

Duke
UNIVERSITY

 ART, ART HISTORY
& VISUAL STUDIES

Master's Degree in Digital Art History/ Computational Media



CMAC
COMPUTATIONAL MEDIA,
ARTS & CULTURES



aahvs.duke.edu/graduate

The Department of Art, Art History & Visual Studies offers a Master's Degree in Digital Art History/ Computational Media. The program builds on courses and well-developed strengths at Duke University. The program requires 10 courses over three semesters in addition to summer research. Limited funding may become available in the form of grants and assistantships to students contingent upon positive progress in the program.

The 18-month Digital Art History track integrates historical disciplines and the study of cultural artifacts with digital visualization techniques for the analysis and presentation of research. Students affiliate with an existing faculty research initiative, from which they will develop their own independent research project for the M.A. thesis. Common themes that unite the various projects are the visualization of process, the representation of change over time, recontextualizing displaced objects and object biographies.

The M.A. prepares students for future work in such fields as art, architectural and urban history, public history, city planning and architectural design, cultural heritage, museum exhibition design, and visualization-based journalism, and provides a springboard for more advanced study in art history, archaeology, architectural history, and visual studies.

aahvs.duke.edu/graduate/digital-art-history

The 18-month Computational Media track is designed for graduate students focused on the study, creation, and use of digital media and computation in the arts and humanities. It is offered by the Department of Art, Art History & Visual Studies in partnership with the Information Science + Studies Certificate Program.

The Computational Media M.A. explores research and presentation strategies enabled by the information sciences, new approaches to computational processes, and new forms of interpreting quantitative and qualitative data. The goals of the program are for students to understand the critical affordances and potential of digital media, to develop competencies in data-driven and computational approaches to knowledge production, and to develop a hybrid theory-practice M.A. thesis that demonstrates their expertise in action around a particular subject.

aahvs.duke.edu/graduate/ma-computational-media

Duke University

Master's Degree in Digital Art History / Computational Media



For more information,
visit aahvs.duke.edu/graduate or email infoWiredMA@duke.edu.



Dept. of Art, Art History & Visual Studies
Duke University
Box 90766
Durham, NC 27708
aahvs.duke.edu