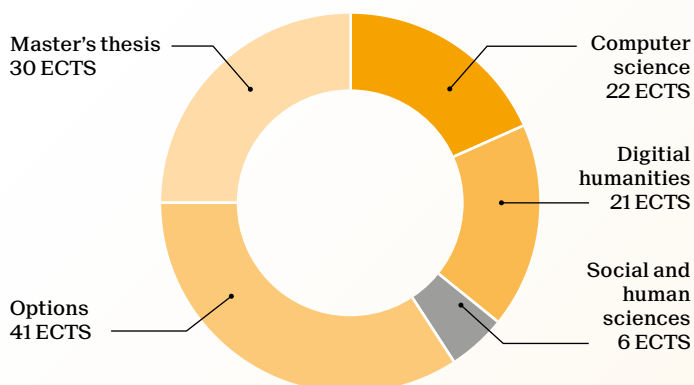


## Master of Science in DIGITAL HUMANITIES

2-year program – 120 ECTS



Social and human sciences	6
SHS introduction to project	3
SHS project	3

## Internship

The program includes a compulsory 8-week to 6-month industrial internship, which can be combined with the Master's thesis.

### Internship testimonials



### Digital Humanities student testimonials



## Career prospects

EPFL digital humanities engineers, having both advanced technical skills and a broad interdisciplinary approach, are ready to make an impact, from creative industries to information and communication technologies (ICT) to cultural heritage.

In addition to standard ICT career opportunities, a broad range of additional positions are for instance: user experience designer, data journalist, artificial intelligence specialist for the creative industries (media, music, video games, fashion), data scientist in the humanitarian sector and numerous academic careers in the growing field of the digital humanities.

	ECTS
<b>Computer science</b>	<b>22</b>
Applied data analysis	8
Computational social media	4
Foundations of digital humanities	6
Machine learning for DH	4

<b>Digital humanities</b>	<b>21</b>
Cultural data sculpting	5
Design research for digital innovation	5
Digital musicology	6
History and the digital	5

<b>Options</b>	<b>41</b>
Advanced computer graphics	6
Artificial neural networks /reinforcement learning	6
Automatic speech processing	3
Causal inference	4
Causal thinking	5
Computational photography	6
Computers and music	6
Computer vision	6
Data visualization	6
Decision-aid methodologies in transportation	4
Deep learning	4
Design in innovation: creation for adoption	4
Digital education	6
Distributed information systems	6
Ethics and law of AI	4
Experience design	6
Exploratory data analysis in environmental health	4
Foundations of data science	8
Game design and prototyping	4
Image and video processing	6
Image processing I, II	6
Image processing for earth observation	4
Interaction design	6
Introduction au BIM (Building Information Modeling)	3
Introduction to natural language processing	6
Linear models	5
Machine learning	8
Machine learning for behavioral data	6
Media security	6
Modern natural language processing	8
Semester project in digital humanities	12
Strategic marketing and technology commercialization	4
Technology and innovation strategy	3
UE H: Graphie	4
UE J: Territoire et paysage	4
UE R: Introduction au BIM (Building Information Modeling)	4
UE V: Visions et utopies	4
Virtual reality	6
Visual intelligence: machines and minds	6

## Admission requirements

Interested students must have a Bachelor's degree in a science, technology, engineering, or mathematics (STEM) discipline with excellent records and a solid understanding of programming, algebra, statistics, and signal processing. Students must also express an active interest in culture and humanities through previous studies, extracurricular activities or personal projects.

[go.epfl.ch/master-digital-humanities](https://go.epfl.ch/master-digital-humanities)  
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