CURRICULUM FOR THE MASTER'S PROGRAMME IN MEDIALOGY, 2020, AALBORG

MASTER OF SCIENCE (MSC)
AALBORG

Link to this studyline

Curriculum for the Master's programme in Medialogy, 2020, Aalborg

Link(s) to other versions of the same line:

[Curriculum for the Master's Programme in Medialogy, 2017, Aalborg](#)

TABLE OF CONTENTS

§ 1: PREFACE

Pursuant to consolidation Act 778 of August 7, 2019 on Universities (the University Act), the following is established. The programme also follows the Joint Programme Regulations and the Examination Policies and Procedures for Aalborg University.

§ 2: BASIS IN MINISTERIAL ORDERS

The Master's programme is organised in accordance with the Ministry of Higher Education and Science's Order no. 20 of January 9, 2020 on Bachelor's and Master's Programmes at Universities (the Ministerial Order of the Study Programmes) and Ministerial Order no. 22 of January 9, 2020 on University Examinations (the Examination Order). Further reference is made to Ministerial Order no. 153 of February 26, 2020 (the Admission Order) and Ministerial Order no. 114 of February 3, 2015 (the Grading Scale Order).

§ 3: CAMPUS

The programme is offered in Aalborg.

§ 4: FACULTY AFFILIATION

The Master's programme falls under The Technical Faculty of IT and Design, Aalborg University.

§ 5: STUDY BOARD AFFILIATION

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

§ 6: AFFILIATION TO CORPS OF EXTERNAL EXAMINERS

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

§ 7: ADMISSION REQUIREMENTS

Applicants with a legal right of admission (retskrav)

- Bachelor of Science (BSc) in Medialogy (campus Aalborg), Aalborg University

Applicants without legal right of admission

- Bachelor of Science (BSc) in Engineering (Electronic Engineering and IT)

All applicants without a legal right must prove that their English language qualifications is equivalent to level B (Danish level) in English

§ 8: THE PROGRAMME TITLE IN DANISH AND ENGLISH

The Master's programme entitles the graduate to one of the following designations:

- Medialogy: Cand.scient. i medialogi. The English designation is: Master of Science (MSc) in Medialogy.
- Games specialisation: Cand.scient. i medialogi med specialisering i spil. The English designation is: Master of Science (MSc) in Medialogy with specialisation in Games.
- Interaction specialisation: Cand.scient. i medialogi med specialisering i interaktion. The English designation is: Master of Science (MSc) in Medialogy with specialisation in Interaction.
- Computer graphics specialisation: Cand.scient. i medialogi med specialisering i computergrafik. The English designation is: Master of Science (MSc) in Medialogy with specialisation in Computer Graphics.

§ 9: PROGRAMME SPECIFICATIONS IN ECTS CREDITS

The Master's programme is a 2-year, research-based, full-time study programme. The programme is set to 120 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 that passed programme elements from other educational programmes at the same level replaces programme elements within this programme (credit transfer).

Furthermore, the Study Board can, upon application, approve that parts of this programme is completed at another university or a further education institution in Denmark or abroad (pre-approval of credit transfer).

The Study Board's decisions regarding credit transfer are based on an academic assessment.

§ 11: EXEMPTIONS

The Study Board's possibilities to grant exemption, including exemption to further examination attempts and special examination conditions, are stated in the Examination Policies and Procedures published at this website: https://www.studieservice.aau.dk/regler-vejledninger

§ 12: RULES FOR EXAMINATIONS

The rules for examinations are stated in the Examination Policies and Procedures published at this website: https://www.studieservice.aau.dk/regler-vejledninger

§ 13: RULES CONCERNING WRITTEN WORK, INCLUDING THE MASTER'S THESIS

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 Master's Thesis must include an English summary. If the project is written in English, the summary can be in Danish. The summary is included in the evaluation of the project as a whole.

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

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 Candidatus graduate has the following competency profile:

A Candidatus graduate has competencies that have been acquired via a course of study that has taken place in a research environment.

A Candidatus graduate is qualified for employment on the labour market based on his or her academic discipline as well as for further research (PhD programmes). A Candidatus graduate has, compared to a Bachelor, developed his or her academic knowledge and independence so as to be able to apply scientific theory and method on an independent basis within both an academic and a professional context.

§ 16: COMPETENCE PROFILE OF THE PROGRAMME

The graduate of the Master's programme:

Knowledge

- has in-depth **knowledge** and understanding of issues within one of the following areas: medialogy, games, computer graphics, interaction
- can **understand** and, on a scientific basis, reflect on the technical, organizational and market drivers in the convergence of media technology as well as the interplay between technology, market and user issues

- can **analyse** the specialisation area's knowledge, theory, methodologies and practice, and identify scientific issues

- can **understand** the importance of innovation, creativity and entrepreneurship for media technology solutions and services

Skills

- ability to **synthesize** scientific methods, tools and general skills within the field of media technologies

- ability to **evaluate** and select among relevant scientific theories, methods, tools and general skills and, on a scientific basis, advance new analyses and solutions within the subject areas

- ability to **synthesize** research-based knowledge and discuss professional and scientific problems with both peers and non-specialists

- ability to **synthesize** knowledge in scientific writing: articles, reports, documentation, etc.

- ability to **analyse** and select among relevant theories, technologies and methods for development of media technology solutions and services

- can **analyse** different technologies for optimal selection

- can **analyse** the research potential or the market, ethical and regulatory framework for application of the technologies

Competencies

- ability to **apply** acquired knowledge in research, innovation and entrepreneurship that can be used to explore and exploit the great potential of new media technologies with an engineering approach

- ability to **synthesize** acquired knowledge creatively and innovatively to identify and propose new opportunities and develop services/solutions, which can empower the users and assist them in solving their current and future tasks on a daily basis

- ability to **synthesize** project work and problem based learning in a global/multicultural environment

- ability to **apply** knowledge to independently initiate and implement discipline-specific and interdisciplinary cooperation and assume professional responsibility

- ability to **synthesize** knowledge and independently take responsibility for own professional development and specialisation

- **apply** acquired knowledge in mediating collaborations and exchange between development- and business-related functions in organizations

In addition, students should be able to acquire the following specialisation related competencies:

Games

- Must be able to **analyse** previous research related to game technology and/or design

- Must be able to measure, **analyse**, and evaluate the user experience in games or play

- Must be able to **synthesize** acquired knowledge in the design and implementation of a game

Interaction

- Must be able to analyse previous research related to interaction technology and/or design

- Must be able to evaluate and select relevant theories, methods, and tools related to interaction technologies and design, with the specific aim of working towards creating new products, commercially viable products, or new knowledge

Computer Graphics

- Must be able to **analyse** previous research related to computer graphics

- Must be able to **evaluate** and select relevant computer graphics theories, methods, and tools, and synthesize them to produce new knowledge and solutions

Medialogy

- Must be able to analyse previous research related to media technology

- Must be able to evaluate and select relevant media technology theories, methods, and tools, and synthesize them to produce new knowledge and solutions

§ 17: STRUCTURE AND CONTENTS OF THE PROGRAMME

The programme is structured in modules and organised 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. Examinations are defined in the curriculum. Each semester has an overall theme, which is reflected in the scope of the (mandatory) course modules and semester projects.

In addition to the general Medialogy line, the programme consists of three specialisations:

- Games

- Computer Graphics

- Interaction

To each specialisation belongs a specific project module on each of the four semesters. The choice of project module on the 1st semester, however, has no binding effects on the students' choice of specialisation. Students are required to finalize their choice of specialisation before the beginning of the 2nd semester of the education.

Upon approval by the Study Board for Media Technology a group of students working on a semester project may consist of students from different specialisations within the Master's programme in Medialogy.

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)

- teacher feedback

- reflection

- portfolio work

§ 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 by assessment by the supervisor or course-responsible only.

Offered as: 1-professional						
Study programme: MSc. in Medialogy						
Module name	Course type	ECTS	Applied grading scale	Evaluation method	Assessment method	Language
1 SEMESTER						
Sensing Media (MSNMEDM1204)	Project	15	7-point grading scale	Internal examination	Oral exam based on a project	English
Machine Learning for Media Technology (MSNMEDM1205)	Course	5	7-point grading scale	Internal examination	Oral exam based on a project	English

Multimodal Perception and Cognition (MSNMEDM1206)	Course	5	7-point grading scale	Internal examination	Written or oral exam	English
1st semester elective courses package Choose 1 course (5 ECTS)	Course	5				
2 SEMESTER						
Mediating Reality (MSNMWSM2201)	Project	15	7-point grading scale	External examination	Oral exam based on a project	English
Algorithms, Data Structures and Software Engineering for Media Technology (MSNMEDM2202)	Course	5	7-point grading scale	Internal examination	Written or oral exam	English
2nd semester elective courses package Choose 2 courses (10 ECTS)	Course	10				
3 SEMESTER **Option A**						
Media Innovation (MSNMWSM3201)	Project	20	7-point grading scale	Internal examination	Oral exam based on a project	English
Entrepreneurship (DSNDATFK311)	Course	5	7-point grading scale	Internal examination	Written or oral exam	Danish
Research in Medialogy (MSNMEDM3203)	Course	5	7-point grading scale	Internal examination	Written or oral exam	English
3 SEMESTER **Option B**						
Project Oriented Study in an External Organisation (MSNMEDM3204)	Project	30	Passed/Not Passed	Internal examination	Oral exam based on a project	English
3 SEMESTER **Option C**						
Project Oriented Study in an External Organisation (MSNMEDM3206)	Project	25	Passed/Not Passed	Internal examination	Oral exam based on a project	English
3rd semester elective courses package Choose 1 course (5 ECTS)	Course	5				
3 SEMESTER **Option D**						
Project Oriented Study in an External Organisation (MSNMEDM3205)	Project	20	Passed/Not Passed	Internal examination	Oral exam based on a project	English
Entrepreneurship (DSNDATFK311)	Course	5	7-point grading scale	Internal examination	Written or oral exam	Danish
Research in Medialogy (MSNMEDM3203)	Course	5	7-point grading scale	Internal examination	Written or oral exam	English
3 SEMESTER **Option E**						
DADIU Game Production (MSNMEDM3207E)	Project	30	Passed/Not Passed	Internal examination	Oral exam based on a project	English
3-4 SEMESTER **Option F: Long Master´s Thesis**						

Master´s Thesis 50 ECTS (MSNMWSM422)	Project	50	7-point grading scale	External examination	Master's thesis/final project	English
Entrepreneurship (DSNDATFK311)	Course	5	7-point grading scale	Internal examination	Written or oral exam	Danish
Research in Medialogy (MSNMEDM3203)	Course	5	7-point grading scale	Internal examination	Written or oral exam	English
4 SEMESTER Master´s Thesis						
Master´s Thesis (MSNMWSM4201)	Project	30	7-point grading scale	External examination	Master's thesis/final project	English

Offered as: 1-professional
Specialisation: Computer Graphics

Module name	Course type	ECTS	Applied grading scale	Evaluation method	Assessment method	Language
1 SEMESTER						
Sensing Media - Computer Graphics (MSNMEDM1202)	Project	15	7-point grading scale	Internal examination	Oral exam based on a project	English
Machine Learning for Media Technology (MSNMEDM1205)	Course	5	7-point grading scale	Internal examination	Oral exam based on a project	English
Multimodal Perception and Cognition (MSNMEDM1206)	Course	5	7-point grading scale	Internal examination	Written or oral exam	English
1st semester elective courses package Choose 1 course (5 ECTS)	Course	5				
2 SEMESTER						
Mediating Reality - Computer Graphics (MSNMCGM2201)	Project	15	7-point grading scale	External examination	Oral exam based on a project	English
Algorithms, Data Structures and Software Engineering for Media Technology (MSNMEDM2202)	Course	5	7-point grading scale	Internal examination	Written or oral exam	English
2nd semester elective courses package Choose 2 courses (10 ECTS)	Course	10				
3 SEMESTER Option A						
Media Innovation – Computer Graphics (MSNMCGM3201)	Project	20	7-point grading scale	Internal examination	Oral exam based on a project	English
Entrepreneurship (DSNDATFK311)	Course	5	7-point grading scale	Internal examination	Written or oral exam	Danish
Research in Medialogy (MSNMEDM3203)	Course	5	7-point grading scale	Internal examination	Written or oral exam	English
3 SEMESTER Option B						
Project Oriented Study in an External Organisation (MSNMEDM3204)	Project	30	Passed/Not Passed	Internal examination	Oral exam based on a project	English
3 SEMESTER Option C						

Project Oriented Study in an External Organisation (MSNMEDM3206)	Project	25	Passed/Not Passed	Internal examination	Oral exam based on a project	English
3rd semester elective courses package Choose 1 course (5 ECTS)	Course	5				
3 SEMESTER Option D						
Project Oriented Study in an External Organisation (MSNMEDM3205)	Project	20	Passed/Not Passed	Internal examination	Oral exam based on a project	English
Entrepreneurship (DSNDATFK311)	Course	5	7-point grading scale	Internal examination	Written or oral exam	Danish
Research in Medialogy (MSNMEDM3203)	Course	5	7-point grading scale	Internal examination	Written or oral exam	English
3 SEMESTER Option E						
DADIU Game Production (MSNMEDM3207E)	Project	30	Passed/Not Passed	Internal examination	Oral exam based on a project	English
3-4 SEMESTER Option F: Long Master's Thesis						
Master's Thesis (MSNMCGM4202)	Project	50	7-point grading scale	External examination	Master's thesis/final project	English
Entrepreneurship (DSNDATFK311)	Course	5	7-point grading scale	Internal examination	Written or oral exam	Danish
Research in Medialogy (MSNMEDM3203)	Course	5	7-point grading scale	Internal examination	Written or oral exam	English
4 SEMESTER Master's Thesis						
Master's Thesis (MSNMCGM4201)	Project	30	7-point grading scale	External examination	Master's thesis/final project	English

Offered as: 1-professional Specialisation: Games						
Module name	Course type	ECTS	Applied grading scale	Evaluation method	Assessment method	Language
1 SEMESTER						
Sensing Media - Games (MSNMEDM1201)	Project	15	7-point grading scale	Internal examination	Oral exam based on a project	English
Machine Learning for Media Technology (MSNMEDM1205)	Course	5	7-point grading scale	Internal examination	Oral exam based on a project	English
Multimodal Perception and Cognition (MSNMEDM1206)	Course	5	7-point grading scale	Internal examination	Written or oral exam	English
1st semester elective courses package Choose 1 course (5 ECTS)	Course	5				
2 SEMESTER						
Mediating Reality - Games (MSNMGAM2201)	Project	15	7-point grading scale	External examination	Oral exam based on a project	English

[Algorithms, Data Structures and Software Engineering for Media Technology](#) (MSNMEDM2202)	Course	5	7-point grading scale	Internal examination	Written or oral exam	English
[2nd semester elective courses package](#) Choose 2 courses (10 ECTS)	Course	10				

3 SEMESTER **Option A**						
[Media Innovation – Games](#) (MSNMGAM3201)	Project	20	7-point grading scale	Internal examination	Oral exam based on a project	English
[Entrepreneurship](#) (DSNDATFK311)	Course	5	7-point grading scale	Internal examination	Written or oral exam	Danish
[Research in Medialogy](#) (MSNMEDM3203)	Course	5	7-point grading scale	Internal examination	Written or oral exam	English

3 SEMESTER **Option B**						
[Project Oriented Study in an External Organisation](#) (MSNMEDM3204)	Project	30	Passed/Not Passed	Internal examination	Oral exam based on a project	English

3 SEMESTER **Option C**						
[Project Oriented Study in an External Organisation](#) (MSNMEDM3206)	Project	25	Passed/Not Passed	Internal examination	Oral exam based on a project	English
[3rd semester elective courses package](#) Choose 1 course (5 ECTS)	Course	5				

3 SEMESTER **Option D**						
[Project Oriented Study in an External Organisation](#) (MSNMEDM3205)	Project	20	Passed/Not Passed	Internal examination	Oral exam based on a project	English
[Entrepreneurship](#) (DSNDATFK311)	Course	5	7-point grading scale	Internal examination	Written or oral exam	Danish
[Research in Medialogy](#) (MSNMEDM3203)	Course	5	7-point grading scale	Internal examination	Written or oral exam	English

3 SEMESTER **Option E**						
[DADIU Game Production](#) (MSNMEDM3207E)	Project	30	Passed/Not Passed	Internal examination	Oral exam based on a project	English

3-4 SEMESTER **Option F: Long Master's Thesis**						
[Master's Thesis](#) (MSNMGAM4202)	Project	50	7-point grading scale	External examination	Master's thesis/final project	English
[Entrepreneurship](#) (DSNDATFK311)	Course	5	7-point grading scale	Internal examination	Written or oral exam	Danish
[Research in Medialogy](#) (MSNMEDM3203)	Course	5	7-point grading scale	Internal examination	Written or oral exam	English

4 SEMESTER **Master's Thesis**						

Master's Thesis (MSNMGAM4201)	Project	30	7-point grading scale	External examination	Master's thesis/final project	English

Offered as: 1-professional
Specialisation: Interaction

Module name	Course type	ECTS	Applied grading scale	Evaluation method	Assessment method	Language
1 SEMESTER						
Sensing Media - Interaction (MSNMEDM1203)	Project	15	7-point grading scale	Internal examination	Oral exam based on a project	English
Machine Learning for Media Technology (MSNMEDM1205)	Course	5	7-point grading scale	Internal examination	Oral exam based on a project	English
Multimodal Perception and Cognition (MSNMEDM1206)	Course	5	7-point grading scale	Internal examination	Written or oral exam	English
1st semester elective courses package Choose 1 course (5 ECTS)	Course	5				
2 SEMESTER						
Mediating Reality - Interaction (MSNMINM2201)	Project	15	7-point grading scale	External examination	Oral exam based on a project	English
Algorithms, Data Structures and Software Engineering for Media Technology (MSNMEDM2202)	Course	5	7-point grading scale	Internal examination	Written or oral exam	English
2nd semester elective courses package Choose 2 courses (10 ECTS)	Course	10				
3 SEMESTER Option A						
Media Innovation – Interaction (MSNMINM3201)	Project	20	7-point grading scale	Internal examination	Oral exam based on a project	English
Entrepreneurship (DSNDATFK311)	Course	5	7-point grading scale	Internal examination	Written or oral exam	Danish
Research in Medialogy (MSNMEDM3203)	Course	5	7-point grading scale	Internal examination	Written or oral exam	English
3 SEMESTER Option B						
Project Oriented Study in an External Organisation (MSNMEDM3204)	Project	30	Passed/Not Passed	Internal examination	Oral exam based on a project	English
3 SEMESTER Option C						
Project Oriented Study in an External Organisation (MSNMEDM3206)	Project	25	Passed/Not Passed	Internal examination	Oral exam based on a project	English
3rd semester elective courses package Choose 1 course (5 ECTS)	Course	5				
3 SEMESTER Option D						

Project Oriented Study in an External Organisation (MSNMEDM3205)	Project	20	Passed/Not Passed	Internal examination	Oral exam based on a project	English
Entrepreneurship (DSNDATFK311)	Course	5	7-point grading scale	Internal examination	Written or oral exam	Danish
Research in Medialogy (MSNMEDM3203)	Course	5	7-point grading scale	Internal examination	Written or oral exam	English
3 SEMESTER Option E						
DADIU Game Production (MSNMEDM3207E)	Project	30	Passed/Not Passed	Internal examination	Oral exam based on a project	English
3-4 SEMESTER Option F: Long Master's Thesis						
Master's Thesis (MSNMINM4202)	Project	50	7-point grading scale	External examination	Master's thesis/final project	English
Entrepreneurship (DSNDATFK311)	Course	5	7-point grading scale	Internal examination	Written or oral exam	Danish
Research in Medialogy (MSNMEDM3203)	Course	5	7-point grading scale	Internal examination	Written or oral exam	English
4 SEMESTER Master's Thesis						
Master's Thesis (MSNMINM4201)	Project	30	7-point grading scale	External examination	Master's thesis/final project	English

1st semester elective courses package
Choose 1 course (5 ECTS)

Module name	Course type	ECTS	Applied grading scale	Evaluation Method	Assessment method	Language
Advanced A/V Production (MSNMEDM1207)	Course	5	7-point grading scale	Internal examination	Oral exam based on a project	English
User Experience Design (ESNVGISK1K2A)	Course	5	Passed/Not Passed	Internal examination	Written or oral exam	English
Prototyping and Fabrication Techniques (MSNMEDM1209)	Course	5	Passed/Not Passed	Internal examination	Written or oral exam	English
Foundations in Medialogy (MSNMEDM12010)	Course	5	7-point grading scale	Internal examination	Oral exam based on a project	English

2nd semester elective courses package
Choose 2 courses (10 ECTS)

Module name	Course type	ECTS	Applied grading scale	Evaluation Method	Assessment method	Language
Modelling Physical Systems (MSNMEDM2203)	Course	5	7-point grading scale	Internal examination	Written or oral exam	English
Embodied Interaction (MSNMEDM2204)	Course	5	7-point grading scale	Internal examination	Written or oral exam	English

Narratives in Digital Culture (MSNMEDM2205)	Course	5	7-point grading scale	Internal examination	Written or oral exam	English
Image Processing and Computer Vision (ESNVGISK2K1)	Course	5	Passed/Not Passed	Internal examination	Written or oral exam	English

3rd semester elective courses package Choose 1 course (5 ECTS)						
Module name	Course type	ECTS	Applied grading scale	Evaluation Method	Assessment method	Language
Entrepreneurship (DSNDATFK311)	Course	5	7-point grading scale	Internal examination	Written or oral exam	Danish
Research in Medialogy (MSNMEDM3203)	Course	5	7-point grading scale	Internal examination	Written or oral exam	English

If the student wants to study abroad, the Study Board recommends this in the third semester. The student must apply for a preapproval of credit transfer by the Study Board.

NOTE: Elective courses will only be offered if 12 students or more register for the course during the registration period. Students will be offered other options if a chosen course is not offered.

NOTE: The module "*DADIU Game Production*" only has a limited amount of study places. The Study Board announces the number of study places avialable. Furthermore, the Study Board announces the criterias of selection, if the number of applicants exceed the number of study places available.

§ 19: ADDITIONAL INFORMATION

All students who have not participated in Aalborg University's course 'Problem based Learning' or PBL introductory course during their Bachelor's degree must attend and have approved the PBL introductory course before they can participate in the project exam. For further information, please see www.create.aau.dk/education/.

§ 20: COMMENCEMENT AND TRANSITIONAL RULES

The curriculum is approved by the dean and enters into force as of September 1, 2020.

The Study Board does not offer teaching after the previous curriculum from 2017 after the summer examination 2021.

The Study Board will offer examinations after the previous curriculum, if there are students who have used examination attempts in a module without passing. The number of examination attempts follows the rules in the Examination Order.

§ 21: AMENDMENTS TO THE CURRICULUM AND REGULATIONS

On 31st May 2021, the Pro-Dean of Education has approved that the type of exam in the course modules *"Advanced A/V Production"* and *"Machine Learning for Media Technology"* on the 1st Semester is changed to "*Oral exam based on a project*" as of Autumn 2021.