Unitar Online Catalogue

CIFAL Singapore - Master of Arts in Digital Humanities

People

Plazo: 31 Mar 2026

Tipo:	Course
Ubicación:	Singapore, Singapore
Fecha:	10 Ago 2026 to 9 May 2027
Duración:	273 Days
Área del programa:	Risks, Data, Technology and Geospatial Intelligence, , Technology, Artificial Intelligence and Digital Policy
Sitio web:	https://www.ntu.edu.sg/hass/madh
Precio:	0,00 US$
Correo Electrónico del Centro de Coordinación del Evento:	hass-pgc@ntu.edu.sg
Número del Centro de Coordinación del evento:	+65 6592 7784
Colaboración:	CIFAL Singapore (4209), , NIL

ANTECEDENTES

The Master of Arts in Digital Humanities is Singapore’s first programme of its kind, designed to meet the growing demand for professionals who can bridge advanced digital technologies with humanistic inquiry. As societies rapidly digitalise and artificial intelligence becomes integral to work and daily life, there is increasing need to understand how technology both shapes and is shaped by culture and society.

This programme provides a uniquely Asian perspective and equips graduates with both technical competencies and critical human-centred insights, enabling them to navigate and contribute meaningfully to a complex, technology-driven world.

OBJETIVOS DEL EVENTO

The main goal of this programme is to create a versatile workforce that is equally comfortable with technology and "human" skills like ethics and empathy. It aims to teach tech-savvy students how to apply their skills to social causes, while helping those from arts and social science backgrounds become experts in digital tools. By providing this balanced education, the programme prepares graduates for leadership roles in various industries and creates a path for those who wish to pursue deeper academic research in this emerging field.

OBJETIVOS DEL APRENDIZAJE

By the end of the course, students will have mastered several practical and theoretical skills. They will understand the history of how technology and the arts work together and be able to navigate the complex ethics of the digital age. On the technical side, students will learn how to use AI, machine learning, and computer programming to organize and analyse cultural information. Additionally, students will gain the leadership and project management skills needed to run innovative projects that require both technical expertise and social awareness.

CONTENIDO Y ESTRUCTURA

Students must complete 30 Academic Units (AUs) to graduate:

- Compulsory Core: 2 courses (6 AUs)
- Discipline-Specific Core: 1 course (3 AUs)
- SHAPE/STEM Core: Depending on background
- Electives:
    - 7 courses (21 AUs), or
    - 5 courses (15 AUs) + Practicum (6 AUs)

Practicum:
A supervised project with faculty and/or industry partners, culminating in a final report.

METODOLOGÍA

The programme adopts a blended, interdisciplinary approach combining:

- Foundational theory and ethical grounding
- Technical training (AI, programming, data analytics)
- Cultural and societal analysis
- Active learning (seminars, labs, workshops, discussions)
- Continuous assessment (projects, participation, assignments)

Students benefit from a hands-on “Project Option,” solving real-world problems while developing teamwork and communication skills.

PÚBLICO OBJETIVO

- Graduates and working professionals from humanities, arts, social sciences, or STEM backgrounds
- Individuals seeking to work at the intersection of technology, culture, and society
- Professionals aiming to upskill in digital tools or develop human-centred technological perspectives

INFORMACIÓN ADICIONAL

NIL