

**ANG 270 DIGITAL TECHNOLOGIES FOR THE HUMANITIES
(3 crédits)**

PRÉALABLE : Aucun.

Nombre limite : 45 étudiantes ou étudiants

DESCRIPTEURS :

Objectifs : Se familiariser, en micro-informatique, avec différents types de logiciels (éдитique, graphique); apprendre à se servir de l'Internet comme outil de recherche, de communication et de création.

Contenu : Survol des applications de l'informatique dans le domaine langagier. Apprentissage des logiciels d'édition d'usage courant. Notions de mise en page et de graphisme. Introduction à l'Internet et à l'édition électronique. Création de pages Web.

AUTRES INFORMATIONS GÉNÉRALES

Pour vérifier si cette activité pédagogique est offerte à la présente session, consulter l'horaire sur le site du Département des arts, langues et littératures à la rubrique [Étudiants actuels](http://www.usherbrooke.ca/dall/etudiants-actuels) (www.usherbrooke.ca/dall/etudiants-actuels).

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Precision on prerequisites : Students must have a prior understanding of and familiarity with Windows, the Internet and word processing.

Objectives

Students will work both individually cooperatively on relevant projects related to their studies that demonstrate computer skills and knowledge to :

- use a variety of Internet resources to accomplish related tasks;
- create basic multimedia presentations;
- create a website;
- investigate the social elements of technology in the humanities;
- share your knowledge and learning through a blog group.

Content

Using a cooperative project-based framework, the course will build on a basic understanding of and familiarity with **Windows operating system**, the **Internet** and **word processing**.

The course develops these three elements and includes the development of skills in using:

- publishing, presentation, imaging and Webpage-creation software;
- basic html code;
- webpage design and publishing;

The skills and knowledge acquired are to be integrated into interrelated projects.

Pedagogical Method

Classes will include skill-check activities that would verify specific computer skills or knowledge, demonstrations, team project work and team coaching. The course aims at a short-term goal of developing various essential computer skills while in the long-term developing an autonomy in using and learning new features of the ever-evolving computer environment. The teacher takes on the role of a guide and is only one of many resources including help files, Internet information sites, self-help and newsgroups, etc. Students learn by doing and expand their understanding through discovery and exploration in a guided environment. The projects, chosen in collaboration with the instructor, should be related to the students' studies, leading to the completion of interrelated projects demonstrating the integration of various skills and knowledge covered in the course.

Students should attend each class prepared to share and experiment in accomplishing activities and developing projects.

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Workload

In addition to accomplishing the skill-checks, the course will entail :

1. Regular, active in-class participation and course readings.
2. An updated personal blog to share information amongst the class.
3. Three (3) projects related to their fields of study demonstrating the integration of the components and the use of a variety of Internet resources in the presentation of :
 - a multimedia presentation
 - a collaborative mapping project
 - a web site

Evaluation

Personal Blog (6 Posts)	30 %
Collaborative Mapping Project	20 %
Codecademy Courses and Website	25 %
Digital Visual Presentation	25 %