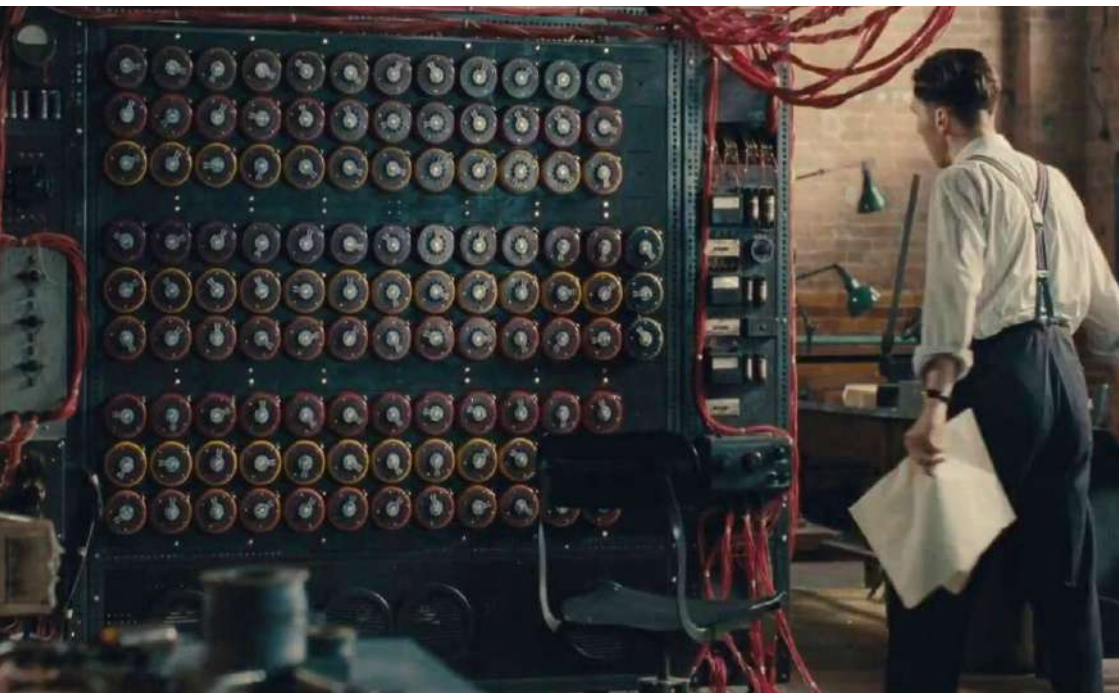
The module will provide a critical review of the most important and current scientific issues related to digital text processing, including the notions of 'scholarly edition' and 'digital scholarly edition'. The most popular tools in the scientific community will also be examined including:- text encoding procedures and display methods;- tools for the collation of several witnesses;- digital stemmatology;- automatic recognition of handwriting (e.g. Transkribus, <https://transkribus.eu/Transkribus/>). The course will focus on content management tools that facilitate the maintenance and updating of information. WordPress will be taught as a content management tool enabling students to build content-driven web sites on all platforms. The second part of the course considers the design of an engaging user experience and considers the context in which users will interact with online content. The course focuses on the methodologies and tools that facilitate the design of an effective user experience. The mobile and the mixed reality paradigms (augmented and virtual reality) and the associated enabling technologies will be considered while exploring case studies that are relevant to digital humanities. Information relating to art exhibitions, museum collections and cultural artefacts such as ancient manuscripts will be used as examples of online content.

LITERARY AND LINGUISTIC COMPUTING

This course provides students with a working knowledge of the basic techniques for the computational annotation and analysis of written text.

The main goals of this course are:

- Provide students with the basic technical tools for the computational treatment of textual data
- Introduce students to the fundamental linguistic annotation techniques and tools
- Strengthen the students' knowledge of the Python programming language as well as to introduce them to some of its NLP modules, for example, spaCy and gensim
- Stimulate critical thinking and the ability to think outside of the box



MODELLING AND VISUALIZING TEXTUAL DATA

This course aims at providing the methodological and practical knowledge required to develop a digital (scholarly) project from theoretical assumptions. Starting from the definition of a project's scope, it will show how to plan and develop a project. Students will learn some principles on how to model information and what is required from a practical perspective to identify and gather different resources from the World Wide Web. Project management is a description of the aims and goals of a possible project and how to achieve it

- Selecting materials and planning strategies for the workflow to create a digital object
- Data modelling and introduction of LOD and Semantic Web
- IIIF (International Image Interoperability Framework)
- Extracting and Data visualization strategies

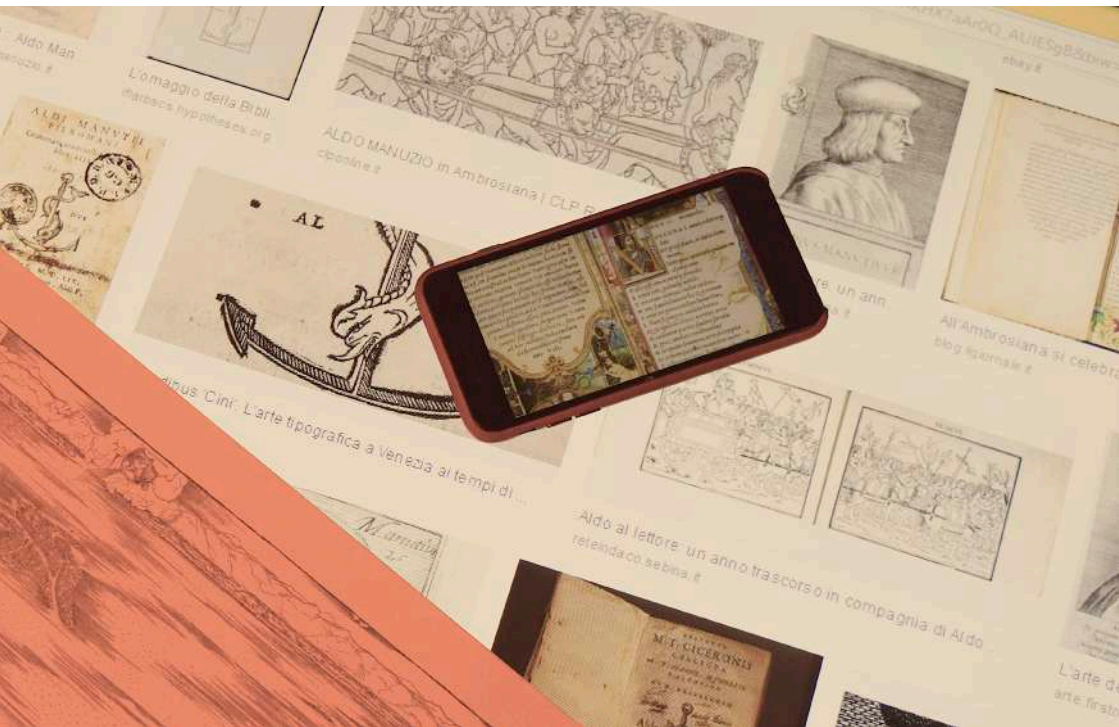
TEXT ENCODING AND DIGITAL SCHOLARLY EDITING

This course provides an overview of theories and practices of textual scholarship. Students will be introduced to methods of transcribing manuscripts and documents, of encoding and annotating (TEI) and applying techniques of textual criticism to historical and literary texts. A wide range of traditional approaches and new publication formats for digital scholarly editions will be discussed: facsimile editions, (hyper-) diplomatic editions, critical editions, genetic editions, comprehensive editions, progressive editions, social editions etc. Finally, tools and publication workflows for the creation, enrichment, analysis and visualisation of textual data will be applied and assessed.

XML DATABASES IN THE HUMANITIES

This course is for 2nd year students. It introduces to XML databases on the eXist platform and XQuery. As a concrete example we will create a database of historical letters about discovery, conservation and study of antiquities. The programme covers the whole pipeline from handwritten text recognition to querying a database of transcriptions.

Introduction to XPath and then XQuery, first working on oXygen, then eXist db. We will start from simple scripts and move on to a modular architecture for building a complex database.



HISTORY, LAW, ARTS AND ARCHIVAL STUDIES MODULES

Students can select modules from this area in order to earn 24 ECTS. One module in this area is compulsory which is Data Management & Legal Issues.

DATA MANAGEMENT AND LEGAL ISSUES

The module will deal with legal problems posed by data processing and will discuss the following topics:

- Sources of law
- Legal positions
- Information, data, and the law
- General Data Protection Regulation (GDPR)
- Principles relating to data processing
- Data controller, data processor, data subject
- Lawfulness of processing
- Rights of the data subject
- Accountability and data governance
- Data sharing
- IP rights and copyright
- Open Data
- Research data and FAIR data principles
- Data Spaces

This module is compulsory and worth 6 ECTS.

DATA ANALYSIS, DIGITAL MANUSCRIPT AND ARCHIVAL STUDIES

This module can be taken either as two modules together which is worth 12 ECTS or either module can be taken separately for 6 ECTS credits.

The first part of this course offers a theoretical reflection on the architecture of the archival system by comparing the classical approaches to the documentary context (the historical method) and today's research methods that focus on documentary content. The primary objective is the identification of the types of content for each archival series, the basic units of information and the logic of the structure of the information system, together with the creation of links between serial key concepts at the metacontent level, avoiding their belonging to one specific producer. The module will also illustrate the difference between archival and historical-content architecture that is the basis of a new approach by digital humanities to archiving.

Digital manuscript studies is the second part of this module and offers an introduction to the theory and practice of working with manuscripts in the digital age. The goal of this module is to provide a taster of core digital humanities theories and practices which have been tailored specifically for people working with manuscripts.

DIGITAL AND PUBLIC ART

The module (worth 12 ECTS) investigates the digital museum and the digital resources that are useful for studying art history and cultural heritage. It will also take into account the practices in digital and electronic art that meet museum space by interpreting it. Starting from an analysis of individual case studies, virtual platforms and digital environments developed by the main museums and cultural sites on the international and national scene will be presented. The focus will be on digital strategies adopted by the various institutions in order to stimulate user participation and identifying the museum as a laboratory for education on cultural heritage, for the knowledge of its collections and for the encouragement of new approaches by digital artists.

The aim of this module is to impart to the student the knowledge and interpretation of digital resources, which are useful for studying and communicating historical and artistic collections, adopted by the most important museums in the world, and to recognize digital art practices in these contexts.

This module can be taken either as two modules together worth 12 ECTS total or as separate modules (Digital Art and Public Art and Digitization Practices) worth 6 ECTS credits each.

The **Digital Art module** addresses the museum's collection through a digital artist perspective, considering VR environments, exploring databases and archives of digital art and tackling the new NFT platform.

The **Public Art and Digitization practices module** aims to explore the process of confrontation of art with those technologies that have allowed a relationship with public space, intended mainly as a social place.

DIGITAL ARCHAEOLOGY AND HERITAGE, ETHICS AND POLITICS

This module – worth 12 ECTS - aims to develop a comprehensive understanding of the theoretical and practical aspects of digital archaeology, which, taking advantage of the most recent tools and methods, is revolutionizing the study of the past, its communication and management.

The module provides a general overview of the methods used to identify, investigate, document, and analyse archaeological sites and landscapes. The use of state-of-the-art remote sensing technologies to investigate ancient landscapes considering geomorphologic variability will be discussed. Students will learn how to approach the study of the past by combining multiple sources of 2D and 3D data deriving from active and passive remote sensing, historical cartography, photogrammetry, archaeological and geological research. Students will also acquire skills to manage and exploit data in a GIS (geographical information systems) environment.



PUBLIC AND DIGITAL HISTORY

The module in Public History will allow the students to look at history with different eyes. The different ways history meets the world and the people around us, from dissemination to entertainment, from applied history to participatory historical research are discussed. Many examples will be used, but the most problematic theoretical and methodological aspects will also be stressed, such as the relationships between education and entertainment, history and memory, simplification and trivialization, or between broadening of participation and acknowledgement of competencies. All the forms of communication and understanding of the past in contexts other than the traditional ones (such as universities, schools, and research institutes) will be considered.

Through practical activities, students will experience in person advantages and disadvantages of the history made in public.

This module can be taken either as two modules together worth 12 ECTS total or as separate modules (Public History and Digital History) worth 6 ECTS credits each.

The Digital History module is designed to provide historians with a first overview of Digital History. No technical skills are required, however knowledge of the basic events of modern and contemporary history are expected.

The module consists of two segments. The first segment will look at the changing practice of documenting history in the digital age and new ways for historians to share the results of their research with peers and with non-professionals.

The second segment will explore the changing nature of historical sources in the digital age and will examine how software tools, for example, text mining, data visualization, network analysis and historical GIS are used by digital historians.

DIGITAL ICONOGRAPHY AND ICONOLOGY STUDIES

Starting from the theoretical concepts of iconography and iconology, this module (6 ECTS) will address the digital transformations of artwork images. The themes of the module will be digital iconography in art production, video art, and digital art practices. A second part of the module will explore digitized images and the role of technologies enhancing perception and the study of art history as well as examining different museum collections. Art collections, digital archives, photo archives, and digital art history projects will be analyzed in order to underline the challenges and threats of the hyper visualization of artworks.

GEOSPATIAL AND LANDSCAPE ARCHAEOLOGY

The archaeological approach to the landscape, through a GIS perspective and methods, foresees an interdisciplinary approach and a distinct viewpoint that links the past and memory left on the landscape with the modern-day society.

The course will investigate:

- relationships between people and places unfolded in the past, and how they continue to resonate in the present;
- how past and present social relationships and cultural values shape traditional perceptions and current understanding of landscapes;
- the role of landscape archaeology in light of current events surrounding development and heritage.

INVESTIGATING MUSEUM COLLECTIONS: A COMBINATION OF DIGITAL AND TECHNICAL ART HISTORY

The course aims at providing insights into the ways museums research and document their collections, and will focus on new approaches within digital humanities and technical art history to catalogue, document and research objects. There will be special attention to data-driven object-based research, both art historical and technical, using methods from technical art history which combines art historical research with data obtained from scientific analyses and digital imaging methods. The course aims at introducing students to these increasingly interdisciplinary research approaches used to unlock and share the many stories hidden in artworks, and how digital data play an increasingly significant part in that. Particular attention will be given to the current methods of database building and iconographic indexation of collections of artefacts.

VISUAL ARCHAEOLOGY AND WEB TECHNOLOGIES

The definition of Virtual Archaeology originally developed to indicate the acquisition and use of 3D models of ancient artefacts and structures and gradually included virtual reality and web technologies. This module (worth 6 ECTS) provides a general overview of the available methods used to effectively produce 3D documentation of archaeological sites/materials and focuses on the application of X-ray computed micro-tomography (microCT) to archaeology. Such techniques, evolved from clinical CT scanning, and have provided a new important tool for the non-destructive 3D microstructural analysis of different types of “hard” materials. Its application to human fossil remains has generated a fundamental shift in paleoanthropological studies and its application to archaeological materials is gradually increasing to the point that a growing number of institutions have acquired or developed microCT systems. One of the main reasons for such a large-scale adoption of microCT instruments relies on its non-destructive capability to investigate the 3D external and inner structure of investigated samples. Hands-on sessions will allow students to learn how to plan, acquire and use 3D microCT data in archaeology.

INTERDISCIPLINARY STUDIES

Students can select modules from this area in order to earn 12 ECTS. None of the modules in this area are compulsory.

AN INTRODUCTION TO COMPUTATIONAL SOCIAL SCIENCE

This module introduces students to the application of computational tools used to explore significant social phenomena. It also illustrates applications of the blooming field of computational social science to humanities fields such as history, literary analysis, and the history of science.

Lectures will be interactive and will require students to develop in the classroom simple computational examples in Python; this module is worth 6 ECTS.

Part 1. Computational social science for the humanities, with applications to history and literature (8 lectures)

- What is computational social science?
- Simple computational models of social phenomena. (Examples: Contagion, discrimination, conflict, and conventions).
- Social network theory, with applications to literature and history
- Detecting historical trends through language data

Part 2. The social life of language. Exploring language and its users in the web (7 lectures)

- Why study social phenomena on the web?
- How to acquire data from social media
- Basic sentiment and emotion analysis of web data
- Tools for studying opinion dynamics in the web

DIGITAL EDITIONS OF FRAGMENTARY TEXTS

This module aims to provide students with a better understanding of the nature of text encoding and digital editions by encoding fragmentary texts (mostly papyri) and organizing them in a database. The course provides the basics of the study of ancient original texts (ostraca, tablets, papyrus and parchment). Digital editions of papyri are produced both based on previous editions and of photographs in Leiden+ and TEI (these editions will be corrected by the teacher and eventually published online). The second part of the module explores the relation between the single witness of a text and its relationship to the standard text as the automated analysis of texts and the connection with other digital resources.

PHILOSOPHY OF LANGUAGE

This module contributes to the study of the aspects concerning the management of communication policies and marketing strategies. The aims of the course are the following: acquisition of knowledge concerning the patterns and mechanisms of human communication, their potentialities, and their limits. The development of the ability to recognize and analyse a wide range of linguistic and communicative phenomena will also be explored, with special attention to the phenomena of ambiguity and polysemy, context dependency, performative infelicities, and to the various forms of implicit communication. Practical abilities in applying the tools of discourse analysis to all areas of communication will be discussed, together with a focus on the strategies used in the language of advertising and propaganda, and on nuances that affect ordinary conversation and influence social relationships.

PROJECT MANAGMENT

(description forthcoming)

PUBLIC ART AND DIGITALIZATION PRACTICES

This module explores specific fields of public digital art, providing an understanding of the cultural and technical evolution that has led to a convergence between social, geographical and electronic space. The broader context of 20th and 21st-century art history acts as a framework for selected case studies in networking and new media culture, as well as the more recent impact of the Internet as a public and artistic-visual agency. Insights into peculiar digital art forms will be built upon the foundations of some historical precedents and the steady development of contemporary media.



Methods of teaching and student learning

The modules will be composed of face-to-face lectures, workshops, laboratories, guest lectures, and online classes.

Projects and Project supervisors for research project placements and dissertation All digital and public humanities projects in this programme will have a strong creative and public engagement focus. Students can select the subject for their own projects and will submit a project proposal to the Course Director for consideration and approval. Students can work independently on projects or can work collaboratively with other students in the programme.

Traineeship activities and internships

Internships are learning activities that allow students to obtain credits in the degree programme; students acquire practical skills and have initial contact with the world of work. They complete university education through the realization of practical experience at internal structures of the University or at external structures (companies, public bodies, professional offices, libraries, archives, museums, etc.), in Italy and abroad.

An internship can be inside the University or outside of the University. Internships outside the University are carried out on the basis of an agreement between the University and the Host (company, public body, professional firm etc.) and an internship programme signed by both. Internships have a duration of 25 hours for every ECTS. Students must apply 6 internship credits (= 150 hours) to the total graduation credit requirements.

For traineeship activities check the general information at:

<https://www.unive.it/pag/38049/>

Faculty and bodies

LIST OF PROFESSORS

[List of all professors](#) of the degree programme with office hours, teaching hours, notices etc.

TEACHING COMITEE

ELEUTERI Paolo (Coordinatore)

DALL'AGLIO Stefano (referente tirocini e stage)

ESSLER Holger (referente pratiche studenti e riconoscimento CFU)

FISCHER Franz (referente pratiche Erasmus e accordi)

PITTARELLO Fabio

COMITEES AND COMMISIONS

[Professors-Students Commission and Comittees \[ITA\]](#) of the Department of Humanities

Ca' Foscari campus information

There are many useful online resources in Ca' Foscari.

- Ca' Foscari main Website www.unive.it
- University Library System <https://www.unive.it/pag/9756/>
- Student Services <https://www.unive.it/pag/35151/>
- Digital and Public Humanities Master's Courses <https://www.unive.it/pag/38475/>
- Venice Digital and Public Humanities Centre <https://www.unive.it/pag/39287>
- Department of Humanities <https://www.unive.it/pag/16331/>
- Course Professors <https://www.unive.it/data/38468/>
- Enjoy Ca' Foscari <https://www.unive.it/pag/29784/>
- Housing and canteens <https://www.unive.it/pag/19768/>
- Maps <https://apps.unive.it/mappe/>

If you find any other Ca' Foscari links that you think would be useful for the class please e-mail vedph@unive.it



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