AALBORG UNIVERSITET

KANDIDATUDDANNELSEN I MEDIA ARTS CULTURES (ERASMUS MUNDUS), 2024

CAND.MAG. (MA)
AALBORG

MODULER SOM INDGÅR I STUDIEORDNINGEN

INDHOLDSFORTEGNELSE

FOUNDATIONS OF MEDIA ARTS CULTURES IN CONTEXT

2025/2026

CONTENT, PROGRESS AND PEDAGOGY OF THE MODULE

The module serves as an introduction to Media Arts Cultures, offering foundational knowledge and skills that enable students to better understand and act on the most important questions in the field. It situates new media practices in the historical contexts, provides an overview of (new) media theories and science & technology studies, and discusses the most important terms and concepts. Foundational knowledge and skills that enable students to better understand and act on the most important questions in Media Arts Cultures, like: interactivity, curating & exhibition development, experience design, game culture, arts & networks, electronic literature & digital storytelling, transdisciplinary art & science practice, science & technology studies, as well as Media Arts Cultures mediation, preservation, and management.

LEARNING OBJECTIVES

KNOWLEDGE

- Gain a comprehensive understanding of the historical, institutional, and societal contexts that shaped media art and culture.
- Familiarize oneself with the progression and evolution of media arts cultures, inclusive of new media practices, theories, and technological advancements.
- Understand the role and implications of digital and post-digital technologies and tools in artistic creation and how they have driven changes in media arts cultures.

SKILLS

- Demonstrate the ability to operationalize foundational knowledge in media arts cultures for analyzing and interpreting new media art phenomena.
- Develop and articulate critical discourses on media arts and culture, focusing on key terms, concepts, and the implications of evolving technologies.
- Enhance academic writing skills, allowing for critical analyses and reflections on new media arts, its practices, and the challenges it faces in contemporary settings.
- Evaluate the challenges and opportunities presented by the advancement of new media technologies and their impact on contemporary art and culture.

COMPETENCES

- Reflect critically on the implications of technological developments on contemporary art and culture, emphasizing their evolution and transformative power.
- Navigate and position oneself within the broad spectrum of Media Arts Cultures, understanding key elements like interactivity, curating, exhibition development, and more.
- Investigate and critically appraise the roles, challenges, and opportunities of new media technology in modern art and culture, underlining the importance of adaptability and foresight in this ever-evolving field.

EXAM

EXAMS

Name of exam	Foundations of Media Arts Cultures in Context
Type of exam	Written exam
ECTS	6

Permitted aids	With certain aids: - Students notes - Syllabus - Relevante subject litterature
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	Foundations of Media Arts Cultures in Context
Module code	KAMAC20241
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 1st. semester
ECTS	6
Language of instruction	English
Location of the lecture	Other location
Responsible for the module	Morten Søndergaard

ORGANISATION

Education owner	Master of Arts in Media Arts Cultures
Study Board	Study Board of Art, Health and Technology
Department	Department of Communication and Psychology
Faculty	Faculty of Social Sciences and Humanities

FOUNDATIONS OF STATE OF THE MEDIA ART - CASE STUDIES 1

2025/2026

CONTENT, PROGRESS AND PEDAGOGY OF THE MODULE

The aim of the module is to familiarize students with the state of the art in Media Arts Cultures through several case studies. The courses in the module address different aspects of the field and concentrate on contemporary practices situated in historical and theoretical contexts, as for example game culture, arts & networks, electronic literature & digital storytelling, transdisciplinary art & science practice, curating & exhibition development, experience design, as well as Media Arts Cultures mediation, preservation, and management. By working on the final project for each course students learn how to operationalize knowledge and skills in practical contexts. Students choose three courses from the courses offered within this module in a given year. Foundational knowledge and skills that enable students to better understand and act in the most important questions in Media Arts Cultures, like: interactivity, curating & exhibition development, experience design, game culture, arts & networks, electronic literature & digital storytelling, transdisciplinary art & science practice, science & technology studies, as well as Media Arts Cultures mediation, preservation, and management.

LEARNING OBJECTIVES

KNOWLEDGE

- Gain a deep understanding of the historical, institutional, and social contexts that shaped media art cultures praxis.
- Familiarize oneself with the evolution, history, and present state of Media Arts Cultures, particularly through case studies highlighting specific areas like game culture, arts & networks, and more.
- Delve into the major strategies and practices integral to media art cultures, understanding their influence and relevance in contemporary settings.

SKILLS

- Develop the ability to integrate and operationalize knowledge about media art cultures within its historical and theoretical contexts for conceptualization and project-building.
- Enhance academic and practical writing abilities, focusing specifically on critiquing and reflecting on media art cultures.
- Understand the functionalities and nuances of digital technologies, leveraging them in ways that are aligned with prevailing practices in media art cultures.

COMPETENCES

- Cultivate a reflective attitude towards the potentialities and limitations digital technologies present in the realm of media art cultures across varied institutions and contexts.
- Critically evaluate the roles, challenges, opportunities, and future prospects digital technologies hold within contemporary culture and specifically media art cultures.
- Apply a holistic approach in examining the synergies between media, art, and technology, underlining their importance in media art culture curatorial processes, artistic ventures, and institutional practices.

EXAM

EXAMS

Name of exam	Foundations of State of the Media Art - Case Studies 1
Type of exam	Oral exam based on a project
ECTS	6

Permitted aids	With certain aids: - Written report - Students notes
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	Foundations of State of the Media Art - Case Studies 1
Module code	KAMAC20242
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 at University of Lodz, Poland 1st. semester
ECTS	6
Language of instruction	English
Location of the lecture	Other location
Responsible for the module	Morten Søndergaard

ORGANISATION

Education owner	Master of Arts in Media Arts Cultures
Study Board	Study Board of Art, Health and Technology
Department	Department of Communication and Psychology
Faculty	Faculty of Social Sciences and Humanities

FOUNDATIONS OF STATE OF THE MEDIA ART - CASE STUDIES 2

2025/2026

CONTENT, PROGRESS AND PEDAGOGY OF THE MODULE

The aim of the module is to familiarize students with the state of the art in Media Arts Cultures through several case studies. The courses in the module address different aspects of the field and concentrate on contemporary practices situated in historical and theoretical contexts, as for example game culture, arts & networks, electronic literature & digital storytelling, transdisciplinary art & science practice, curating & exhibition development, experience design, as well as Media Arts Cultures mediation, preservation, and management. By working on the final project for each course students learn how to operationalize knowledge and skills in practical contexts. Students choose three courses from the courses offered within this module in a given year. Foundational knowledge and skills that enable students to better understand and act in the most important questions in Media Arts Cultures, like: interactivity, curating & exhibition development, experience design, game culture, arts & networks, electronic literature & digital storytelling, transdisciplinary art & science practice, science & technology studies, as well as Media Arts Cultures mediation, preservation, and management.

LEARNING OBJECTIVES

KNOWLEDGE

- Gain a deep understanding of the historical, institutional, and social contexts that shaped media art cultures praxis.
- Familiarize oneself with the evolution, history, and present state of Media Arts Cultures, particularly through case studies highlighting specific areas like game culture, arts & networks, and more.
- Delve into the major strategies and practices integral to media art cultures, understanding their influence and relevance in contemporary settings.

SKILLS

- Develop the ability to integrate and operationalize knowledge about media art cultures within its historical and theoretical contexts for conceptualization and project-building.
- Enhance academic and practical writing abilities, focusing specifically on critiquing and reflecting on media art cultures.
- Understand the functionalities and nuances of digital technologies, leveraging them in ways that are aligned with prevailing practices in media art cultures.

COMPETENCES

- Cultivate a reflective attitude towards the potentialities and limitations digital technologies present in the realm of media art cultures across varied institutions and contexts.
- Critically evaluate the roles, challenges, opportunities, and future prospects digital technologies hold within contemporary culture and specifically media art cultures.
- Apply a holistic approach in examining the synergies between media, art, and technology, underlining their importance in media art culture curatorial processes, artistic ventures, and institutional practices.

EXAM

EXAMS

Name of exam	Foundations of State of the Media Art - Case Studies 2
Type of exam	Oral exam based on a project
ECTS	6

Permitted aids	With certain aids: - Written report - Students notes
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	Foundations of State of the Media Art - Case Studies 2
Module code	KAMAC202417
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 at University of Lodz, Poland 1st. semester
ECTS	6
Language of instruction	English
Location of the lecture	Other location
Responsible for the module	Morten Søndergaard

ORGANISATION

Education owner	Master of Arts in Media Arts Cultures
Study Board	Study Board of Art, Health and Technology
Department	Department of Communication and Psychology
Faculty	Faculty of Social Sciences and Humanities

FOUNDATIONS OF STATE OF THE MEDIA ART - CASE STUDIES 3

2025/2026

CONTENT, PROGRESS AND PEDAGOGY OF THE MODULE

The aim of the module is to familiarize students with the state of the art in Media Arts Cultures through several case studies. The courses in the module address different aspects of the field and concentrate on contemporary practices situated in historical and theoretical contexts, as for example game culture, arts & networks, electronic literature & digital storytelling, transdisciplinary art & science practice, curating & exhibition development, experience design, as well as Media Arts Cultures mediation, preservation, and management. By working on the final project for each course students learn how to operationalize knowledge and skills in practical contexts. Students choose three courses from the courses offered within this module in a given year. Foundational knowledge and skills that enable students to better understand and act in the most important questions in Media Arts Cultures, like: interactivity, curating & exhibition development, experience design, game culture, arts & networks, electronic literature & digital storytelling, transdisciplinary art & science practice, science & technology studies, as well as Media Arts Cultures mediation, preservation, and management.

LEARNING OBJECTIVES

KNOWLEDGE

- Gain a deep understanding of the historical, institutional, and social contexts that shaped media art cultures praxis.
- Familiarize oneself with the evolution, history, and present state of Media Arts Cultures, particularly through case studies highlighting specific areas like game culture, arts & networks, and more.
- Delve into the major strategies and practices integral to media art cultures, understanding their influence and relevance in contemporary settings.

SKILLS

- Develop the ability to integrate and operationalize knowledge about media art cultures within its historical and theoretical contexts for conceptualization and project-building.
- Enhance academic and practical writing abilities, focusing specifically on critiquing and reflecting on media art cultures.
- Understand the functionalities and nuances of digital technologies, leveraging them in ways that are aligned with prevailing practices in media art cultures.

COMPETENCES

- Cultivate a reflective attitude towards the potentialities and limitations digital technologies present in the realm of media art cultures across varied institutions and contexts.
- Critically evaluate the roles, challenges, opportunities, and future prospects digital technologies hold within contemporary culture and specifically media art cultures.
- Apply a holistic approach in examining the synergies between media, art, and technology, underlining their importance in media art culture curatorial processes, artistic ventures, and institutional practices.

EXAM

EXAMS

Name of exam	Foundations of State of the Media Art - Case Studies 3
Type of exam	Oral exam based on a project
ECTS	6

Permitted aids	With certain aids: - Written report - Students notes
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	Foundations of State of the Media Art - Case Studies 3
Module code	KAMAC202418
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 at University of Lodz, Poland 1st. semester
ECTS	6
Language of instruction	English
Location of the lecture	Other location
Responsible for the module	Morten Søndergaard

ORGANISATION

Education owner	Master of Arts in Media Arts Cultures
Study Board	Study Board of Art, Health and Technology
Department	Department of Communication and Psychology
Faculty	Faculty of Social Sciences and Humanities

FOUNDATIONS OF ACADEMIC PRACTICES

2025/2026

PREREQUISITE FOR PARTICIPATION IN THE MODULE
Students are required to be enrolled in the ERASMUS MUNDUS Joint Master Media Arts Cultures

CONTENT, PROGRESS AND PEDAGOGY OF THE MODULE

The aim of the course is to prepare students to conduct research in the field of Media Arts Cultures. Students will discuss their positions as researchers, will learn how to design research and will learn selected research methods used in humanities and social sciences. They will have opportunities to develop academic writing and presentation skills. The course consists of units devoted to introduction to epistemology and scientific worldviews, research design, ethical issues, selected research methods, academic writing, and presenting research results.

LEARNING OBJECTIVES

KNOWLEDGE

- Understand the intricacies of conducting research in the field of Media Arts Cultures, especially within the scope of humanities and new media studies.
- Familiarize with the historical, institutional, and societal contexts of media art, situating it in line with media culture and the prevailing research practices.
- Gain insights into the scientific worldviews, epistemology, and the technology-driven design contexts of media art and media cultures

SKILLS

- Master the ability to recognize and maintain good academic practice in research, especially in the field of media arts culture.
- Develop proficiency in defining research objectives, formulating apt research questions, and selecting the right methodologies that align with the research goals.
- Enhance capabilities to organize, draft academic papers effectively, and deliver compelling multimedia presentations.
- Acquire skills in research design, including the operationalization of research methods and an in-depth critical reflection to aptly position media art within its varied contexts.

COMPETENCES

- Achieve proficiency in presenting, promoting, and disseminating research findings effectively both within the cultural and creative sector and the wider arts and sciences academic community.
- Demonstrate a clear understanding and ability to apply theoretical and methodological research competencies, especially focusing on the heritage and knowledge infrastructures of media arts.
- Develop the capacity to independently evaluate one's work, make informed decisions regarding the progression of research, and understand the confluence of art, science, technology, and economics in shaping media arts culture.

EXAM

EXAMS

Name of exam	Foundations of Academic Practices
Type of exam	Active participation/continuous evaluation
ECTS	6

Permitted aids	With certain aids: - Students notes - Syllabus - Relevante subject literature
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	Foundations of Academic Practices
Module code	KAMAC20243
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 1st. semester
ECTS	6
Language of instruction	English
Location of the lecture	Other location
Responsible for the module	Morten Søndergaard

ORGANISATION

Education owner	Master of Arts in Media Arts Cultures
Study Board	Study Board of Art, Health and Technology
Department	Department of Communication and Psychology
Faculty	Faculty of Social Sciences and Humanities

CURATORIAL AND ARTISTIC EXPERIMENTS WITH SCIENCE, TECHNOLOGY AND ECONOMICS

2025/2026

CONTENT, PROGRESS AND PEDAGOGY OF THE MODULE

The aim of the module is to provide students with insight into curatorial and practice-based work.

LEARNING OBJECTIVES

KNOWLEDGE

- Gain a deep understanding of the confluence of art, science, technology, and economics in contemporary settings, with an emphasis on their societal and cultural ramifications.
- Recognize and delve into the primary methods, ideologies, and theories that bind art, science, technology, and economics.
- Familiarize with the evolving landscape of art in response to technological advances and understand how art itself becomes a mutant entity in the face of such changes.

SKILLS

- Acquire the aptitude to critically assess the intersections of art, science, technology, and economics in diverse contexts and settings.
- Cultivate the capability to formulate pioneering forms of artistic and curatorial strategies that are deeply rooted in cross-disciplinary research, especially in the context of mutants in various domains.
- Hone the ability to lucidly articulate insights on the evolving multi-disciplinary trends in art, discerning their societal implications, and presenting cogent arguments in their favor.

COMPETENCES

- Showcase proficiency in orchestrating curatorial and artistic research endeavors, crafting narratives that underscore the fusion of art, technology, science, and economics.
- Master the ability to pinpoint and capitalize on the synergies between art, technology, science, and economics, employing them as tools to spearhead innovations in artistic and curatorial practices.
- Demonstrate a holistic understanding of the transformative nature of art, recognizing its role in an ever-changing, technologically advanced society, and proposing avant-garde solutions to address the inherent challenges.

EXAM

EXAMS

Name of exam	Curatorial and Artistic Experiments with Science, Technology and Economics
Type of exam	Practical exam
ECTS	5
Permitted aids	All written and all electronic aids Further instructions to be found in the semester description.
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	Curatorial and Artistic Experiments with Science, Technology and Economics
Module code	KAMAC20244
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 at Aalborg University, Denmark 2nd. semester
ECTS	5
Language of instruction	English
Location of the lecture	Campus Aalborg
Responsible for the module	Morten Søndergaard

ORGANISATION

Education owner	Master of Arts in Media Arts Cultures
Study Board	Study Board of Art, Health and Technology
Department	Department of Communication and Psychology
Faculty	Faculty of Social Sciences and Humanities

THE EXPERIENTIAL AND EXPERIMENTAL IN MEDIA ARTS CULTURES

2025/2026

CONTENT, PROGRESS AND PEDAGOGY OF THE MODULE

The aim of the module is to support the project writing process at the semester with the overall semester theme, the experiential and experimental in Media Arts Cultures. It may offer a number of courses, including:

- Introduction to Project based learning
- Methods of Creative and Critical Making
- Practice-based research methodologies.

LEARNING OBJECTIVES

KNOWLEDGE

- Identify and appreciate the experimental and experiential dimensions of Media Arts Cultures in a transdisciplinary context.
- Understand the foundations and practical applications of project-based learning, particularly in the Scandinavian context and the broader field of Media Arts Cultures.
- Acquire knowledge of practice-based research methodologies and methods of creative and critical making within Media Arts Cultures.

SKILLS

- Ability to deploy appropriate methods and technologies for the conceptualization and execution of experimental and experiential projects in the Media Arts Cultures space.
- Proficiency in integrating knowledge from cross-disciplinary research to inform and enhance experimental and experiential project development.
- Capacity to collaborate effectively in teams, embracing diverse perspectives, to co-create in the Media Arts Cultures domain.

COMPETENCES

- Demonstrate a holistic approach to producing experimental and experiential projects that blend art, science, and technology.
- Reflect critically on the interplay of experimental and experiential practices within Media Arts Cultures, assessing their societal and cultural ramifications.
- Effectively present findings and outputs, within relevant methodological and theoretical frameworks pertinent to the Media Arts Cultures field.

EXAM

EXAMS

Name of exam	The Experiential and Experimental in Media Arts Cultures
Type of exam	Oral exam based on a project
ECTS	15
Permitted aids	All written and all electronic aids Further instructions to be found in the semester description.

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	The Experiential and Experimental in Media Arts Cultures
Module code	KAMAC20245
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 at Aalborg University, Denmark 2nd. semester
ECTS	15
Language of instruction	English
Location of the lecture	Campus Aalborg
Responsible for the module	Morten Søndergaard

ORGANISATION

Education owner	Master of Arts in Media Arts Cultures
Study Board	Study Board of Art, Health and Technology
Department	Department of Communication and Psychology
Faculty	Faculty of Social Sciences and Humanities

MEDIA ARTS CULTURES IN CONTEXT: EXPERIENTIAL AND EXPERIMENTAL

2025/2026

CONTENT, PROGRESS AND PEDAGOGY OF THE MODULE

The course serves as a continued theory course examining and inquiring into the PRACTICES, POSITIONS and CULTURES of Media Art.

The course introduces a genealogy of media art with a view to its entanglements with the different systems of thought in theories of (media)aesthetics and theories of technology. During the course the students are asked to analyse a variety of media artistic practices and critically reflect on the cultures and theoretical positions they generate in the context of the systems of thought.

LEARNING OBJECTIVES

KNOWLEDGE

- Understand the history, societal contexts, and institutional frameworks of media art and the diverse cultures it encompasses.
- Identify the experiential and experimental dimensions of media art cultures within a transdisciplinary framework.
- Appreciate the significance of practice-based research in critiquing and analyzing the intersection of media, technology, and knowledge production in media art cultures.

SKILLS

- Demonstrate use of practice-based research to critically analyze the interplay of media aesthetics, science and technology, and other transdisciplinary research positions.
- Proficiency in using methods and technologies relevant to the creation and interpretation of experimental and experiential projects in media arts culture.
- Ability to critically reflect on and formulate alternative perspectives to prominent questions in the field using both experiential understanding and practice-based experiments.
- Discern and evaluate the intersections between experiments, experiences, and the broader framework of media arts cultures.

COMPETENCES

- Ability to integrate knowledge from cross- and trans-disciplinary research to critically analyze and develop innovative strategies in media arts culture.
- Reflect critically on the societal and cultural implications of the interplay between media art, science, technology, and their transdisciplinary experiments and experiential-based research.
- Effectively present findings and outputs, situating them within the broader theoretical and methodological framings pertinent to the Media Arts Cultures domain, emphasizing the importance of experiential understanding and practice-based experimentation.

EXAM

EXAMS

Name of exam	Media Arts Cultures in Context: Experiential and Experimental
Type of exam	Written exam
ECTS	5

Permitted aids	All written and all electronic aids Further instructions to be found in the semester description.
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 in Context: Experiential and Experimental
Module code	KAMAC20246
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 at Aalborg University, Denmark 2nd. semester
ECTS	5
Language of instruction	English
Location of the lecture	Campus Aalborg
Responsible for the module	Morten Søndergaard

ORGANISATION

Education owner	Master of Arts in Media Arts Cultures
Study Board	Study Board of Art, Health and Technology
Department	Department of Communication and Psychology
Faculty	Faculty of Social Sciences and Humanities

STATE OF THE MEDIA ART

2025/2026

CONTENT, PROGRESS AND PEDAGOGY OF THE MODULE

The module intoduces students to different critical positions on the 'state' of the media art, in-between practice-based research and theory-driven writing. At the course the students will be asked to analyse and discuss not only what is being considered 'state of the art' but also to learn to detect the signs of the various 'sources' and what epistemologies they employ. The students will learn the basic skills of expository essay writing and support the critical theory-driven dialogue in the practice-based research project that concludes the semester.

LEARNING OBJECTIVES

KNOWLEDGE

- Understand the various critical positions and epistemologies within the media art culture, encompassing both theory-driven and practice-based research.
- Recognize the nuanced definitions and indicators of the 'state of the art' in media art cultures, focusing on its evolution, sources, and underpinning principles.
- Comprehend the methodologies of expository essay writing and its significance in analyzing and reflecting on media arts culture.

SKILLS

- Demonstrate the ability to articulate and analyze various media art projects, based on their epistemological underpinnings, experiments, and experiential dimensions.
- Develop proficiency in expository essay writing, focusing on cultural journalism and critical analysis of media art projects.

COMPETENCES

- Craft essays that critically engage with and communicate the interplay between media art, science, technology, and their sociocultural contexts.
- Engage in reflective discussions and critical thinking, fostering a deeper understanding of the diverse positions within media arts cultures.
- Innovate and adapt within the dynamic landscape of media arts culture, leveraging the synergies of art, science, technology, and economics.

EXAM

EXAMS

Name of exam	State of the Media Art
Type of exam	Written exam
ECTS	5
Permitted aids	With certain aids: - Students notes - Syllabus - Relevante subject literature
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	State of the Media Art
Module code	KAMAC20247
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 at Aalborg University, Denmark 2nd. semester
ECTS	5
Language of instruction	English
Location of the lecture	Campus Aalborg
Responsible for the module	Morten Søndergaard

ORGANISATION

Education owner	Master of Arts in Media Arts Cultures
Study Board	Study Board of Art, Health and Technology
Department	Department of Communication and Psychology
Faculty	Faculty of Social Sciences and Humanities

INDIVIDUALIZATION OF MEDIA ARTS CULTURES CONTEXTS

2025/2026

CONTENT, PROGRESS AND PEDAGOGY OF THE MODULE

Centered around the spiraling core curricula, during the third semester students define their own learning path for individualized engagement within the contexts of the Media Arts Cultures field to be a part of reforms in the media oriented creative and cultural sector. Specific content to be included is determined through an emergent process in the first year and based on the directions of the learning journeys of students.

This module is directed towards individualized knowledge and skills that enable students to better understand and act in the most important questions in Media Arts Cultures, like: interactivity, curating & exhibition development, experience design, game culture, arts & networks, electronic literature & digital storytelling, transdisciplinary art & science practice, science & technology studies, as well as Media Arts Cultures mediation, preservation, and management.

It follows up and builds upon on topics from the Immersive Professional Experiences of media art writing and publication, curatorial and mediation practices, tangible media, sound studies, documenting/ conserving/ archiving, as well as the most recent reflections on nano art, bio art, telematic and genetic art.

LEARNING OBJECTIVES

KNOWLEDGE

- Acquire advanced insights into the evolution, paradigms, and practices informing emerging genres in the use of digital and post-digital technologies in artistic and cultural undertakings, with an emphasis on Media Arts Cultures.
- Understand the historical and institutional contexts that shape media art and culture, delving deep into the evolution and intricacies of media arts cultures, from the core curricula to newer reflections like nano art, bio art, and telematic and genetic art.
- Recognize and integrate categories, theories, and concepts pivotal to the interpretation and application of media arts cultures in a variety of contemporary settings.

SKILLS

- Apply and operationalize an advanced knowledge of media arts cultures to critically analyse, interpret, and respond to diverse phenomena in new media arts, specifically within interactivity, curating, game culture, and various emerging genres.
- Develop a nuanced critical discourse on new media arts, informed by the challenges and possibilities emerging from the rapid development of new media technologies.
- Write and communicate with depth and clarity on the complexities, challenges, and opportunities of new media arts and cultures, emphasizing their significance and potential in societal contexts.

COMPETENCES

- Analyse the needs and assumptions of international Media Arts Cultures audiences, identifying and responding to new patterns and paradigms in international cultural institutionalization.
- Critically assess the multifaceted impact of new media technologies on contemporary art and culture, synthesizing knowledge to evaluate challenges and to formulate innovative solutions.
- Develop and champion individual theories and perspectives on the roles, opportunities, and challenges posed by new media technology in the evolving landscape of contemporary art and culture.

EXAM

EXAMS

Name of exam	Individualization of Media Arts Cultures Contexts
Type of exam	Written and oral exam
ECTS	6
Permitted aids	With certain aids: - Students notes - Syllabus - Relevante subject literature
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	Individualization of Media Arts Cultures Contexts
Module code	KAMAC202413
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 3rd. semester
ECTS	6
Language of instruction	English
Location of the lecture	Other location
Responsible for the module	Morten Søndergaard

ORGANISATION

Education owner	Master of Arts in Media Arts Cultures
Study Board	Study Board of Art, Health and Technology
Department	Department of Communication and Psychology
Faculty	Faculty of Social Sciences and Humanities

INDIVIDUALIZING STATE OF THE MEDIA ART - CASE STUDIES

2025/2026

CONTENT, PROGRESS AND PEDAGOGY OF THE MODULE

This module will introduce the challenges and affordances of chosen case studies for raising the state of the art in digital media culture. Case Studies will be chosen for the role they can play in the progress and institutionalization of media arts in the greater cultural heritage sector. Current efforts of cutting-edge activities in regard to exhibitions, collections and historical research will be examined with special concentration on emerging aspects of the field. Specific content to be included is determined through an emergent process in the first year and based on the directions of the learning journeys of students.
Developing individualized knowledge and skills that enable students to better understand and act in the most important questions in Media Arts Cultures, like: interactivity, curating & exhibition development, experience design, game culture, arts & networks, electronic literature & digital storytelling, transdisciplinary art & science practice, science & technology studies, as well as Media Arts Cultures mediation, preservation, and management.

LEARNING OBJECTIVES

KNOWLEDGE

- Understand the historical, institutional, and societal underpinnings of media art cultures, specifically within the context of emerging and state-of-the-art case studies.
- Acquire in-depth knowledge about cutting-edge activities in media arts, including their roles in exhibitions, collections, and historical research.
- Recognize the challenges and affordances of evolving trends in media arts and how they contribute to the greater cultural heritage sector.

SKILLS

- Utilize the knowledge acquired to critically assess and interpret media art culture's historical and theoretical dimensions, as they relate to contemporary case studies.
- Apply evidence-based research methodologies to scrutinize case studies from the field, deriving insights that can inform future media art projects.
- Develop a critical discourse on the potential and limitations of digital technologies in the broader practices within the media arts cultures sector, emphasizing their transformative roles.

COMPETENCES

- Evaluate the potential and limitations of digital technologies in advancing the cause of media art cultures, especially within institutional contexts.
- Analyze the needs and expectations of international Media Arts Cultures audiences, identifying and responding to the shifting paradigms in cultural institutionalization.
- Advocate for the incorporation and optimization of digital technology in art institutions, while also recognizing and navigating the challenges they present.
- Constructively critique and project future trajectories for new media technologies within the landscape of contemporary culture and media arts.

EXAM

EXAMS

Name of exam	Individualizing State of the Media Art - Case Studies
Type of exam	Written or oral exam

ECTS	6
Permitted aids	With certain aids: - Students notes - Syllabus - Relevante subject literature
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	Individualizing State of the Media Art - Case Studies
Module code	KAMAC202414
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 3rd. semester
ECTS	6
Language of instruction	English
Location of the lecture	Other location
Responsible for the module	Morten Søndergaard

ORGANISATION

Education owner	Master of Arts in Media Arts Cultures
Study Board	Study Board of Art, Health and Technology
Department	Department of Communication and Psychology
Faculty	Faculty of Social Sciences and Humanities

INDIVIDUALIZED ACADEMIC PRACTICES

2025/2026

CONTENT, PROGRESS AND PEDAGOGY OF THE MODULE

The aim of the course is to accompany the students' learning journey conducting research through consecutive steps of the research process. Students implement rigorous research methods used in humanities and social sciences for their individual research plans. They will have opportunities to develop writing and presentation skills. The course consists of units devoted to deeper analysis into 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.
Students utilize the various scientific and artistic methodologies currently practiced within the academic and practical endeavors of the variety of fields that are a part of Media Arts Cultures. The contents of this course are connected to the examples and work of other courses to provide real world application of the elucidated methodologies. Placing the methods and academic practices in context increases the connection to real work and the question-hypothesis-solution process.

LEARNING OBJECTIVES

KNOWLEDGE

- Acquire comprehensive understanding of epistemological foundations, research objectives, and methodologies pertinent to the media art and media culture domain, emphasizing both historical and contemporary perspectives.
- Understand the various scientific and artistic methodologies currently practiced within the expansive spectrum of Media Arts Cultures, linking theories to real-world applications.
- Familiarize with the specific nuances of academic writing, research design, and the proposal formulation process, especially in the context of humanities and new media studies.

SKILLS

- Demonstrate the capability to define a high-level research objective, formulate pertinent research questions, and discern the appropriate research methods aligned with the research goals.
- Apply rigorous research methods from humanities and social sciences, encompassing methods of data collection, analysis, visual and textual analyses, and interviewing techniques.
- Articulate and critique research findings, ensuring compliance with the standards of good academic practice, while also producing academic papers and multimedia presentations geared toward the Master Thesis.

COMPETENCES

- Navigate the comprehensive research process, from conceptualization to the presentation of findings, using the knowledge and skills derived from the Media Arts Cultures domain.
- Evaluate the suitability of various research methodologies, considering their alignment with specific research objectives and desired outcomes.
- Exhibit the ability to conduct self-assessments, make informed decisions regarding the future trajectory of a research project, and address learning deficits by reflecting on experiences and refining learning strategies.
- Enhance the link between academic practices and real-world applications, fostering a deep understanding of the question-hypothesis-solution process within the Media Arts Cultures realm.

EXAM

EXAMS

Name of exam	Individualized Academic Practices
Type of exam	Written and oral exam

ECTS	6
Permitted aids	With certain aids: - Students notes - Syllabus - Relevante subject literature
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	Individualized Academic Practices
Module code	KAMAC202415
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 3rd. semester
ECTS	6
Language of instruction	English
Location of the lecture	Other location
Responsible for the module	Morten Søndergaard

ORGANISATION

Education owner	Master of Arts in Media Arts Cultures
Study Board	Study Board of Art, Health and Technology
Department	Department of Communication and Psychology
Faculty	Faculty of Social Sciences and Humanities

MASTER THESIS

2025/2026

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

- Comprehend the theories, methods, and technologies pertaining to the chosen Master Thesis topic, aligning with the highest international standards.
- Understand research ethics and discern the implications and societal contexts of the research undertaken in the media art and media culture fields.
- Recognize the historical, institutional, and theoretical underpinnings related to the selected subject, ensuring depth and breadth in the area of study.

SKILLS

- Apply advanced research methods, theories, and technologies relevant to the Master Thesis topic, showcasing the ability to generate new content and knowledge.
- Exhibit proficiency in constructing a comprehensive overview of existing knowledge pertinent to the thesis topic, integrating both traditional and emerging methodologies.
- Articulate research aims, define problem statements, and select appropriate methods for methodological performance, demonstrating depth in critical reflection.

COMPETENCES

- Engage in critical reflection on the disciplinary area related to the chosen thesis topic, substantiating academic choices and priorities with sound reasoning.
- Demonstrate the ability to independently navigate the research process, from topic selection to articulating findings, ensuring alignment with the disciplinary framework of the programme.
- Structure and communicate the research findings effectively to a specialized academic audience, considering the potential for wider dissemination through expert publications.
- Collaborate with the academic supervisor to refine the research direction and explore opportunities for publication, ensuring the relevance and significance of the research to a broader audience.

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
Permitted aids	With certain aids: - Written report - Students notes
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	Master Thesis
Module code	KAMAC202416
Module type	Project
Duration	1 semester
Semester	Spring
ECTS	30
Language of instruction	English
Location of the lecture	Other location

Responsible for the module	Morten Søndergaard

ORGANISATION

Education owner	Master of Arts in Media Arts Cultures
Study Board	Study Board of Art, Health and Technology
Department	Department of Communication and Psychology
Faculty	Faculty of Social Sciences and Humanities

INTERNSHIP

2025/2026

CONTENT, PROGRESS AND PEDAGOGY OF THE MODULE

MediaAC students have a compulsory element of individualized professional practice in their curriculum. During internships, students work in institutions related to Media, Arts, and Culture at placements provided by MediaAC Associated Partners or other pre-arranged organisations, and may also 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.

LEARNING OBJECTIVES

KNOWLEDGE

- Gain insights into the operations, sequencing, and internal perspectives of institutions related to Media, Arts, and Culture.
- Understand the alignment of projects, research, and events based on the expectations and dynamics of the Media Arts Culture sector.
- Familiarize with key concepts, terminology, and the prevailing praxis within the field, enhancing the analytical depth acquired during theoretical studies.

SKILLS

- Develop the capacity to transfer theoretical knowledge from academic studies to real-world practice, particularly in the context of internships.
- Engage in praxis experiences to identify and refine personal career interests, merging the theoretical insights from the program with hands-on exposure.
- Apply the skills of conceptualization and creation to group projects, ensuring relevance and alignment with current industry demands.

COMPETENCES

- Demonstrate emerging professional capabilities in an authentic workplace setting, contributing to and learning from real-world projects.
- Establish, evaluate, and negotiate individual learning objectives during the internship, ensuring alignment with academic and professional goals.
- Reflect critically on the experiences and learnings during the internship, using these insights as a foundation for the second year and potential master thesis topics.
- Synthesize and articulate academic reflections derived from practical experiences, bridging the gap between theory and practice, and setting a strong foundation for future research or master's thesis endeavors.

EXAM

EXAMS

Name of exam	Internship
Type of exam	Written exam
ECTS	6
Permitted aids	With certain aids: - Students notes - Syllabus

	- Relevante subject literature
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	Internship
Module code	KAMAC20249
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 3rd. semester
ECTS	6
Language of instruction	English
Location of the lecture	Other location
Responsible for the module	Morten Søndergaard

ORGANISATION

Education owner	Master of Arts in Media Arts Cultures
Study Board	Study Board of Art, Health and Technology
Department	Department of Communication and Psychology
Faculty	Faculty of Social Sciences and Humanities

INDEPENDENT STUDY

2025/2026

CONTENT, PROGRESS AND PEDAGOGY OF THE MODULE

MediaAC students have a compulsory element of individualized professional practice in their curriculum. The Independent Study 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 extend examination of topics introduced in other classes and provide a means to investigate topics that are relevant to their studies but are not covered specifically in the core curriculum.

LEARNING OBJECTIVES

KNOWLEDGE

- Familiarize with key concepts, terminology, and methodologies used in the media arts culture field, especially those relevant for deepening personal inquiry and academic exploration.
- Understand the nuances of conceptualization and creation in developing a personal project or area of investigation relevant to the field.
- Delve into the intricate contexts of media art, media culture, and their respective historical, institutional, and societal dimensions.

SKILLS

- Demonstrate the ability to explore a topic of personal interest using evidence-based research, ensuring that the inquiry is in-depth and methodologically sound.
- Formulate clear outcome criteria to measure the achievement of project objectives and milestones effectively.
- Extend and deepen examination of topics introduced in core courses, as well as innovate in areas not explicitly covered in the curriculum, producing a coherent record of learning achievements.

COMPETENCES

- Showcase proficiency in designing, negotiating, and fulfilling a comprehensive learning contract with clearly defined and achievable objectives for independent study.
- Reflect on learning experiences, recognizing learning deficits, and evaluating the efficacy of employed strategies in the investigative process.
- Develop and present a topic of inquiry at an advanced level, integrating theoretical and practical insights, with the potential for it to culminate into a master's thesis.
- Navigate the challenges of independent study, demonstrating a capability to synthesize academic guidance with personal initiative in the quest for knowledge and understanding.

EXAM

EXAMS

Name of exam	Independent Study
Type of exam	Written exam
ECTS	6
Permitted aids	With certain aids: - Students notes - Syllabus

	- Relevante subject literature
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	Independent Study
Module code	KAMAC202410
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 at Danube University, Austria 3rd. semester
ECTS	6
Language of instruction	English
Location of the lecture	Other location
Responsible for the module	Morten Søndergaard

ORGANISATION

Education owner	Master of Arts in Media Arts Cultures
Study Board	Study Board of Art, Health and Technology
Department	Department of Communication and Psychology
Faculty	Faculty of Social Sciences and Humanities

MEDIA ARTS CULTURES LAB

2025/2026

CONTENT, PROGRESS AND PEDAGOGY OF THE MODULE

The Media Arts Cultures Lab is an integral component of the program, offering students the invaluable opportunity to immerse themselves in an intensive active learning environment that encourages collaborative initiatives. This module bridges the gap between theoretical knowledge and real-world application, allowing students to participate in and contribute to live projects, under the mentorship of established professionals in the field. Students will be placed in dynamic environments - where they will work alongside experienced practitioners. This setting not only offers students a chance to apply their academic knowledge but also helps them gain insights into the daily operations, challenges, and innovations in the world of Media Arts Culture. Throughout this immersion, emphasis is placed on collaboration, as students join teams, participate in brainstorming sessions, contribute to project planning and execution, and engage in reflective practices. By the end of the module, students will have a deeper understanding of professional dynamics, collaborative methodologies, and the nuances of working in a real-world setting.

LEARNING OBJECTIVES

KNOWLEDGE

- Gain in-depth understanding of the operational dynamics and structures of professional organizations within the Media Arts Culture sector.
- Comprehend the importance of collaboration in achieving organizational goals and project success.
- Familiarize with the latest tools, technologies, and methodologies employed in real-world settings.

SKILLS

- Ability to effectively collaborate with diverse teams, adapting to different roles and responsibilities as required.
- Demonstrate proficiency in applying academic knowledge to real-world challenges, coming up with innovative solutions.
- Develop effective communication skills, essential for teamwork, client interactions, and presentations.
- Engage in reflective practices, identifying areas of strength and opportunities for growth.

COMPETENCES

- Exhibit professional behavior, ethics, and values in a collaborative setting.
- Navigate challenges and conflicts within teams, employing problem-solving and negotiation skills.
- Contribute constructively to projects, showcasing initiative, creativity, and adaptability.
- Recognize and leverage the potential of diverse perspectives within a team, fostering an inclusive and innovative environment.

EXAM

EXAMS

Name of exam	Media Arts Cultures Lab
Type of exam	Written or oral exam
ECTS	6
Permitted aids	With certain aids: - Students notes

	- Syllabus - Relevante subject literature
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 Lab
Module code	KAMAC202412
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 3rd. semester
ECTS	6
Language of instruction	English
Location of the lecture	Other location
Responsible for the module	Morten Søndergaard

ORGANISATION

Education owner	Master of Arts in Media Arts Cultures
Study Board	Study Board of Art, Health and Technology
Department	Department of Communication and Psychology
Faculty	Faculty of Social Sciences and Humanities