CURRICULUM FOR THE BACHELOR´S PROGRAMME IN MEDIALOGY, 2010, COPENHAGEN

BACHELOR OF SCIENCE (BSC)
COPENHAGEN

Link to this studyline

Curriculum for the Bachelor´s programme in Medialogy, 2010, Copenhagen

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§ 1: PREFACE

Pursuant to Act 985 of October 21, 2009 on Universities (the University Act) with subsequent changes, the following curriculum for the Bachelor's programme in Medialogy is established. The programme also follows the Framework Provisions and the Examination Policies and Procedures for the Faculties of Engineering and Science.

§ 2: BASIS IN MINISTERIAL ORDERS

The Bachelor's programme is organised in accordance with the Ministry of Science's Ministerial Order no. 814 of June 29, 2010 on Bachelor's and Master's Programs at Universities (the Ministerial Order of the Study Programs) and Ministerial Order on University Examinations (the Examination Order) with subsequent changes. Further reference is made to the Admission Order and the Grading Scale Order.

§ 3: CAMPUS

The programme is offered in Copenhagen.

§ 4: FACULTY AFFILIATION

The Bachelor's programme falls under Faculty of Engineering and Science, Aalborg University.

§ 5: STUDY BOARD AFFILIATION

The Bachelor's programme falls under Study Board of Media Technology

§ 6: AFFILIATION TO CORPS OF EXTERNAL EXAMINERS

The Bachelor's programme is associated with the external examiners corps on Nationwide engineering examiners/Electronics, IT and Energy (Electromagnetic direction).

§ 7: ADMISSION REQUIREMENTS

Admission requires an upper secondary education.

According to the Admission Order, the programme's specific entry requirements are:

- English B or an acceptable IELTS test score

- Mathematics B or better (or equivalent level or better from foreign upper secondary institutions)

cf. the Admission Order.

The University can stipulate requirements concerning conducting additional exams prior to the start of study.

The study board may limit admission or cancel the education if the number of admitted students is too low. The study board may cancel the education prior to the start of the study in specific loca-tions where Aalborg University and the Study Board for Media Technology offer the Medialogy ed-ucation (including, but not limited to, the locations in Aalborg, Esbjerg and Copenhagen).

§ 8: THE PROGRAMME TITLE IN DANISH AND ENGLISH

The Bachelor's programme entitles the graduate to the Danish designation: Bachelor (BSc) i medialogi. The English designation is: Bachelor of Science (BSc) in Medialogy.

§ 9: PROGRAMME SPECIFICATIONS IN ECTS CREDITS

The Bachelor's programme is a 3-year, research-based, full-time study programme. The programme is set to 180 ECTS credits.

§ 10: RULES CONCERNING CREDIT TRANSFER (MERIT), INCLUDING THE POSSIBILITY FOR CHOICE OF MODULES THAT ARE PART OF ANOTHER PROGRAMME AT A UNIVERSITY IN DENMARK OR ABROAD

The Study Board can approve successfully completed (passed) programme elements from other Bachelor's programmes in lieu of programme elements in this programme (credit transfer). The Study Board can also approve successfully completed (passed) programme elements from another Danish programme or a programme outside of Denmark at the same level, in lieu of programme elements within this curriculum. Decisions on credit transfer are made by the Study Board based on an academic assessment. See the Joint Programme Regulations for the rules on credit transfer.

§ 11: EXEMPTIONS

In exceptional circumstances, the Study Board study can grant exemption from those parts of the curriculum that are not stipulated by law or ministerial order. Exemption regarding an examination applies to the immediate examination.

§ 12: RULES FOR EXAMINATIONS

The rules for examinations are stated in the Examination Policies and Procedures published by the faculty on their website.

§ 13: RULES CONCERNING WRITTEN WORK, INCLUDING THE BACHELOR'S PROJECT

In the assessment of all written work, regardless of the language it is written in, weight is also given to the student's formulation and spelling ability, in addition to the academic content. Orthographic and grammatical correctness as well as stylistic proficiency are taken as a basis for the evaluation of language performance. Language performance must always be included as an independent dimension of the total evaluation. However, no examination can be assessed as 'Pass' on the basis of good language performance alone; similarly, an examination normally cannot be assessed as 'Fail' on the basis of poor language performance alone.

The Study Board can grant exemption from this in special cases (e.g., dyslexia or a native language other than Danish).

The Bachelor's project must include an English summary (or another foreign language: French, Spanish or German upon approval by the Study Board). If the project is written in English, the summary must be in Danish (The Study Board can grant exemption from this). The summary must be at least 1 page and not more than 2 pages (this is not included in any fixed minimum and maximum number of pages per student). The summary is included in the evaluation of the project as a whole.

§ 14: REQUIREMENTS REGARDING THE READING OF TEXTS IN A FOREIGN LANGUAGE

At programs that are taught in Danish, it is assumed that the student can read academic texts in modern Danish, Norwegian, Swedish and English and use reference works, etc., in other European languages. At programs taught in English, it is assumed that the student can read academic text and use reference works, etc., in English.

§ 15: COMPETENCE PROFILE ON THE DIPLOMA

The following competence profile will appear on the diploma:

A graduate of the Bachelor's programme has competencies acquired through an educational programme that has taken place in a research environment.

A graduate of the Bachelor's programme has fundamental knowledge of and insight into his/her subject's methods and scientific foundation. These properties qualify the graduate of the Bachelor's programme for further education in a relevant Master's programme as well as for employment on the basis of the educational programme

§ 16: COMPETENCE PROFILE OF THE PROGRAMME

Students who complete the Bachelor's Programme will obtain the following qualifications:

Knowledge

- Must have an understanding of the basic function of the human senses and their interaction in the perception of the surroundings in general and media in particular

- Must have an understanding of the duality between computer based re-cording and analysis of digital signals (images, audio, tactile information etc.), respectively computer based generation / synthesis and presenta-tion of the corresponding signals
- Must have an understanding of the interactive process between humans, computers and machines

- Must have understanding of the structures of narrative forms and dissem-ination in relation to media and media technology characteristics
- Must have understanding of the interplay between form and content through the use of new media technical instruments, and hence a basis to develop their own creativity in this field of tension
- Must have understanding of media history and basis for including cultur-al, ethnographical, social and sociological perspectives in problem solv-ing
- Must have insight into correlations between theories and methods and between their foundation and validity areas

- Must have an understanding of professional and organizational as well as cultural and economic aspects

Skills

- Must be able to design interactive systems, considering the intermediation and user relationships as well as technological opportunities
- Must be able to analyze, synthesize and evaluate techniques and methods for development of media systems including animation technology, virtual reality technology and computer games on both new and widely used platforms
- Must be able to perform synthesis and evaluation of media systems

- Must independently be able to perform and also academically and logically consistently be able to argue within the discipline, including explaining correlations between identified problems and formulated solution strategies
- Must within the partially known disciplines and practical problems be able to:
    - ° simplify and operationalize issues in order to make these available to the professional, technical and/or scientific analysis
    - ° assess the quality of the generated analyses and suggested solutions both professionally and in relation to the context
    - ° through dialogue identify, analyze and find solutions for technical and/or scientific or cooperative issues and which reflect the professional and cultural context
- Must in his or her own and adjacent professional fields be able to demonstrate innovative problem solving by either technical or scientific character through innovative use of knowledge

Competencies

- Must be able to join professionally in professional and interdisciplinary teams

- Must be able to identify own as well as group-related learning needs

- Must independently be able to acquire knowledge and connect new knowledge with existing knowledge and critically assess both applied information and self-learning
- Must be able to clear and well-structured disseminate relevant information, taking into account the target audience and show an alert and attentive attitude to other participants
- Must be able to define and respect their own and possibly also other participants´ function compared to the whole - that is both to lead and to be guided
- Must be able to contribute to the joint development of knowledge and experience formation

§ 17: STRUCTURE AND CONTENTS OF THE PROGRAMME

The Programme is structured in modules and organized as a problem-based study. A module is a Programme element or a group of Programme elements, which aims to give students a set of professional skills within a fixed time frame specified in ECTS credits, and concluding with one or more examinations within specific exam periods. The examinations are defined in the curriculum.

The Programme is based on a combination of academic, problem-oriented and interdisciplinary approaches and organized based on the following work and evaluation methods that combine skills and reflection:

- lectures

- classroom instruction

- project work

- workshops
- exercises (individually and in groups)
- project work and exercises in labs
- teacher feedback
- reflection
- portfolio work

The BSc education in Medialogy is taught in English. All activities, including the above stated, are carried out in English. All exercise work and deliverables, project-work (as well as any documentation in connection to these) delivered by the student must be written in English and all exams are carried out in English. In accordance with the current Framework Provisions, The Study Board for Media Technology may choose to exempt from this rule in extra-ordinary cases, which in principle requires a well-documented application from the student and/or teacher.

Rules concerning the progress and completion of the Bachelor´s Programme:

The student must participate in all first year examinations by the end of the first year of study in the Bachelor´s Programme, in order to be able to continue the Programme. The first year of study must be passed by the end of the second year of study, in order that the student can continue his/her Bachelor´s Programme.

In special cases, however, there may be exemption from the above if the student has been on a leave of absence. Leave is granted during first year of study only in the event of maternity, adoption, military service. UN service or where there are exceptional circumstances.

The Bachelor's program must be completed no later than six years after it was begun.

§ 18: OVERVIEW OF THE PROGRAMME

All modules are assessed through individual grading according to the 7-point scale or Pass/Fail. All modules are assessed by external examination (external grading) or internal examination (internal grading or assessment by the supervisor only).

Offered as: 1-professional					
Study programme: BSc. Medialogy, 2010, Copenhagen					
Module name	Course type	ECTS	Applied grading scale	Evaluation method	Assessment method
1 SEMESTER Designing from Both Sides of the Screen					
Creative Play – Applied Technology	Project	5	Passed/Not Passed	Internal examination	Oral exam based on a project
Designing from Both Sides of the Screen	Project	10	7-point grading scale	Internal examination	Oral exam based on a project
Problem Based Learning in Science, Technology and Society	Course	5	Passed/Not Passed	Internal examination	Written or oral exam
Animation and Graphic Design	Course	5	7-point grading scale	Internal examination	Written or oral exam
Introduction to Programming	Course	5	7-point grading scale	Internal examination	Written or oral exam
2 SEMESTER Interaction Design					
Interaction Design – Human Computer Confluence	Project	15	7-point grading scale	External examination	Oral exam based on a project

Mathematics for Multimedia Applications	Course	5	7-point grading scale	Internal examination	Written exam
Physical Interface Design	Course	5	7-point grading scale	Internal examination	Written or oral exam
Interaction Design	Course	5	Passed/Not Passed	Internal examination	Active participation and/or written assignment
3 SEMESTER Visual Computing - Human Perception					
Visual Computing	Project	10	7-point grading scale	Internal examination	Oral exam based on a project
A/V production	Course	5	7-point grading scale	Internal examination	Written or oral exam
Image Processing	Course	5	Passed/Not Passed	Internal examination	Written or oral exam
Perception	Course	5	Passed/Not Passed	Internal examination	Active participation and/or written assignment
Procedural Programming	Course	5	7-point grading scale	Internal examination	Written or oral exam
4 SEMESTER Sound Computing and Sensor Technology					
Sonic Interactions: Design and Evaluation	Project	15	7-point grading scale	External examination	Oral exam based on a project
Sound and Music Computing	Course	5	7-point grading scale	Internal examination	Written or oral exam
Design and Analysis of Experiments	Course	5	Passed/Not Passed	Internal examination	Active participation and/or written assignment
Object Oriented Software Engineering	Course	5	7-point grading scale	Internal examination	Written or oral exam
5 SEMESTER Audio-Visual Experiments					
5th semester elective project module package Choose 1 project module (15 ECTS)					
Computer Graphics Programming	Course	5	7-point grading scale	Internal examination	Written or oral exam
Computer Graphics Rendering	Course	5	7-point grading scale	Internal examination	Written or oral exam
Screen Media	Course	5	7-point grading scale	Internal examination	Written or oral exam
6 SEMESTER Interactive Systems Design					
BSc Project (Interactive Systems Design)	Project	20	7-point grading scale	External examination	Oral exam based on a project
Real-time Interfaces and Interactions	Course	5	7-point grading scale	Internal examination	Written or oral exam
Media Sociology and Psychology	Course	5	Passed/Not Passed	Internal examination	Written or oral exam

5th semester elective project module package Choose 1 project module (15 ECTS)					
Module name	Course type	ECTS	Applied grading scale	Evaluation Method	Assessment method
Audio-Visual Experiments – Pre-Rendered Experiences	Project	15	7-point grading scale	External examination	Oral exam based on a project
Audio-Visual Experiments – Interactive Experiences	Project	15	7-point grading scale	External examination	Oral exam based on a project

§ 19: ADDITIONAL INFORMATION

The current version of the curriculum is published on the study board's website, including more detailed information about the Programme, including exams.

§ 20: COMMENCEMENT AND TRANSITIONAL RULES

The curriculum is approved by the dean and enters into force as of 01.09.2010.

Students who wish to complete their studies under the previous curriculum from 2008 must conclude their education by the 2011 at the latest, since examinations under the previous curriculum are not offered after this time.

§ 21: AMENDMENTS TO THE CURRICULUM AND REGULATIONS

Minor editorial changes have been made during the digitization.