AALBORG UNIVERSITET

KANDIDATUDDANNELSEN I MEDIA ARTS CULTURES (ERASMUS MUNDUS), 2015

CAND.MAG. (MA)
AALBORG

MODULER SOM INDGÅR I STUDIEORDNINGEN

INDHOLDSFORTEGNELSE

MEDIA ARTS HISTORIES AND MEDIA CULTURAL HERITAGE

2019/2020

CONTENT, PROGRESS AND PEDAGOGY OF THE MODULE

This course will introduce Media Art Histories (MAH) as the background informing current cultural practice and Media Cultural Heritage (MCH) as the starting point of cultural basics and reforms in the arts and media sector, addressing the methodologies to approach Media Arts Cultures research. Courses cover subjects such as computer animation, net art, interactive, telematic and genetic art as well as the most recent reflections on nano art, bio art, video games as art, and digital gender theory.

Learning Goals will include the ability to:

1. Advanced ability to operationalize state of the art research methods and in-depth reflection and the ability to use both in research as well as in professional dissemination practices in the field of media culture and media art

2. Expand competence to research and develop new ideas, questions and directions in: the field of Media Art Histories and Media Cultural Heritage

3. Understanding evolutionary history of audiovisual media, from historic examples such as the Laterna Magica of the 17th century to the algorithmic art of recent decades.

4. Use key approaches and methods from Image Science, Media Archaeology and the History of Science & Technology

EXAM

EXAMS

Name of exam	Media Art Histories and Media Cultural Heritage
Type of exam	Written and oral exam Presentation and discussion in seminar style in: "Media Art Histories and Media Cultural Heritage". : 10% Development between Presentation and Final Paper during course and general participation: 5% A written scientific work that is graded on the demonstration of achievement of the learning goals: 85%
ECTS	10
Assessment	7-point grading scale
Type of grading	Internal examination
Criteria of assessment	The criteria of assessment are stated in the Examination Policies and Procedures

FACTS ABOUT THE MODULE

Danish title	Media Arts Histories and Media Cultural Heritage
Module code	KAMAC20151
Module type	Course
Duration	1 semester

Semester	Autumn This module is offered only as a part of the ERASMUS MUNDUS Master of Excellence: Media Arts Cultures at Danube University, Austria 1st. semester
ECTS	10
Language of instruction	English
Location of the lecture	Other location
Responsible for the module	Morten Søndergaard

ORGANISATION

Study Board	Study Board of Communication and Digital Media
Department	Department of Communication and Psychology
Faculty	The Faculty of Humanities

DIGITAL ARCHIVING AND PRESERVATION

2019/2020

CONTENT, PROGRESS AND PEDAGOGY OF THE MODULE

Courses and teaching activities may be offered within in the following areas:

- ☐ Archiving and Databases
- ☐ Digital Preservation and Restoration

This Module will introduce the challenges of archiving and preserving arts and culture of digital media. Issues of how databases and archives can play a role in the institutionalization of media arts in the greater cultural heritage sector. Current efforts of preservation as well as developments for restoration plans in regards to exhibitions, collections and historical research will be examined, including the arts and media sector's state of the art.

Learning Goals will include the ability to:

1. Identify problems and develop new ideas, questions and directions in Infrastructures for Media Arts Cultures
2. Identify problems and develop new ideas, questions and directions in Archiving and Databases & Digital Preservation and Restoration

3. Analyse the needs & assumptions of the international MediaAC audiences.

4. Identify new traits & thinking in international cultural institutionalization.

5. Compare and contrast technologies for archiving & preserving media culture

6. Interpret media art cultural content into a digital archive

7. Analyze the examples and processes of digital collections management for cultural institutions

8. Apply international data "field" methods.

EXAM

EXAMS

Name of exam	Digital Archiving and Preservation
Type of exam	Written and oral exam Presentation and discussion in seminar style in: "Digital Archiving and Preservation" : 45% Development between Presentation and Final Paper during course and general participation: 10% A written scientific work that is graded on the demonstration of achievement of the learning goals: 45%
ECTS	10
Assessment	7-point grading scale
Type of grading	Internal examination
Criteria of assessment	The criteria of assessment are stated in the Examination Policies and Procedures

FACTS ABOUT THE MODULE

Danish title	Digital arkivering og preservering
Module code	KAMAC20152
Module type	Course
Duration	1 semester
Semester	Autumn This module is offered only as a part of the ERASMUS MUNDUS Master of Excellence: Media Arts Cultures at Danube University, Austria 1st semester
ECTS	10
Language of instruction	English
Location of the lecture	Other location
Responsible for the module	Morten Søndergaard

ORGANISATION

Study Board	Study Board of Communication and Digital Media
Department	Department of Communication and Psychology
Faculty	The Faculty of Humanities

ART AND SCIENCE METHODOLOGIES

2019/2020

CONTENT, PROGRESS AND PEDAGOGY OF THE MODULE

Courses and teaching activities may be offered within in the following areas:

- Art and Science Methodologies
- Methodologies for Media Arts Histories and Media Cultural Heritage Studies

This module is the introduction to the various scientific and artistic methodologies currently utilized within the academic and practical endeavours of the variety of field that are a part of Media Arts Cultures. The contents of this course are integrated into the examples and work of other courses to provide real world application of the elucidated methodologies. Placing the methods in context increases the connection to real work and the question-hypothesis-solution process.

Learning Goals will include the ability to:

- Operationalize state of the art research methods and in-depth reflection and the ability to use both in research as well as in professional dissemination practices in the field of media culture and media arts.
- Analyze a given research topic and estimate which methodologies might be well-suited to use for specific outcomes.
- Access resources and specialization sources for future reference when requiring the in-depth knowledge of certain methodological frameworks.
- Understand the differences between the historical and contemporary methodological perspectives used within Media Arts Cultures for research and practice.

EXAM

EXAMS

Name of exam	Art and Science Methodologies
Type of exam	Written exam Presentation and discussion in seminar style in: "Art and Science Methodologies". A written scientific work that is graded on the demonstration of achievement of the learning goals.
ECTS	5
Assessment	7-point grading scale
Type of grading	Internal examination
Criteria of assessment	The criteria of assessment are stated in the Examination Policies and Procedures

FACTS ABOUT THE MODULE

Danish title	Kunst og videnskabelige metoder
Module code	KAMAC20153
Module type	Course
Duration	1 semester
Semester	Autumn This module is offered only as a part of the ERASMUS MUNDUS Master of Excellence: Media Arts Cultures at Danube University, Austria

	1st semester
ECTS	5
Language of instruction	English
Location of the lecture	Other location
Responsible for the module	Morten Søndergaard

ORGANISATION

Study Board	Study Board of Communication and Digital Media
Department	Department of Communication and Psychology
Faculty	The Faculty of Humanities

TRANSFERABLE SKILLS 1: INTERCULTURAL PROBLEM SOLVING

2019/2020

CONTENT, PROGRESS AND PEDAGOGY OF THE MODULE

Course 1 Problem Solving

Course 2 Intercultural skills (including language)

This course, taking place in Semester 1 is designed to address a number of needs for the entire 2-year high mobility master program. The problem solving that is addressed is in the areas of both content from the course and culture context of the students.

Learning Goals will include the ability to:

- Advanced ability to operationalize state of the art research methods and in-depth reflection and the ability to use both in research as well as in professional dissemination practices in the field of media culture and media art
- Identify problems in the Media Arts Cultures fields and begin to assess where possible solutions might be sought or worked towards as well as what the implications of their outcomes might be
- Identify critical intercultural problems related to study, mobility or within the creative and cultural sector.
- Feel comfortable and competent to sufficiently adapt to new cultural and professional settings.

EXAM

EXAMS

Name of exam	Transferable Skills 1: Intercultural problem solving
Type of exam	Written and oral exam The module is completed on the 1st semester by passing an examination: Presentation and discussion in seminar style in: Intercultural problem solving – Language. A written scientific work that is graded on the demonstration of achievement of the problem solving learning goals
ECTS	5
Assessment	7-point grading scale
Type of grading	Internal examination
Criteria of assessment	The criteria of assessment are stated in the Examination Policies and Procedures

FACTS ABOUT THE MODULE

Danish title	Tværgående færdigheder: Interkulturel problemløsning
Module code	KAMAC20154
Module type	Course
Duration	1 semester
Semester	Autumn This module is offered only as a part of the ERASMUS MUNDUS Master of Excellence: Media Arts Cultures at Danube University, Austria 1st semester

ECTS	5
Language of instruction	English
Location of the lecture	Other location
Responsible for the module	Morten Søndergaard

ORGANISATION

Study Board	Study Board of Communication and Digital Media
Department	Department of Communication and Psychology
Faculty	The Faculty of Humanities

EXPERIENCE DESIGN IN MEDIA ARTS CULTURES: FROM CONCEPT TO PRODUCTION

2019/2020

CONTENT, PROGRESS AND PEDAGOGY OF THE MODULE

During the project module the students will work with the development of experience design concepts (and prototypes) in media arts cultures, which will be focused on the 1 semester's identification of problems and relevant areas of attention within the field of media arts cultures - aesthetically, politically, socially, institutionally.

The module will enable the student to develop a theoretical and critical discourse analysing experience design processes, and use design-based methodologies to address problems within the field of media arts cultures. During the semester, the students will be analyzing different examples of experience designs (or designs aimed for public use and consumption) and their contexts to develop a critical perception skills and engage in critical discourses; furthermore, students will be asked to engage in constructing their own experience design processes, whereby the acquisition of imaginative and visionary competencies are in focus.

Courses and teaching activities may be offered within in the following areas:

- Course 1 – Media Art in (Design) Contexts.
- Course 2 – Methodologies of Experience Design in Media Arts Cultures.
- Course 3 - Evaluation methods of Design Processes.
- Course 4 - Management and Business Models in Experience Culture.

Course 5 – Experience Culture and Economy.

2nd semester project module "Experience Design in Media Arts Cultures" will prepare the student for 3rd semester's theme of media creation and 4th semester's master's thesis.

The student must be able to reflect on the content of the module relative to the methodologies and theories of the field. Professional guidance in problem-based learning will be offered in connection with the courses offered to support the project module.

LEARNING OBJECTIVES

KNOWLEDGE

- Theories and practices of experience design technologies

- Principles and methods of collaborative and complex design processes
- Theories of experience economy in media art cultures
- Methods of testing and evaluating experience design processes
- Scientific methods and theories of the field of experience design.

SKILLS

- To use and operationalize theories of experience design in media art cultures
- To use experience design technologies in prototype development
- To use technologies in testing and evaluating experience design
- To argue future cultural and economic potential of practices in media art cultures
- To use technologies in communicating and disseminating media art cultures
- To analyse, operationalize and implement experience design in media art cultures

COMPETENCES

- To use knowledge about media art cultures to produce experience design for media art contexts based on systematic -analytical and creative synthesizing processes.

- To evaluate the theoretical and practical problems in the production process, and to select and justify appropriate design and development methods.
- Reflect on the content of the module using the theory and practices of media art cultures and scientific methodology.
- To identify own learning needs and structure own learning in relation to the subject area of Experience Design in Media Art Cultures.
- To lead, manage and facilitate collaborative and complex experience design processes.

EXAM

EXAMS

Name of exam	Experience Design in Media Arts Cultures: From Concept To Production
Type of exam	Oral exam based on a project
ECTS	20
Permitted aids	All written and all electronic aids
Assessment	7-point grading scale
Type of grading	External examination
Criteria of assessment	The criteria of assessment are stated in the Examination Policies and Procedures

FACTS ABOUT THE MODULE

Danish title	Oplevelsesdesign i Media Arts Cultures: Fra koncept til produkt
Module code	KAMAC20155
Module type	Project
Duration	1 semester
Semester	Spring This module is offered only as a part of the ERASMUS MUNDUS Master of Excellence: Media Arts Cultures 2nd semester
ECTS	20
Language of instruction	English
Location of the lecture	Campus Aalborg
Responsible for the module	Morten Søndergaard

ORGANISATION

Study Board	Study Board of Communication and Digital Media
Department	Department of Communication and Psychology
Faculty	The Faculty of Humanities

TECHNOLOGIES OF EXPERIENCE DESIGN IN MEDIA ARTS CULTURES

2019/2020

CONTENT, PROGRESS AND PEDAGOGY OF THE MODULE

This module provides the students with a systematic overview of selected digital technologies and their application to the extent that they are relevant to experience design in media art cultures. The student must be able to analyse and evaluate the use of technology in existing experience design and creatively reflect on these technologies' possible applications in the production of experience designs.

The module introduces the students to the theories and practices of interactive and distributed media arts experience designs.

Courses and workshops may be offered within in the following areas:

- Advanced Audiovisual Production

The course consists of lectures and a two-week workshop, resulting in either a performative piece, a site-specific installation or a gallery-oriented piece, using the hard-and software available at AAU Cph.

The workshop will be interspersed with lectures and presentations of various aspects of Media Art production; Live event, video production, video art, interactive and modular productions, sound art, etc.

The resulting product/performance must be documented, and an individual paper must be submitted placing the production within a theoretical context relevant to the theoretical knowledge acquired during the lectures and workshop.

LEARNING OBJECTIVES

KNOWLEDGE

In this module students will acquire knowledge

- Gaining an overview of different digital technologies and their meaning, power and applicability regarding design of media art.
- Introduction to relevant basic theories of digital technology; functionality and interactive modalities
- Introduction to the use of various technologies in the field of media art cultures, both hard- and software. This includes basic lighting control, production of live visuals and interactive systems, production of linear video and audio segments.

SKILLS

In this module students will acquire skills

- Understand and utilize the functionality of digital technologies to the extent it is relevant to the practices of the field of media art cultures.
- To analyse and select technology systems and platforms to the realization of creative and artistic experience design productions and curatorial framings relevant to media art culture.
- To Engage in design and innovation cooperation using relevant digital technologies
- To disseminate technological problems and solutions to peers and non- specialists.

COMPETENCES

In this module students will acquire competencies

- Apply gained practical and theoretical knowledge when realizing creative and artistic design productions and curatorial framings relevant to media art cultures.
- To reflect on various digital technologies experiential potentials and limitations

- To participate in the selection, development and use of digital technologies in relation to experience design productions in the field of media art cultures.
- To identify own learning needs and structure own learning in relation to the subject area of Technologies of Media Art Cultures

EXAM

EXAMS

Name of exam	Technologies of Experience Design in Media Arts Cultures
Type of exam	Written exam An internal written examination in "Technologies of Experience Design in Media Arts Cultures". The test takes the form of a set 3- day take-home assignment in which the students answer the supplied questions and solved the assigned tasks on the basis of module's content. The written part of the assignment may not exceed 10 pages and is written individually. In the evaluation of the examination performance, the grade 12 will only be awarded to students who give an excellent performance and demonstrate that they have fulfilled the above objectives exhaustively or with only few insignificant omissions.
ECTS	5
Assessment	7-point grading scale
Type of grading	Internal examination
Criteria of assessment	The criteria of assessment are stated in the Examination Policies and Procedures

FACTS ABOUT THE MODULE

Danish title	Oplevelsesteknolog i Media Arts Cultures
Module code	KAMAC20156
Module type	Project
Duration	1 semester
Semester	Spring This module is offered only as a part of the ERASMUS MUNDUS Master of Excellence: Media Arts Cultures 2nd semester
ECTS	5
Language of instruction	English
Location of the lecture	Campus Aalborg
Responsible for the module	Morten Søndergaard

ORGANISATION

Study Board	Study Board of Communication and Digital Media

Department	Department of Communication and Psychology
Faculty	The Faculty of Humanities

Department	Department of Communication and Psychology
Faculty	The Faculty of Humanities

MEDIA ART CASE STUDIES

2019/2020

CONTENT, PROGRESS AND PEDAGOGY OF THE MODULE

This module will address in depth a specific area of study within the wider field of Experience Design and Media Arts Cultures. The module will deal with some of the issues and challenges of transdisciplinary practices (working across expressions of sound, image, text and various epistemologies of science, design, technology and art). The study of cases aims at giving the students the ability to conduct advanced theoretical discussions and to analyse the role of audiences/users/producers in a media arts cultures' field.

LEARNING OBJECTIVES

KNOWLEDGE

In this module students will acquire knowledge

- Best cases of Media Arts Practices
- State of the art of Media Arts Theory

SKILLS

In this module students will acquire skills

- To analyse and compare media art practices
- To reflect on media arts practices
- To identify a specific area of study of Media Art within the field of experience design

COMPETENCES

In this module students will acquire competencies

- Advanced ability to operationalize state of the art research methods and in-depth reflection and the ability to use both in research as well as in professional dissemination practices in the field of media culture and media art

EXAM

EXAMS

Name of exam	Media Art Case Studies
Type of exam	Written exam The examination is a seven-day take-home assignment on a set topic. Students will have to respond to one or a number of questions and assignments within the subject area of the module. The assignment paper must not exceed ten pages, and it must be prepared individually.
ECTS	5
Assessment	Passed/Not Passed
Type of grading	Internal examination
Criteria of assessment	The criteria of assessment are stated in the Examination Policies and Procedures

FACTS ABOUT THE MODULE

Danish title	Media Art Case Studier
Module code	KAMAC20157
Module type	Course
Duration	1 semester
Semester	Spring This module is offered only as a part of the ERASMUS MUNDUS Master of Excellence: Media Arts Cultures 2nd semester
ECTS	5
Language of instruction	English
Location of the lecture	Other location
Responsible for the module	Morten Søndergaard

ORGANISATION

Study Board	Study Board of Communication and Digital Media
Department	Department of Communication and Psychology
Faculty	The Faculty of Humanities

INTERNSHIP

2019/2020

CONTENT, PROGRESS AND PEDAGOGY OF THE MODULE

MediaAC students have a compulsory internship in their curriculum. During internships, students work in institutions related to Media, Arts, and Culture. Internship placements are provided by MediaAC Associated Partner organisations and other pre-arranged organisations. In addition, there is also the possibility for students to propose their own ideas for their internship placement. The internships give students practical insights into contemporary themes they've encountered during their studies. Furthermore, students will get insights into practice in the field and make valuable contacts for increasing their future employment perspectives.

The Associated Partners in MediaAC programme are renowned national or international institutions that are active in the creative and cultural sector and whose activities are closely linked to the topics of Media Arts Cultures. The Associated Partners provide internship placements for MediaAC students and support the academic quality of MediaAC with their expertise. Members of Associated Partners can also participate in the programme as teachers.

Involvement of the Associated Partners and other organisations receiving interns will help MediaAC students develop a broad picture of the evolving future of Media Arts Cultures at national and international levels. These organisations include, but are not limited to, institutions within the creative and cultural sector, museal or governmental organisations, non-governmental/ non-profit organisations, private business organisations, networks and associations.

- Ars Electronica Linz / Linz, Austria;
- ZKM / Karlsruhe, Germany;
- Fundacao Universidade de Brasilia / Brazil;
- FACT / UK;
- Transmediale/ Berlin, Germany;
- DAM Projects / Berlin, Germany;
- Monochrome / Vienna, Austria; SPEKTRUM/ Berlin, Germany;
- Neural Magazine / Italy;
- Instrument Inventors Initiative / The Hague, NL;
- Impakt Festival / Utrecht, Netherlands;
- MOCAK / Krakow, Poland;
- WRO Art Center / Wroclaw, Poland;
- DIAS / Copenhagen, DK;
- Imai – inter media arts institute / Düsseldorf, DE;
- Re:Act MAH Conference, Sorbonne Paris.

Learning Outcomes The internship gives students new experiences to serve as emerging professionals in the field, to get recognized as such and use the experiences and contacts made here for their future career. They have the chance to transfer their theoretical knowledge and outcomes from the first year of studies into practice and find out about their personal interest for career development. In terms of academic reflection, the internship will serve as a good basis for the second year and can be used as a basis for the master thesis.

EXAM

EXAMS

Name of exam	Internship
Type of exam	Written exam The evaluation of internship will be based on the internship report prepared by the student at the end of internship period and also on assessment by the mentor / supervisor. The final numeric grade given for the internship will be based on employer feedback (50%) internship report (50%).
ECTS	5

Assessment	7-point grading scale
Type of grading	Internal examination
Criteria of assessment	The criteria of assessment are stated in the Examination Policies and Procedures

FACTS ABOUT THE MODULE

Danish title	Media Arts Cultures i praksis
Module code	KAMAC20158
Module type	Course
Duration	1 semester
Semester	Autumn
ECTS	5
Language of instruction	English
Location of the lecture	Other location
Responsible for the module	Morten Søndergaard

ORGANISATION

Study Board	Study Board of Communication and Digital Media
Department	Department of Communication and Psychology
Faculty	The Faculty of Humanities

NEW MEDIA AESTHETICS

2019/2020

CONTENT, PROGRESS AND PEDAGOGY OF THE MODULE

The course introduces students to the most fundamental developments, changes and challenges in the aesthetics resulting from the introduction and evolution of digital tools of artistic creation. The course leads them to reflect on the transformation of the principles of traditional aesthetics caused by the 21

evolution of new forms of artistic practice in the field of digital media. It provides them with the overview of the most important aesthetic categories and concepts created to describe and analyse artistic phenomena in the area of new media arts. During the course, students also acquire knowledge of main trends and research positions in the field of new media aesthetics. The course will enable the students to develop theoretical, critical discourses concerning aesthetic theory as well as practice of new media arts.

LEARNING OBJECTIVES

KNOWLEDGE

- Advanced knowledge of the evolution of traditional paradigm of aesthetics in relation to the development the use of digital technologies in artistic practice.
- Advanced knowledge of categories, theories and concepts of new media aesthetics.
- Advanced knowledge of the history and evolution of new media aesthetics.
- Knowledge of challenges and discourses of new media aesthetics in relation to evolution of digital and post-digital technologies and tools of artistic creation.

SKILLS

- Advanced ability to operationalize gained knowledge of new media aesthetics in analysing and interpreting various phenomena of new media arts.
- Ability to develop critical discourse on new media arts and related cultural phenomena.
- Advanced ability to write critically on new media arts and new media aesthetics.
- Understanding and ability to critically analyse challenges and new possibilities resulting from the development of new media technologies.

COMPETENCES

- To reflect on various consequences of the development of new media technologies on the evolution of contemporary art and culture.
- To reflect on challenges for contemporary art and culture resulting from the development of new media technologies
- To critically investigate the roles, recent possibilities and prospects of new media technology in contemporary art and culture.

EXAM

EXAMS

Name of exam	New Media Aesthetics
Type of exam	Active participation and/or written assignment During the semester the students will read and analyse numerous texts. Their activity during classes will be a part of the final evaluation. At the end of the semester the students write a critical essay on a subject that each of them choose for themselves. The subject of the essay should be discussed with the

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	coordinator of the course in advance. The essay should be 3000 – 3500 words long and should be written according to the editorial rules of academic papers.
	The final grade is based on the evaluation of the quality of the essay (70%) and active participation (30%).
ECTS	10
Assessment	7-point grading scale
Type of grading	Internal examination
Criteria of assessment	The criteria of assessment are stated in the Examination Policies and Procedures

FACTS ABOUT THE MODULE

Danish title	Æstetik i New Media
Module code	KAMAC20159
Module type	Course
Duration	1 semester
Semester	Autumn This module is offered only as a part of the ERASMUS MUNDUS Master of Excellence: Media Arts Cultures at University of Lodz, Poland 3rd semester
ECTS	10
Language of instruction	English
Location of the lecture	Other location
Responsible for the module	Morten Søndergaard

ORGANISATION

Study Board	Study Board of Communication and Digital Media
Department	Department of Communication and Psychology
Faculty	The Faculty of Humanities

MEDIA CULTURES STREAM

2019/2020

CONTENT, PROGRESS AND PEDAGOGY OF THE MODULE

Aims: The Media Cultures Stream emphasizes the critical consideration of significant areas of media history, theory, and criticism. The curricular emphasis is in areas of digital media, but traditional media forms (e.g. film) are also addressed. This stream is intended to provide postgraduate level preparation especially for media professionals and graduates, and for applicants from other professional areas in which the role of being a media specialist is increasingly desirable or necessary.

Courses offered in this stream will vary from year to year, based on faculty, demand and the schools other offering. Please see the list of stream offerings included in the City U School of creative media "Taught Postgraduate Catalogue" found also on the website http://www.cityu.edu.hk/pg/201617/catalogue/catalogue_TP.htm?page=TP/TP_course_SM.htm

(Example for reference use only, please see individual course descriptions for details)

LEARNING OBJECTIVES

KNOWLEDGE

SM6325 Philosophy of Technology and New Media

This course seeks to understand how new media technologies are embedded and constituted in our everyday practices and to examine the artistic potential of human-technology relations. It posits practices involving new media technologies into a framework of philosophy of technology and critically interrogates the promises and expectations about around new media. More specific topics include examining the ways in which technologies are (re-)shaped in their culturally situated use-contexts. Special attention is paid to the mundane but intimate human-technology relations we enter into on everyday basis and the ways in they modify our understanding of the world and our ability to operate in it. Relevant questions, to be dealt with in both scholarly and artistic fashion, include: Do technologies have purposes? Where does the human body stop and the technology begin? Do technologies make us more/less free? What is the balance of power like in a particular human-technology relation? Upon completion of the class, students should be able to apply post-phenomenological insights in their own research projects and artistic practice, and subject new media artworks to critical analysis as technologies.

Course Intended Learning Outcomes

- To identify the key theoretical positions and concepts concerning the nature of technologies and their role in constituting human experience of the world
- Articulate how technologies are created in human practices and how they mediate and transform human experience of the world; identify artistic uses for existing technologies
- Differentiate between and critically discuss new media artworks based on the involvement of technology
- Apply post-phenomenological theory in independent research and critical writing, and artistic practice (if applicable)

EXAM

EXAMS

Name of exam	Media Cultures Stream
Type of exam	Written and oral exam Presentation on a technology based on field research: 20% Presentation/paper on the technological deprivation exercise: 20% Reaction writings on assigned readings, and in-class screenings/demonstrations: 15%

	Final paper/project: 35% In-class participation and discussion (incl. reading groups): 10%
ECTS	5
Assessment	Passed/Not Passed
Type of grading	Internal examination
Criteria of assessment	The criteria of assessment are stated in the Examination Policies and Procedures

FACTS ABOUT THE MODULE

Danish title	Media Cultures Stream
Module code	KAMAC201515
Module type	Course
Duration	1 semester
Semester	Autumn This module is offered only as a part of the ERASMUS MUNDUS Master of Excellence: Media Arts Cultures City University of Hong Kong 3rd semester
ECTS	5
Language of instruction	English
Location of the lecture	Other location
Responsible for the module	Morten Søndergaard

ORGANISATION

Study Board	Study Board of Communication and Digital Media
Department	Department of Communication and Psychology
Faculty	The Faculty of Humanities

CURATING ART & MEDIA STREAM

2019/2020

CONTENT, PROGRESS AND PEDAGOGY OF THE MODULE

Global Objectives of all courses in stream: Curating Art and Media Stream aims at developing the creative, intellectual, and technological competence required of future leaders in the art and media curating sector. It emphasizes the impact of digital media on all aspects of art, with a focus on developing capabilities in using new technologies in curating, exhibiting, and communicating art. Graduates will gain a critical understanding of key issues in contemporary practice of art and media, as well as solid skills in research, curating, collection, and exhibition to become successful in their careers or further studies in research degree programmes.

Courses offered in this stream will vary from year to year, based on faculty, demand and the schools other offering. Please see the list of stream offerings included in the City U School of creative media "Taught Postgraduate Catalogue" found also on the website http://www.cityu.edu.hk/pg/201617/catalogue/catalogue_TP.htm?page=TP/TP_course_SM.htm

(Example for reference use only, please see individual course descriptions for details)

LEARNING OBJECTIVES

KNOWLEDGE

SM5337 - Critical Theory for Contemporary Curators

This course aims to provide students with foundational knowledge of contemporary theories developed both in Euro-America and in China. Emphasis will be placed on reading closely and critically a number of key texts, understanding their historical contexts and discursive positions, and connecting theoretical insights to actual experiences, individual and collective. Students will be guided to develop analytical and argumentative skills through reading and writing. We will also study recent exhibitions to understand how theories are integrated in the curatorial process. By the end of the course, students should have a firm grasp of the contemporary theoretical landscape, be able to articulate a set of concepts and ideas, and possess the skills to work actively with theory in their curatorial projects. Course Intended Learning Outcomes ☐ Identify the most significant issues and concepts in contemporary theories ☐ Describe key theoretical and methodological concepts in the field ☐ Conduct critical analyses of theoretical issues in writing ☐ Integrate theoretical ideas in curatorial projects

EXAM

EXAMS

Name of exam	Curating Art & Media Stream
Type of exam	Written and oral exam Continuous Assessment: 100% Response paper 1: 15% 15% Response paper 2 Response paper 3: 15% Research paper and presentation: 55%
ECTS	5
Assessment	Passed/Not Passed
Type of grading	Internal examination
Criteria of assessment	The criteria of assessment are stated in the Examination Policies and Procedures

FACTS ABOUT THE MODULE

Danish title	Curating Art & Media Stream
Module code	KAMAC201516
Module type	Course
Duration	1 semester
Semester	Autumn This module is offered only as a part of the ERASMUS MUNDUS Master of Excellence: Media Arts Cultures City University of Hong Kong 3rd semester
ECTS	5
Language of instruction	English
Location of the lecture	Campus Aalborg
Responsible for the module	Morten Søndergaard

ORGANISATION

Study Board	Study Board of Communication and Digital Media
Department	Department of Communication and Psychology
Faculty	The Faculty of Humanities

PLAYABLE MEDIA & GAME STUDIES STREAM 2019/2020

CONTENT, PROGRESS AND PEDAGOGY OF THE MODULE

Global Objectives: The Playable Media and Game Studies Stream (PMGS) focuses on the critical study of computer games and playable media in order to develop the Competencies required for creative, conceptual, and critical roles in the computer games and playable media sector. Students will gain an understanding of computer games as art, as media, and as sociocultural phenomena. Courses in this stream encourage looking beyond formulaic entertainment games into new and innovative uses of computer games and consider also the design and history of computer games. The stream will provide a solid foundation for further studies (MFA, MPhil, PhD) in the area of computer games and playable media.

Courses offered in this stream will vary from year to year, based on faculty, demand and the schools other offering. Please see the list of stream offerings included in the City U School of creative media "Taught Postgraduate Catalogue" found also on the website http://www.cityu.edu.hk/pg/201617/catalogue/catalogue_TP.htm?page=TP/TP_course_SM.htm

(Example for reference use only, please see individual course descriptions for details)

LEARNING OBJECTIVES

KNOWLEDGE

SM6323 - Critical Ludology: Games, Playability and New Media Art Course

aims: The study of games is a new and rapidly expanding field of academic research, which is closely connected to the rapid development of computer games as a cutting-edge art form. This course introduces students to the basic theoretical questions and vocabulary concerning games and play, and their application into analytic, critical and creative purposes. Rather than focusing exclusively on digital games, a broad spectrum of contemporary and historical game/play activities will be discussed. Special attention will be paid to the medium-specific qualities in certain forms of play. The theoretical insights will be applied into game analysis, criticism, modification, and design exercises. Through these exercises the course explores questions related to the role of games/play in new media art, the representational potential of games, and the use of games in critical discourses and interventionist practices.

Course Intended Learning Outcomes

- Describe: Different forms of play The formal constituents of games and their relationship to the metaphor of a game and the activity/attitude of play Game/play-like features in historical and contemporary forms of human culture
- Extend a game by modifying its formal constituents (e.g. adding/substracting/modifying rules, constraints, goals, and winning and losing conditions) and/or medium-specific qualities
- Differentiate between transmedial and medium-specific elements of games (in e.g. mechanical and digital games) and design games that make use of the medium-specific potential
- Analyse contemporary computer games with methods of structural analysis and close-playing
- Describe, analyze and create games that simulate actual or fictional processes and recognise the potential of such games for social critique and intervention
- Use concepts of game and play to describe, analyze and create: New media artworks with personal style/ signature Games where the boundary between play and daily life becomes blurred. Design games for public or everyday spaces.

EXAM

EXAMS

Name of exam	Playable Media & Game Studies Stream
Type of exam	Written and oral exam Participation in in-class discussions: 15%

	Presentations: 25% Written reactions to readings: 10% Final project: 50%
ECTS	5
Assessment	Passed/Not Passed
Type of grading	Internal examination
Criteria of assessment	The criteria of assessment are stated in the Examination Policies and Procedures

FACTS ABOUT THE MODULE

Danish title	Playable Media & Game Studies Stream
Module code	KAMAC201517
Module type	Course
Duration	1 semester
Semester	Autumn This module is offered only as a part of the ERASMUS MUNDUS Master of Excellence: Media Arts Cultures City University of Hong Kong 3rd semester
ECTS	5
Language of instruction	English
Location of the lecture	Other location
Responsible for the module	Morten Søndergaard

ORGANISATION

Study Board	Study Board of Communication and Digital Media
Department	Department of Communication and Psychology
Faculty	The Faculty of Humanities

INDEPENDENT STUDY ELECTIVE

2019/2020

CONTENT, PROGRESS AND PEDAGOGY OF THE MODULE

This course aims to give students the opportunity to explore topics of personal interest in media history, theory, criticism, and practice under the supervision of an academic staff member. Independent study projects provide a means for students to investigate topics that are relevant to their studies but are not covered within the programme's set curriculum. They also allow students to extend their examination of topics introduced other classes.

Course Intended Learning Outcomes

- Describe and apply key concepts and terminology to the analysis of a topic relevant to the field
- Conceptualize and create a project of personal interest that is also relevant to the field

EXAM

EXAMS

Name of exam	Independent Study Elective
Type of exam	Written exam 100% coursework The project's end result is determined by the nature of the investigation. The project outcome normally takes the form of a substantial written essay, including full citations and bibliography. Under certain circumstances, the outcome may take the form of a script or other creative writing project, or a creative project involving the use of one or more of the media technologies available to SCM students. Some combination of two or more of these submission formats is also possible.
ECTS	5
Assessment	Passed/Not Passed
Type of grading	Internal examination
Criteria of assessment	The criteria of assessment are stated in the Examination Policies and Procedures

FACTS ABOUT THE MODULE

Danish title	Independent Study Elective
Module code	KAMAC201518
Module type	Project
Duration	1 semester
Semester	Autumn

	This module is offered only as a part of the ERASMUS MUNDUS Master of Excellence: Media Arts Cultures City University of Hong Kong 3rd semester
ECTS	5
Language of instruction	English
Location of the lecture	Campus Aalborg
Responsible for the module	Morten Søndergaard

ORGANISATION

Study Board	Study Board of Communication and Digital Media
Department	Department of Communication and Psychology
Faculty	The Faculty of Humanities

RESEARCH SKILLS AND METHODS I

2019/2020

CONTENT, PROGRESS AND PEDAGOGY OF THE MODULE

The aim of the course is to prepare students to plan and conduct research by introducing consecutive steps of the research process. Students will learn basic research methods used in humanities and social sciences. They will have opportunities to develop writing and presentation skills. The course consists of units devoted to general introduction to epistemology, research objectives, research design, writing a research proposal, research methods (methods of data collection and analysis, interviews, methods of visual and textual analysis), and presenting research results.

LEARNING OBJECTIVES

KNOWLEDGE

In this module students will acquire

- understanding of the specifics of conducting research in the field of humanities, with a special focus on new media studies
- Understanding of the specific style of academic writing

SKILLS

In this module students will acquire skills

- Ability to apply the rules of good academic practice
- Ability to define the research object and formulate research questions
- Ability to select the appropriate method relevant to the research goals
- Ability to organise and write an academic paper and deliver a multimedia presentation.

COMPETENCES

In this module students will acquire

- Conduct self-assessment and make decisions regarding future development.

EXAM

EXAMS

Name of exam	Research Skills and Methods I
Type of exam	Oral exam The students individually prepare parameters of a research project of their choice. The students present their projects in the form of multimedia presentation and discuss them in public. Part of the assessment is satisfactory and active participation in the course.
ECTS	5
Assessment	Passed/Not Passed
Type of grading	Internal examination
Criteria of assessment	The criteria of assessment are stated in the Examination Policies and Procedures

FACTS ABOUT THE MODULE

Danish title	Research Skills and Methods I
Module code	KAMAC201514
Module type	Course
Duration	1 semester
Semester	Autumn This module is offered only as a part of the ERASMUS MUNDUS Master of Excellence: Media Arts Cultures City University of Hong Kong 3rd semester
ECTS	5
Language of instruction	English
Location of the lecture	Campus Aalborg
Responsible for the module	Morten Søndergaard

ORGANISATION

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MASTER THESIS

2019/2020

CONTENT, PROGRESS AND PEDAGOGY OF THE MODULE

The Master Thesis module comprises preparation of a Master Thesis on a subject, which the student is free to select from within the disciplinary framework of the programme.

The topic of the Master Thesis must be approved by the Master Thesis Committee. The topic is submitted to the final phase of placement and supervisor in three stages. Preliminary topic and problem formulation, synopsis/exposé and connection to supervisors. These include argumentation for the relevance of the topic and for the theoretical and methodological points of departure, a preliminary bibliography.

The module includes extensive individual contact a number of seminars. Additionally, students will be offered expert thesis supervision in relation with their problem oriented thesis work.

The Master Thesis gives the student the possibility

1. To deal with a topic from a sub-area of the course and to acquire special knowledge and
2. To create and present a scientifically established study. Thereby the student can prove her/his ability concerning articulating research aim, definition of problems, choice of methods and methodological performance.

An additional aim may be to publish a summary of the master thesis as story in an expert publication (e.g. magazine, journal, conference catalogue or anthology) in order to make known the acquired knowledge to a wide audience. This should be undertaken in agreement together with the supervisor.

The Master Thesis is an extensive written work and serves to acquire knowledge in the special field by generating new content and knowledge.

LEARNING OBJECTIVES

KNOWLEDGE

In the Master's thesis module, the student will acquire knowledge

- the theories, methods and technologies of the selected subject area at the highest international level
- research ethics and understanding of the implications of research work
- the theory of science of the selected thesis topic

SKILLS

In the Master's thesis module, the student will acquire skills

- applying methods, theories and technologies pertaining to a specific issue within the academic area
- creating an independent and systematic overview of relevant existing knowledge within the topic of the thesis
- independently selecting approaches pertaining to the topic of the thesis on the basis of theory of science, theory, methods, design and/or technology, and substantiating academic choices and priorities.
- applying, further developing and critically reflecting on relevant theories, methods and technologies pertaining to the topic of the thesis

COMPETENCES

In the Master's thesis module, the student will acquire competencies

- critical reflection on the disciplinary area pertaining to the chosen topic of the thesis
- independent and systematic search for knowledge, choosing and explaining this choice and planning and undertaking the research of the topic of the thesis
- arguing for choices as regards the applied theories, methods and technologies as well as choices as regards any empirical material and/or design aspects

- structuring and communicating the acquired knowledge in a suitable manner as regards content and language register to an academic audience within the disciplinary field of the programme.

EXAM

EXAMS

Name of exam	Master Thesis
Type of exam	Master's thesis/final project The text-part of the thesis should be 160.000 - 300.000 characters (including spaces, approx. 80- 110 pages, 12 pt. 1,5 paragraph spacing). The module is completed on the 4th semester by passing the following examination: Writing and defending the Master Thesis in an oral exam. The defence is held before and evaluated by a Master Thesis Examination Committee, as specified by the rules of each Partner University. The written Master Thesis is evaluated by the supervisor/s. Each student submits the Master Thesis topic for discussion, approval, and placement the Master Thesis Committee. Once the student is placed for the Master Thesis, the examination rules of that Partner University. Each Partner University requires at least one supervisor of the student's Master Thesis, one external reviewer and a commission of at least 2 academics for the exam/defense of the final Master Thesis.
ECTS	30
Assessment	7-point grading scale
Type of grading	External examination
Criteria of assessment	The criteria of assessment are stated in the Examination Policies and Procedures

FACTS ABOUT THE MODULE

Danish title	Kandidatspeciale
Module code	KAMAC201519
Module type	Project
Duration	1 semester
Semester	Spring This module is offered only as a part of the ERASMUS MUNDUS Master of Excellence: Media Arts Cultures 4th semester
ECTS	30
Language of instruction	English
Location of the lecture	Other location
Responsible for the module	Morten Søndergaard

ORGANISATION

Study Board	Study Board of Communication and Digital Media
Department	Department of Communication and Psychology
Faculty	The Faculty of Humanities

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GAME CULTURE AND GAMIFICATION

2019/2020

CONTENT, PROGRESS AND PEDAGOGY OF THE MODULE

The module examines game cultures and gamification as an important aspect of modern culture and human interaction. The program deals with the questions of analysis, design and application of games from user and culturally focused perspectives. The course provides an introduction to the methodology and latest developments in the area of game studies focusing on the approaches relevant to culture and media studies.

LEARNING OBJECTIVES

KNOWLEDGE

In this module students will acquire:

Knowledge:

- organized knowledge of the terminology, theory and methodology used in the field of game studies
- identification of the latest developments in the area of game studies
- knowledge and understanding of the basic methods of analyzing and interpreting video games.

SKILLS

In this module students will acquire:

Skills

- ability to analyze and interpret video games as cultural and transmedia artifacts
- ability to build arguments in the area of game studies

COMPETENCES

In this module students will acquire:

Competencies

- conduct self-assessment and understand the need for lifelong learning
- to design and prioritize tasks required to complete an assignment defined by themselves or others.

EXAM

EXAMS

Name of exam	Game Culture and Gamification
Type of exam	Written and oral exam The students individually prepare and present a multimedia presentation on a given topic connected to game culture and gamification. The students also write an essay on a given topic connected to game culture and gamification. The final grade is based on the evaluation of the presentation (10%) and the evaluation of quality of the essay (90%).

	Evaluation: Grading according to the 6-point scale (2-5).
ECTS	10
Assessment	7-point grading scale
Type of grading	Internal examination
Criteria of assessment	The criteria of assessment are stated in the Examination Policies and Procedures

FACTS ABOUT THE MODULE

Danish title	Spilkultur og gamification
Module code	KAMAC201510
Module type	Course
Duration	1 semester
Semester	Autumn This module is offered only as a part of the ERASMUS MUNDUS Master of Excellence: Media Arts Cultures at University of Lodz, Poland. 3rd semester
ECTS	10
Language of instruction	English
Location of the lecture	Other location
Responsible for the module	Morten Søndergaard

ORGANISATION

Study Board	Study Board of Communication and Digital Media
Department	Department of Communication and Psychology
Faculty	The Faculty of Humanities

MEDIA ARTS MANAGEMENT AND CURATING 2019/2020

CONTENT, PROGRESS AND PEDAGOGY OF THE MODULE

The course introduces the students to the basic theories and practices of media and new media arts management and curating. It provides them with a systematic overview of selected concepts and strategies of working with media and new media in the field of visual and audiovisual arts. It brings knowledge and practical skills necessary for curatorial job. During the course the students are introduced to the challenges of exhibiting media and new media arts as well as how to utilize digital technologies in the process of building exhibitions and in the communication with the audiences.

The course will enable the students to develop theoretical, critical discourses concerning exhibiting and presenting new media arts. Both theory and history of media art curating is discussed in the course. Students reflect on the transformations of the traditional principles and purposes of art institutions in the context of cyberculture society. They discuss the issues of working with artists and with audiences. During the semester students analyze fundamental historical exhibitions of media arts as well as selected recent examples. They reflect on them in relation to media, location, concepts, and strategies.

LEARNING OBJECTIVES

KNOWLEDGE

In this course students will acquire knowledge

- Advanced knowledge of the historical, institutional and social contexts of media art management and curating.
- Advanced knowledge of theories and practices in media and new media arts curating.
- Advanced knowledge of the history and resent stage of media and new media arts curating.
- Knowledge of principal strategies in media and new media arts curating.
- Basic knowledge of the various aspects of the work of curator.

SKILLS

In this course students will acquire skills

- Advanced ability to operationalize gained knowledge of media and new media arts curating in its historical and theoretical dimensions in the process of building an exhibition concept and project.
- Ability to work on media and new media art exhibitions in institutional and other contexts.
- Advanced ability to write critically on media and new media arts exhibitions
- Understanding and utilizing the functionality of digital technologies to the extent it is relevant to the general practices in the field of art curating.

COMPETENCES

In this course students will acquire competencies

- To reflect on various potentials and limitations of digital technologies in working on exhibition in the institutional and other contexts.
- To promote the work with the digital technology in art institutions.
- To critically investigate the roles, recent possibilities and prospects of new media technology in the contemporary culture.

EXAM

EXAMS

Name of exam	Media Arts Management and Curating

Type of exam	Written and oral exam The students prepare the presentation on selected historical exhibition of media arts during a class meeting, discuss it and write an essay on this subject afterword. The final assignment of the course is a written project of media or new media art exhibition prepared individually and presented during a meeting of all the students. After the presentation each of them write a curatorial text on their project. The final grade is based on the evaluation of the presentation of the selected historical exhibition and the evaluation of quality of the essay on this subject (40%) and evaluation of the final project of the exhibition and curatorial text (60%).
ECTS	10
Assessment	7-point grading scale
Type of grading	Internal examination
Criteria of assessment	The criteria of assessment are stated in the Examination Policies and Procedures

FACTS ABOUT THE MODULE

Danish title	Media Arts Management and Curating
Module code	KAMAC201511
Module type	Course
Duration	1 semester
Semester	Autumn This module is offered only as a part of the ERASMUS MUNDUS Master of Excellence: Media Arts Cultures 3rd semester
ECTS	10
Language of instruction	English
Location of the lecture	Other location
Responsible for the module	Morten Søndergaard

ORGANISATION

Study Board	Study Board of Communication and Digital Media
Department	Department of Communication and Psychology
Faculty	The Faculty of Humanities

APPROACHING INTERACTIVE MEDIA ART

2019/2020

CONTENT, PROGRESS AND PEDAGOGY OF THE MODULE

The subject of the module is interactive media art discussed from communicative, sociocultural and creative perspective. The students will gain understanding of the fundamental notions of interactivity, crucial conceptual frameworks and important art and design projects. The course is divided into 8 units – each one is focused on different interaction paradigm: metamedium / interactive system as a medium, social participation, interactive storytelling, game & play, Mixed-reality systems, locative media, databased interaction and evolutionary ecosystems:

LEARNING OBJECTIVES

KNOWLEDGE

In this module students will acquire knowledge

- Knowledge of the main perspectives for defining interactive systems and understanding of the main contexts of their place within the area of media and media art research
- Recognition of the key paradigms of interactive systems design and their correlated patterns, techniques, and strategies
- Characterisation of the specifics and status of cultural practices of using interactive systems
- Ability to analyse given strategies for designing interactive media in a historical, discursive and artistic context.

SKILLS

In this module students will acquire skills

- Ability to find, analyze, critically evaluate, select, use and integrate scientific information on interactive media art using various sources
- In-depth research skills, including theoretical analysis of interactivity, appropriate selection of research methods and tools, planning of the research process, development and presentation of results
- Ability to critically analyze and interpret interactive experience systems, identifying important social and cultural implications

COMPETENCES

In this module students will acquire competencies

- Conduct self-assessment, understand the need for lifelong learning, organise the learning process of others
- to design and prioritize tasks required to complete an assignment defined by themselves or others.
- to participate in cultural events, especially connected to new phenomena of interactive art.

EXAM

EXAMS

Name of exam	Approaching Interactive Media Art
Type of exam	Written and oral exam The students individually prepare and present a multimedia presentation on a chosen topic connected to interactive media art.

	The students also write an essay on a chosen topic connected to interactive media art. The final grade is based on the evaluation of the presentation (50%) and the evaluation of quality of the essay (50%).
ECTS	5
Assessment	7-point grading scale
Type of grading	Internal examination
Criteria of assessment	The criteria of assessment are stated in the Examination Policies and Procedures

FACTS ABOUT THE MODULE

Danish title	Approaching Interactive Media Art
Module code	KAMAC201512
Module type	Course
Duration	1 semester
Semester	Autumn This module is offered only as a part of the ERASMUS MUNDUS Master of Excellence: Media Arts Cultures 3rd semester
ECTS	5
Language of instruction	English
Location of the lecture	Other location
Responsible for the module	Morten Søndergaard

ORGANISATION

Study Board	Study Board of Communication and Digital Media
Department	Department of Communication and Psychology
Faculty	The Faculty of Humanities

RESEARCH SKILLS AND METHODS II

2019/2020

EXAM

EXAMS

Name of exam	Research Skills and Methods II
Type of exam	Oral exam based on a project
ECTS	5
Permitted aids	The students individually prepare a grant application for the research project of their choice. The students present their projects in the form of multimedia presentation and discuss them in public. Part of the assessment is satisfactory and active participation in the course.
Assessment	7-point grading scale
Type of grading	Internal examination
Criteria of assessment	The criteria of assessment are stated in the Examination Policies and Procedures

FACTS ABOUT THE MODULE

Danish title	Research Skills and Methods II
Module code	KAMAC201513
Module type	Project
Duration	1 semester
Semester	Autumn This module is offered only as a part of the ERASMUS MUNDUS Master of Excellence: Media Arts Cultures University of Lodz. 3rd semester
ECTS	5
Language of instruction	English
Location of the lecture	Other location
Responsible for the module	Morten Søndergaard

ORGANISATION

Study Board	Study Board of Communication and Digital Media
Department	Department of Communication and Psychology
Faculty	The Faculty of Humanities