



AALBORG UNIVERSITET

KANDIDATUDDANNELSEN I MEDIA ARTS CULTURES (ERASMUS MUNDUS), 2019

CAND.MAG. (MA)
AALBORG

MODULER SOM INDGÅR I STUDIEORDNINGEN

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MEDIA ARTS HISTORIES AND MEDIA CULTURAL HERITAGE

2022/2023

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 |

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|----------------------------|--|
| 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

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| Study Board | Study Board of Art, Health and Technology |
| Department | Department of Communication and Psychology |
| Faculty | Faculty of Social Sciences and Humanities |

DIGITAL ARCHIVING AND PRESERVATION

2022/2023

EXAM

EXAMS

| | |
|------------------------|--|
| Name of exam | Digital Archiving and Preservation |
| Type of exam | Written and oral exam |
| 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 |
| ECTS | 10 |
| Language of instruction | English |
| Location of the lecture | Other location |
| Responsible for the module | Morten Søndergaard |

ORGANISATION

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|-------------|--|
| Study Board | Study Board of Art, Health and Technology |
| Department | Department of Communication and Psychology |
| Faculty | Faculty of Social Sciences and Humanities |

ART AND SCIENCE METHODOLOGIES

2022/2023

EXAM

EXAMS

| | |
|------------------------|--|
| Name of exam | Art and Science Methodologies |
| Type of exam | Written exam |
| 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 |
| ECTS | 5 |
| Language of instruction | English |
| Location of the lecture | Other location |
| Responsible for the module | Morten Søndergaard |

ORGANISATION

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|-------------|--|
| Study Board | Study Board of Art, Health and Technology |
| Department | Department of Communication and Psychology |
| Faculty | Faculty of Social Sciences and Humanities |

TRANSFERABLE SKILLS 1: INTERCULTURAL PROBLEM SOLVING

2022/2023

EXAM

EXAMS

| | |
|------------------------|--|
| Name of exam | Transferable Skills 1: Intercultural problem solving |
| Type of exam | Written and oral exam |
| 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 |
| ECTS | 5 |
| Language of instruction | English |
| Location of the lecture | Other location |
| Responsible for the module | Morten Søndergaard |

ORGANISATION

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|-------------|--|
| Study Board | Study Board of Art, Health and Technology |
| Department | Department of Communication and Psychology |
| Faculty | Faculty of Social Sciences and Humanities |

EXPERIENCE DESIGN IN MEDIA ARTS CULTURES: FROM CONCEPT TO PRODUCTION

2022/2023

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:

- Media Art in (Design) Context - Theories, Histories, Practices, Contexts
- Methods of Critical Making & Cultural Entrepreneurship
- Methods of Creative Making

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

SKILLS

- To use and operationalize theories of design in media art cultures
- To use experience design technologies in design processes
- To use technologies in testing and evaluating experience design
- To argue future cultural and innovative 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 design processes.

EXAM

EXAMS

| | |
|------------------------|---|
| Name of exam | Experience Design in Media Arts Cultures: From Concept To Production |
| Type of exam | <p>Oral exam based on a project Oral exam based on a project Oral exam based on a written project-paper/report</p> <p>The examination is conducted as a conversation between the student (s), the examiner and the external examiner based on a project-paper /report prepared by the student(s).</p> <p>The exam must document that the student meets the learning goals of the module.</p> <p>The project report/written work will be considered the shared responsibility of the group.</p> <p>The project-paper/ report must not exceed 15 pages per. students, and if written individually it must not exceed 20 pages (page count is based on 'normal page = 2400 strokes (signs and blanks)/page including all notes, however bibliography and appendices are not included in the page count)</p> <p>Duration of examination: 20 minutes per student and 10 minutes per group for assessment and announcement of result, although no longer than a total of two hours. 30 minutes in total for individual examinations.</p> <p>At oral group examinations, the examination must be conducted in such a way that individual assessment of each individual student's performance is ensured.</p> <p>Individual grades are given to the students based on an overall evaluation of the combined work by the students in 1) the project, 2) the written work and 3) the performance at the oral examination. Grades may be differentiated within the group. Grades and an evaluation of work will be presented to the students right after the oral examination has taken place.</p> |
| 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

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|-------------|--|
| Study Board | Study Board of Art, Health and Technology |
| Department | Department of Communication and Psychology |
| Faculty | Faculty of Social Sciences and Humanities |

TECHNOLOGIES OF EXPERIENCE DESIGN IN MEDIA ARTS CULTURES

2022/2023

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 | <p>Written exam</p> <p>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.</p> <p>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.</p> |
| 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 | <p>Spring</p> <p>This module is offered only as a part of the ERASMUS MUNDUS Master of Excellence: Media Arts Cultures</p> <p>2nd semester</p> |
| ECTS | 5 |
| Language of instruction | English |
| Location of the lecture | Campus Aalborg |
| Responsible for the module | Stine Lindahl Jacobsen |

ORGANISATION

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| Study Board | Study Board of Art, Health and Technology |
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| Department | Department of Communication and Psychology |
| Faculty | Faculty of Social Sciences and Humanities |

MEDIA ART CASE STUDIES

2022/2023

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 Arts 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 | Stine Lindahl Jacobsen |

ORGANISATION

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|-------------|--|
| Study Board | Study Board of Art, Health and Technology |
| Department | Department of Communication and Psychology |
| Faculty | Faculty of Social Sciences and Humanities |

INTERNSHIP

2022/2023

EXAM

EXAMS

| | |
|------------------------|--|
| Name of exam | Internship |
| Type of exam | Written exam |
| 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

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|-------------|--|
| Study Board | Study Board of Art, Health and Technology |
| Department | Department of Communication and Psychology |
| Faculty | Faculty of Social Sciences and Humanities |

INDEPENDENT STUDY ELECTIVE

2022/2023

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

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|------------------------|---|
| 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 |

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| | 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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|-------------|--|
| Study Board | Study Board of Art, Health and Technology |
| Department | Department of Communication and Psychology |
| Faculty | Faculty of Social Sciences and Humanities |

NEW MEDIA AESTHETICS

2022/2023

EXAM

EXAMS

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|------------------------|--|
| Name of exam | New Media Aesthetics |
| Type of exam | Active participation/continuous evaluation |
| 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 |
| ECTS | 10 |
| Language of instruction | English |
| Location of the lecture | Other location |
| Responsible for the module | Morten Søndergaard |

ORGANISATION

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|-------------|--|
| Study Board | Study Board of Art, Health and Technology |
| Department | Department of Communication and Psychology |
| Faculty | Faculty of Social Sciences and Humanities |

MASTER THESIS

2022/2023

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

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|------------------------|---|
| Name of exam | Master Thesis |
| Type of exam | <p>Oral exam based on a 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).</p> <p>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.</p> |
| 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 | <p>Spring This module is offered only as a part of the ERASMUS MUNDUS Master of Excellence: Media Arts Cultures</p> <p>4th semester</p> |
| ECTS | 30 |
| Language of instruction | English |
| Location of the lecture | Other location |
| Responsible for the module | Stine Lindahl Jacobsen |

ORGANISATION

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|-------------|--|
| Study Board | Study Board of Art, Health and Technology |
| Department | Department of Communication and Psychology |
| Faculty | Faculty of Social Sciences and Humanities |

GAME CULTURE AND GAMIFICATION

2022/2023

EXAM

EXAMS

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|------------------------|--|
| Name of exam | Game Culture and Gamification |
| Type of exam | Written and oral exam |
| 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 |
| ECTS | 10 |
| Language of instruction | English |
| Location of the lecture | Other location |
| Responsible for the module | Morten Søndergaard |

ORGANISATION

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|-------------|--|
| Study Board | Study Board of Art, Health and Technology |
| Department | Department of Communication and Psychology |
| Faculty | Faculty of Social Sciences and Humanities |

MEDIA ARTS MANAGEMENT AND CURATING

2022/2023

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 recent 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

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|--------------|------------------------------------|
| Name of exam | Media Arts Management and Curating |
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| 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 afterward. 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

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|-------------|--|
| Study Board | Study Board of Art, Health and Technology |
| Department | Department of Communication and Psychology |
| Faculty | Faculty of Social Sciences and Humanities |

APPROACHING INTERACTIVE MEDIA ART

2022/2023

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

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|--------------|--|
| 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. |

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|------------------------|---|
| | <p>The students also write an essay on a chosen topic connected to interactive media art.</p> <p>The final grade is based on the evaluation of the presentation (50%) and the evaluation of quality of the essay (50%).</p> |
| 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 | <p>Autumn</p> <p>This module is offered only as a part of the ERASMUS MUNDUS Master of Excellence: Media Arts Cultures</p> <p>3rd semester</p> |
| ECTS | 5 |
| Language of instruction | English |
| Location of the lecture | Other location |
| Responsible for the module | Morten Søndergaard |

ORGANISATION

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|-------------|--|
| Study Board | Study Board of Art, Health and Technology |
| Department | Department of Communication and Psychology |
| Faculty | Faculty of Social Sciences and Humanities |

RESEARCH SKILLS AND METHODS II

2022/2023

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 Art, Health and Technology |
| Department | Department of Communication and Psychology |
| Faculty | Faculty of Social Sciences and Humanities |