

Review of: "Project-Based Learning for Graduate Students in Digital Humanities"

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This paper is an interesting and useful contribution to the body of knowledge. It is not a research paper per se but is about the sharing of experiences in exposing postgraduate humanities students to digital technology. The consequence of this is the opening up of opportunities and fresh approaches in humanities research and new project directions for these students. It goes without saying that these humanities students' mindsets regarding digital technology and their comfort level in using it have undergone profound and significant transformation. Multidisciplinary learning experiences are very beneficial and should be construed as the way forward for all disciplines. Through this the students' experiences and the discipline itself is enriched.

This paper can be further improved by including research questions and a structured research methodology. Furthermore, the challenges faced, the lessons learned in overcoming them, recommendations for improvement and suggestions for implementation should be given sufficient focus. As an addition to this effort, perhaps such a multidisciplinary approach could begin even at the undergraduate level by partnering humanities and computer science undergraduates in selected assignments or projects. (This reviewer is at present supervising engineering undergraduate PBL that makes use of multidisciplinary learning in partnership with other disciplines)