

## Graduate Perspectives

As a graduate of the “Computing in the Humanities” master’s programme, you will be able to contribute actively to all aspects of systems analysis and software design, and especially to applications with an emphasis on the humanities and cultural sciences.

Professional lines of work will build on the foundations of your first degree. Examples of possible fields of activity therefore include:

- First degree in languages or literature: Managing e-book projects
- First degree in cultural geography: Development of mobile tourist information systems
- First degree in art history: Creation of digital inventories for museums
- First degree in heritage conservation: Presentation of architectural monuments in web portals.
- First degree in psychology: Collaboration in the development of e-learning platforms

Besides enabling you to enter directly into the industry, the master’s degree qualifies you for a further academic career.



## Admission Requirements

This programme is aimed at students with a bachelor’s degree in the humanities, cultural or social sciences (average grade of “very good to good” ~ German 2.5 or better). If you are interested in solving practical problems in your application area with the help of modern information technologies, then you should consider joining us for a degree in Computing in the Humanities.

The main language of instruction is German. Some modules are available in English on request.

Admission to the programme is based on an aptitude assessment process. Information regarding this assessment and relevant deadlines can be found on the student advisory service website. We look forward to meeting you in Bamberg!

Our courses are open to all short-term exchange students not bound by language proficiency requirements.

However, students intending to complete a degree in Bamberg are required to verify German language proficiency.

## Contact and Advisory Service

University of Bamberg

Faculty of Information Systems and Applied Computer Sciences

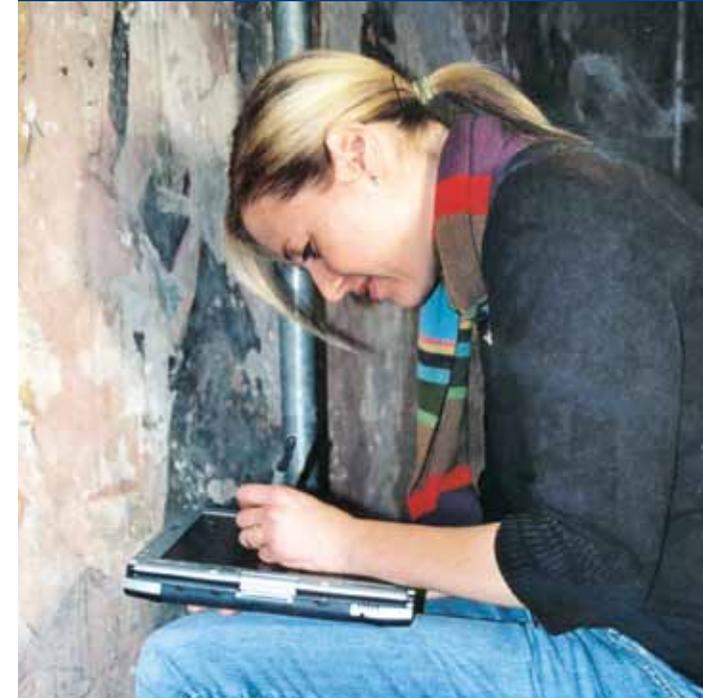
96045 Bamberg, Germany

servicedesk.cith@uni-bamberg.de

➤ Online Information:  
[www.uni-bamberg.de/ma-cith](http://www.uni-bamberg.de/ma-cith)

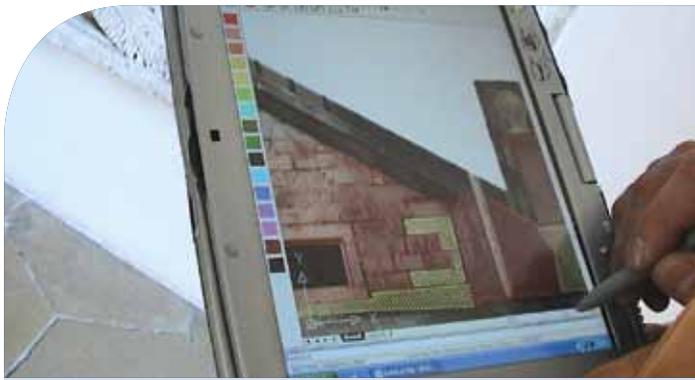


Universität Bamberg



*Master's Programme*

*Computing  
in the Humanities*



## You want to contribute to the shaping of modern digital work processes in cultural life and the media?

Information technologies are pervasive in everyday life, and they increasingly govern our work environments. Cultural and media-related fields are included in this reorientation towards digital processes.

The master's programme "Computing in the Humanities" enables you to participate actively in the creation of such new technologies.

Expanding on the foundation provided by your bachelor's degree in the humanities or human sciences, the MSc Computing in the Humanities provides you with the knowledge and skills needed to tackle the assignments in your future field of activity. Prior knowledge in computer science is not compulsory. Specific introductory modules introduce the topics which are subsequently examined in further detail over the course of the programme. Expertise in your bachelor's degree's respective application field remains the central reference point of your studies.

## Your Studies

The Computing in the Humanities master's programme is designed for a duration of four semesters (a total of 120 ECTS points) and comprises four module groups (A1 – A4).

In module group A1 you will acquire basic knowledge in computer science and applied computer sciences.

The core study component, Computing in the Humanities (module group A2), allows you to focus individually on topics from the areas of cognitive systems, cultural computing, media informatics or human-computer interaction. Additionally, you may attend courses in other faculties if they are related to applied computer sciences, project management or IT-management.

Two seminars and two projects from computer science and applied computer sciences (module group A3) will each focus on fascinating case studies in order to give you a taste of possible future occupational activities. The master's thesis (A4) rounds out your studies.

Master's Thesis (30 ECTS-Points)	Master's Thesis (30 ECTS-Points)	Master's Thesis (30 ECTS-Points)
Seminars & Projects (18 ECTS-Points)	Seminars & Projects (18 ECTS-Points)	Seminars & Projects (18 ECTS-Points)
Computing in the Humanities (27 ECTS-Points)	Computing in the Humanities (36-45 ECTS-Points)	Computing in the Humanities (45-51 ECTS-Points)
Computer Science and Applied Computer Science (45 ECTS-Points)	Computer Science and Applied Computer Science (27-36 ECTS-Points)	Computer Science and Applied Computer Science (21-27 ECTS-Points)

## Unique Qualities

### Outstanding Academic Atmosphere

Teaching and support in the masters programme Computing in the Humanities at the Faculty of Information Systems and Applied Computer Sciences (WIAI) are characterized by an excellent student to staff ratio. The intensive personal contact with lecturers is everyday practice.



### Research-oriented Teaching

Our professors and academic staff are involved in numerous national and international research projects. This offers you diverse opportunities for getting a taste of academic research.

### Interdisciplinary Integration

The degree programme curriculum is characterised by its skills-oriented teaching methods. These offer practical experience and hands-on opportunities to design and implement software solutions under the guidance of a lecturer – and often in direct cooperation with students from varying humanities backgrounds.