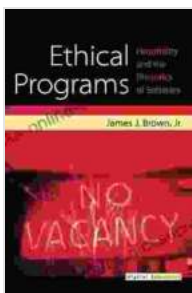# Hospitality and the Rhetorics of Software Digital Humanities: Reflections on an Immersive Digital Pedagogy Experiment

In recent years, there has been a growing interest in the use of software digital humanities (SDH) in higher education. SDH refers to the use of software and digital technologies to create immersive learning experiences that allow students to engage with historical and cultural materials in new and innovative ways. This article explores the concept of hospitality and the rhetorics of SDH, and discusses the ways in which software can be used to create immersive digital learning experiences that foster a sense of community and belonging among students.

Ethical Programs: Hospitality and the Rhetorics of Software (Digital Humanities) by Pekka Himanen

★★★★★ 5 out of 5

Language	: English
File size	: 2265 KB
Text-to-Speech	: Enabled
Screen Reader	: Supported
Enhanced typesetting	: Enabled
Word Wise	: Enabled
Print length	: 229 pages

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Hospitality and the Rhetorics of SDH

Hospitality is a central concept in the field of digital humanities. It refers to the ways in which we welcome and accommodate others in our digital

spaces. In the context of SDH, hospitality can be understood as the ways in which we design and use software to create inclusive and welcoming learning environments for students.

The rhetorics of SDH are the ways in which we talk about and describe the use of software in the classroom. These rhetorics can shape the ways in which students perceive and engage with SDH, and they can also influence the ways in which faculty design and implement SDH projects.

Immersive Digital Pedagogy

Immersive digital pedagogy is a teaching approach that uses software and digital technologies to create immersive learning experiences for students. These experiences can transport students to different times and places, and they can allow them to interact with historical and cultural materials in new and innovative ways.

Immersive digital pedagogy has been shown to have a number of benefits for students. These benefits include:

* Increased engagement and motivation * Improved critical thinking and problem-solving skills * Enhanced creativity and innovation * Increased digital literacy skills

An Immersive Digital Pedagogy Experiment

In the fall of 2019, I taught an undergraduate course on the history of the American South. The course used a variety of immersive digital pedagogy techniques, including:

* Virtual reality field trips to historical sites * 3D modeling of historical artifacts * Digital storytelling projects

The goal of the course was to provide students with a deep and immersive understanding of the history of the American South. The course was a success, and students reported that they found the immersive digital pedagogy techniques to be engaging and motivating.
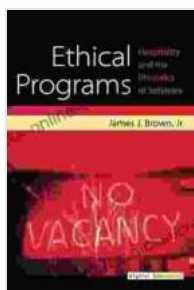
Reflections on the Experiment

The immersive digital pedagogy experiment was a success, and it demonstrated the potential of SDH to create immersive learning experiences that foster a sense of community and belonging among students. The experiment also highlighted the importance of hospitality in the design and implementation of SDH projects.

Here are some of the lessons that I learned from the experiment:

* It is important to create a welcoming and inclusive learning environment for students. This includes using software that is easy to use and accessible to all students. * It is important to provide students with opportunities to interact with each other and with the instructor. This can be done through online discussion forums, video conferencing, and other digital tools. * It is important to give students opportunities to be creative and to express themselves. This can be done through digital storytelling projects, 3D modeling, and other digital activities. * It is important to reflect on the use of SDH in the classroom and to make adjustments as needed. This includes getting feedback from students and making changes to the course design and implementation.
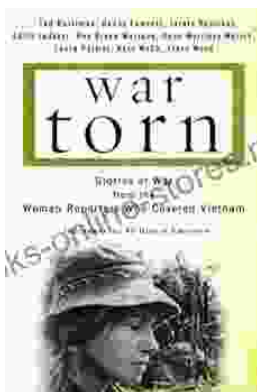
SDH is a powerful tool that can be used to create immersive learning experiences that foster a sense of community and belonging among students. By understanding the concept of hospitality and the rhetorics of SDH, faculty can design and implement SDH projects that are inclusive, engaging, and transformative.

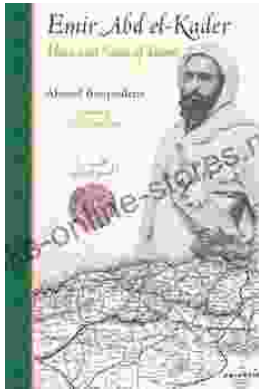### Ethical Programs: Hospitality and the Rhetorics of Software (Digital Humanities) by Pekka Himanen

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