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

Muse Oke

Potential competing interests: The author(s) declared that no potential competing interests exist.

The article provides a detailed description of a five-year summer internship program designed to bridge the STEM and humanities disciplines. Specifically, the main aim of the program is to provide advanced digital technology education to students in humanities disciplines. The authors gave examples of the various digital humanities projects that the students conducted and the skills they gained in these projects. These projects are very interesting and informative, even from the perspective of a non-humanities specialist. Overall, the program is an interesting addition to both student-centered and project-based education. However, I am somewhat puzzled as to why digital technology and its applications are not already integral components of the humanities curriculum.

Since the report has been presented such as to encourage replication elsewhere, it would certainly be helpful to provide the following information:

1. Where there stipulated guidelines for the three- to five-page student reflections on their experiences?
2. What was the computer science faculty/student ratio?
3. Were there any adjustments made during the height of the COVID-19 pandemic, especially as lockdown measures were almost universally implemented?