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Coding & the Humanities

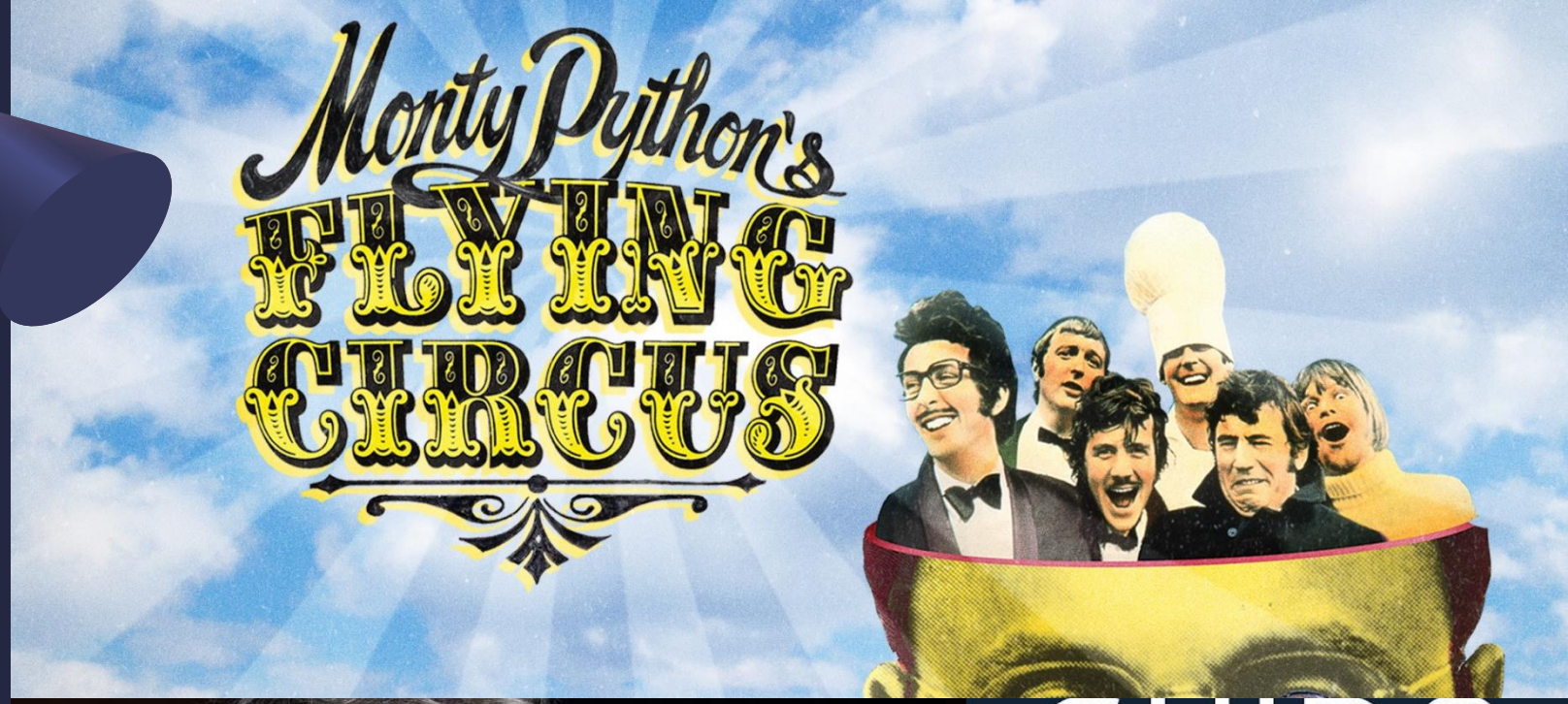
Week 1 | Part 1_Module Overview

21/09/2020

Objectives...

- to introduce the fundamental concepts of coding/ programming in general, including basic theoretical and practical structures
- to introduce the programming language of Python 3 by exploring its role in research making
- to teach you the basic syntax and vocabulary of Python 3
- to show you how to use Python modules and third-party libraries to perform tasks relevant to data collection, cleaning, analysis and visualization
- to enable you to write, debug and run a computer program written in Python 3
- to enable you to write code statements in different coding environments with a focus on interactive Python interpreters such as IPython
- to provide you with a critical awareness of the benefits/limitations of using coding to study culture and the human record

Python



Guido van Rossum

https://blog.dropbox.com/topics/work-culture/-the-mind-at-work--guido-van-rossum-on-how-python-makes-thinking

Why Python?

- Python is easy
- Python is portable
- Python is sustainable
- Python is versatile

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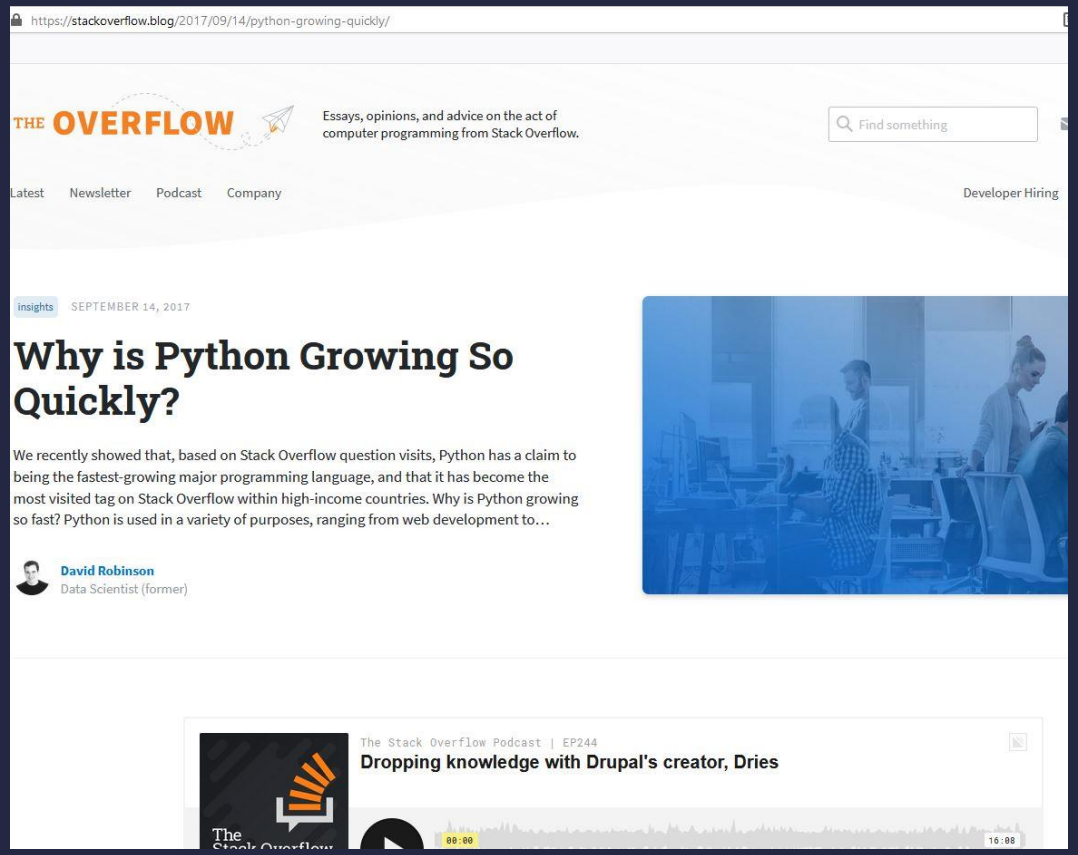
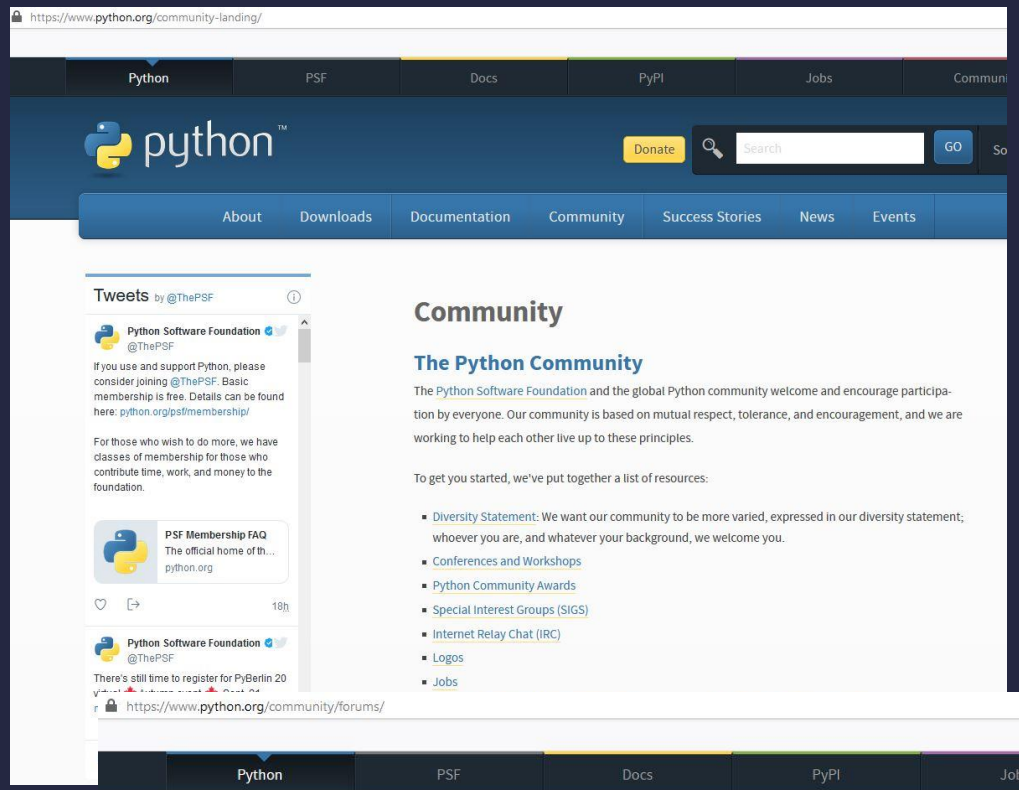
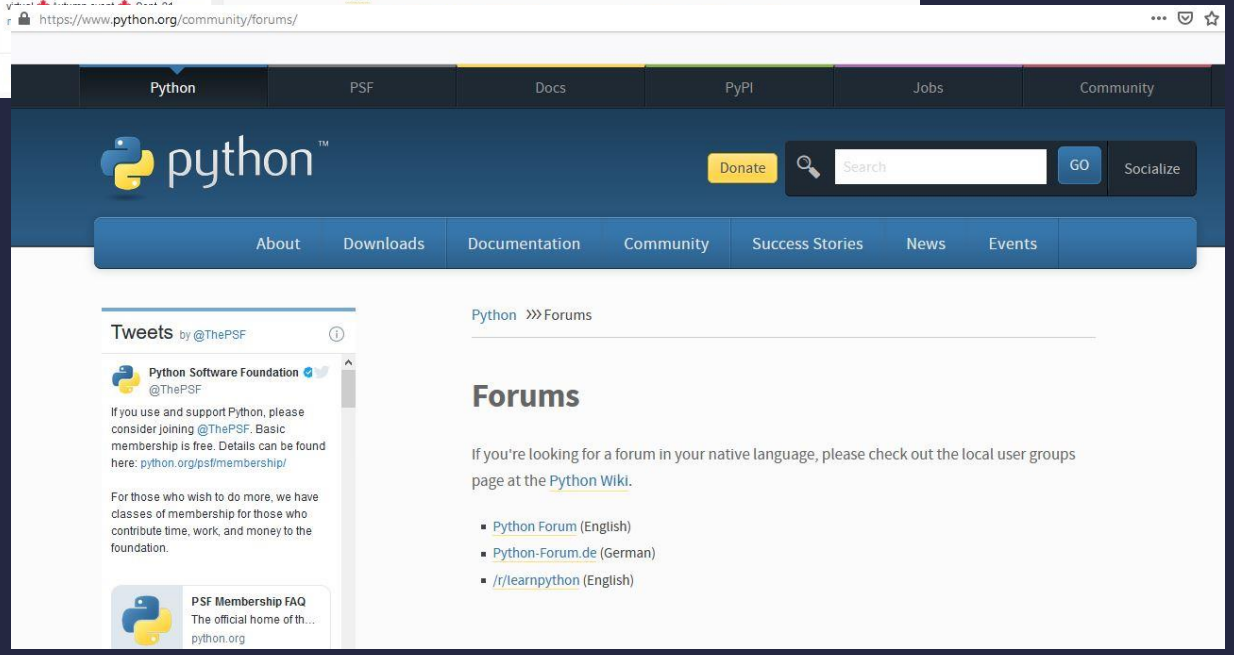
Python Support







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Python is used in...

- Web and Internet applications
- Desktop and Android GUIs
- Software development
- Games
- Scientific computing
- System administration applications

This module will NOT ...

- … turn you into a programmer
- … a software developer
- … a web developer

This module will...

- … teach you the core minimum skills in coding
- … build confidence to continue learning on your own
- … teach your transferable skills applicable beyond this module

Themes

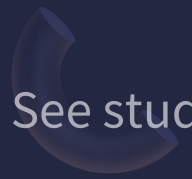
- Basic Python data types and structures, along with the functions and methods
- Statistical Modelling with Python’s modules Numpy and pandas
- Writing and reading external files
- Importing, manipulating, and querying data
- Visualizing data for illustrative and exploratory purposes
- Scraping web data & mining social media
- Natural Language Processing and chatbots as applications in cultural industry
- Considering where and how our coding activities fit research in the digital humanities

Structure of the Module

- 20 hours (20 credits) x 10 weeks
- Each week:
  - One-hour asynchronous lecture
  - One-hour synchronous webinar
  - Pre-webinar activities
  - Post-webinar homework
- On a few odd weeks:
  - Fill in a questionnaire

Attendance & other practicalities

- Listen to lecture recordings before webinars
- Do pre-webinar preparatory tasks
- Attend webinars
- Do the above in the environment that allows you to focus and perform (e.g. have tools set up before you the start of a webinar; turn off social media)
- Participate actively in webinars
- Do homework even though it’s not marked
- Communicate with each other and share your experience
- Get in touch to let me know if you struggle with coding or assessment

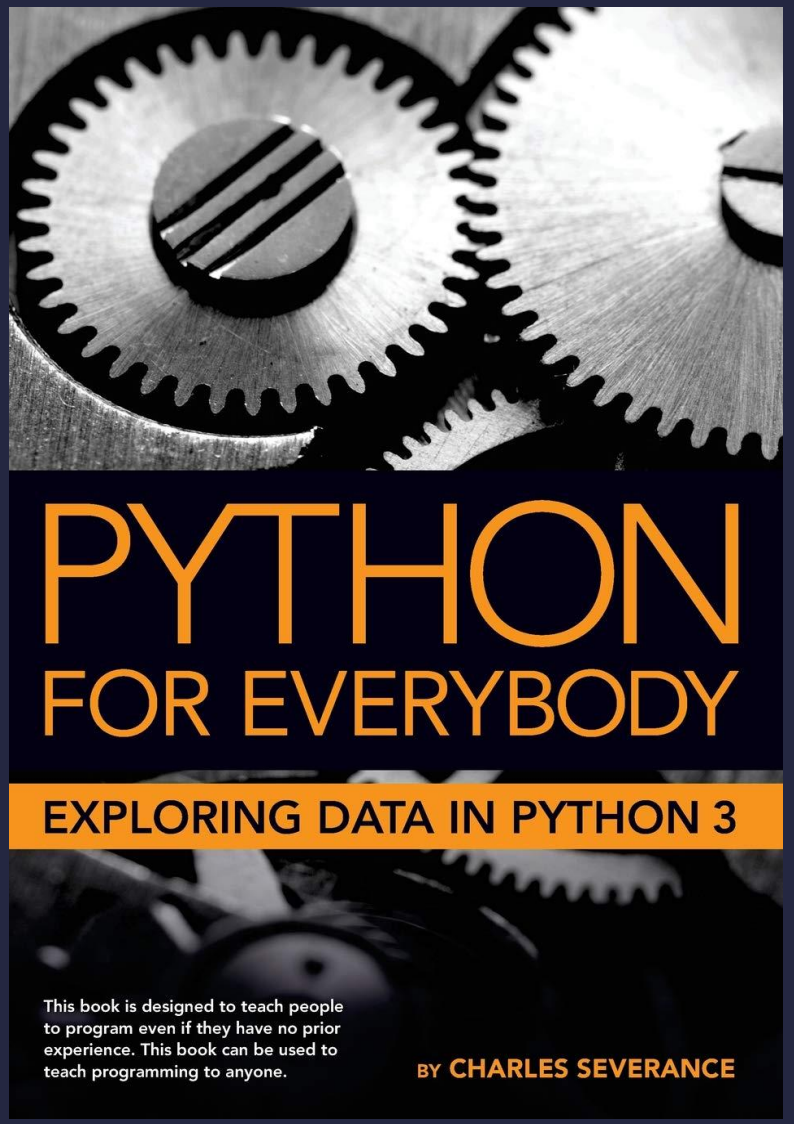


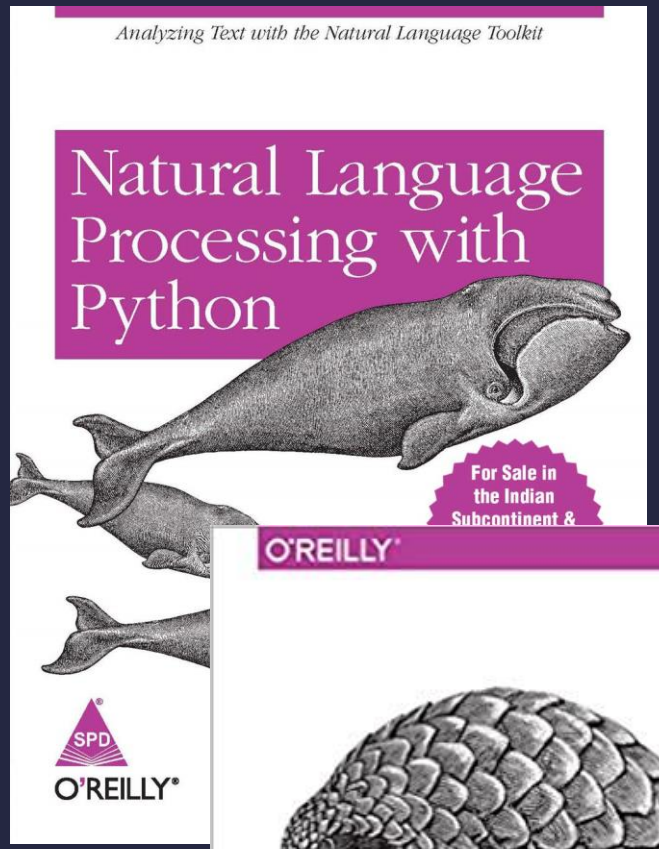
See student handbook for general stuff

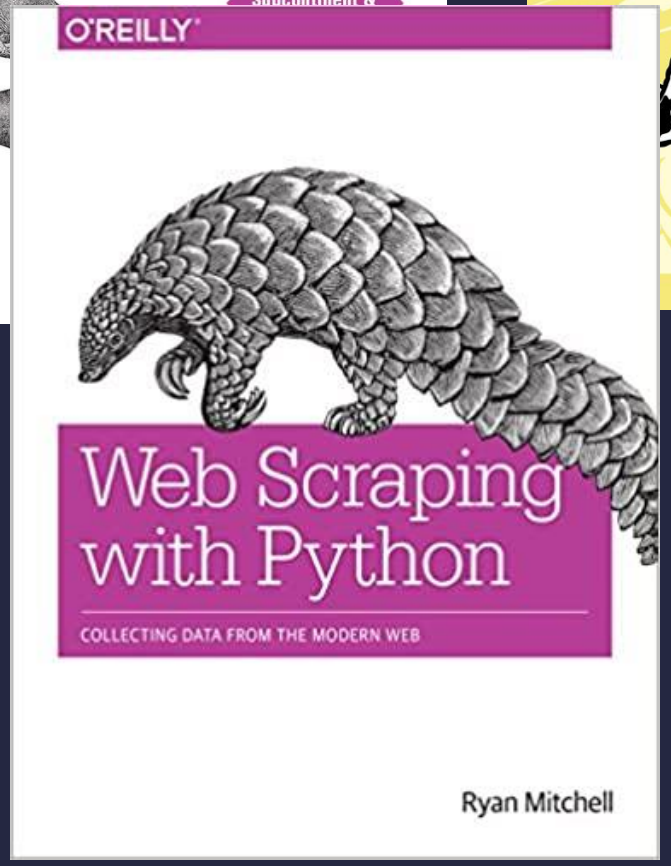
Assessment

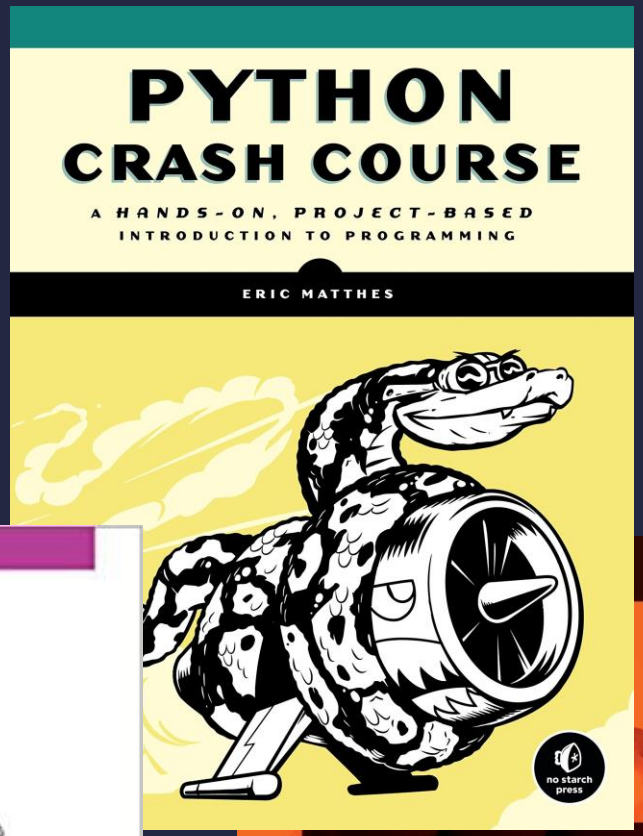
- 10 Homeworks (not graded):
  - coding activities to be submitted as Jupyter Notebook (file with the extension .ipynb)
- 1 Final Assessment (graded):
  - Coding Project (100%) submitted as one Jupyter Notebook (file .ipynb)

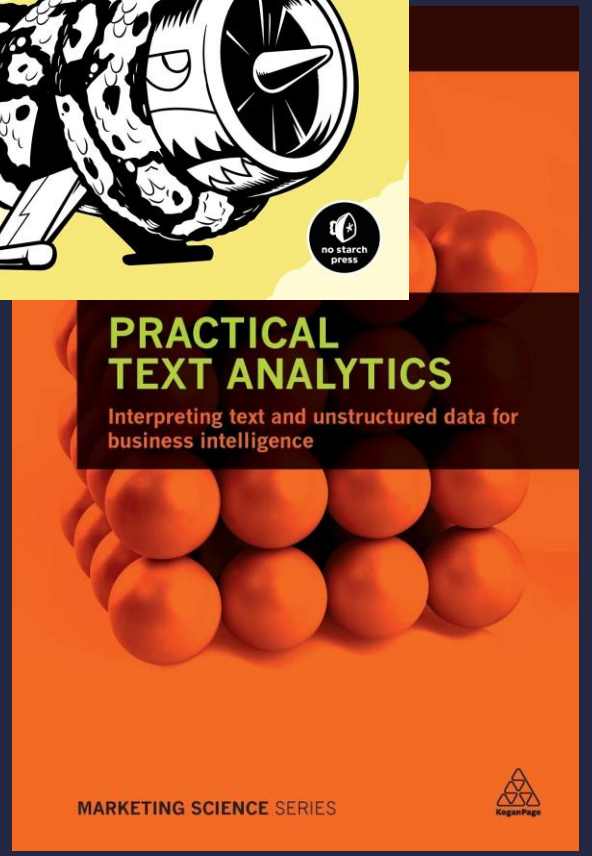
Core Reading











Resources

Reading List under “Module Overview” on KEATS

See Resources on KEATS