**Digital Humanities for OCC**: A series of talks with opportunities to experiment hands on. This series is the result of my work and training in DH as well as part of my sabbatical adventures in Fall 2015. In spirit of the ethos common to digital humanities practice and practitioners (“If you you know something, teach it; if you don’t, ask”), anyone with an interest is invited to attend; no experience or prior knowledge is required. Though the workshops can build upon each other as a series, they are also designed to stand alone. Access to materials from previous workshops will be provided. Topics are repeated twice in each week at different times on Thursdays and Fridays.

1. February 18 Thursday from 4:00-5:00 and February 19 Friday 2:00-3:00

**What is Digital Humanities and what is happening at Community Colleges?** Lessons learned from an NEH-ODH Institute this summer, “Beyond Pockets of Innovation, Toward a Community of Practice.” What’s happening out there at other community colleges? More than you may think. Where to go/to look if you want to learn more.

2. March 3 Thursday from 4:00-5:00 p.m. and March 4 Friday 2:00-3:00

**Pedagogical Provocation: Digital Humanities Pedagogies and Practices** When is DH appropriate for class? For your own work as a teacher-professor-scholar? How is this different, if so, from the ubiquitous “technology in the classroom?” A look at project based learning, class as “studio” space, inter- and cross- disciplinarity; examples of specific undergraduate projects. A brief overview of physical computing, aka maker space and maker labs, “fab labs” and STEAM. A preview of the nuts and bolts of organizing a class to include DH work.

3. March 17 Thursday from 4:00-5:00 p.m. and March 18 Friday 2:00-3:00

**The Nuts and Bolts of Digital Humanities in the classroom: tools and organization:**

Production oriented learning and specific tools: text analysis, network visualization, coding, game creation, etc. Where to find the tools ( “How did they make that?”) and a reflection about how to integrate these to build specific projects within your existing classes. I will demonstrate a few straightforward tools that may be useful and point attendees to where they may find more.

4. April 7 Thursday from 4:00-5:00 p.m. and April 8 Friday 2:00-3:00

**Digital Humanities in the classroom: Existing DH Projects as Resources**

A continuation of of topic three, “Nuts and Bolts,” though you do not have to have attended the previous workshop to make use of this one. Discussion will shift from tools for creating projects to an examination of existing digital resources and objects, e.g. digital archives and e-lit (electronic, or born digital literature) and other DH projects up and running for use in class.

5. April 21 Thursday from 4:00-5:00 p.m. and April 22 Friday 2:00-3:00

**Digital Humanities: Open Topic**

Topic to emerge by request, depending upon who has attended or would like to attend and what they would like to focus on. Hands on help and direction to appropriate resources with specific projects that those planning to attend have in mind. Workshop a unit for class or prototype your own work. Or come to just hang out and talk about the possibilities. If suggestions are received beforehand, a list of proposed topics will be posted to the calendar before you arrive.

Series leader: Dr. Jennifer Dellner is a Full Professor of English and Literature in the School of Arts and Humanities and the founding co-director of OCC’s faculty center. In addition to being selected to attend the NEH-ODH Institute on Digital Humanities at Community Colleges this past summer, she completed the Graduate Certificate in Digital Humanities at the University of Victoria, B.C. She is also currently the IT director for the Association of Interdisciplinary Studies, where she is transitioning to serve as VP for Development, and consults on Interdisciplinarity.