

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

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In this article, the authors report on a five-year summer internship sponsored at New York University that sought to apply computer science pedagogy in project-based learning [PBL] to digital humanities training of graduate students from diverse humanities disciplines. This is more of a summary of a particular program rather than a research article. In that sense, this is a nice summary/report which provides multiple avenues that different technologies (GIS, scripting, machine learning, etc.) can be used on different humanities subjects. However, judging from a research perspective, this article is lacking in a couple of areas, the authors need to have a more thorough literature review on both PBL and digital humanities; the authors need to generalize their finding to a broader perspective. In what sense does this article offer new insights compared with other articles?