

Anlage 5

Modulhandbuch des Studiengangs

Animation and Game Direction

Master of Arts

des Fachbereichs Media

der Hochschule Darmstadt – University of Applied Sciences

vom 17.04.2018

Zugrundeliegende BBPO vom 17.04.2018 (Amtliche Mitteilungen Jahr 2019)

Inhaltsverzeichnis | Table of Contents

| | |
|---|-----------|
| Vorbemerkungen | 3 |
| Teaching and Learning Strategy – the Principles of Project Based Learning | 4 |
| <i>Facing the rise of complexity</i> | 4 |
| <i>Facing new concepts of work</i> | 4 |
| <i>Supporting constructivist learning</i> | 4 |
| <i>Definition of Project Based Learning</i> | 4 |
| <i>Implementation into the Animation and Game Direction Programme</i> | 4 |
| <i>Benefits of PBL compared to traditional academic teaching models are</i> | 4 |
| First Semester Modules | 6 |
| <i>Animation and Game Theory and Culture</i> | 6 |
| <i>Animation and Game Concept Development 1</i> | 9 |
| <i>Mise en Scène for Animations and Games</i> | 12 |
| <i>Animation and Game Direction and Producing 1</i> | 15 |
| Second Semester Modules | 18 |
| <i>Animation and Game Entrepreneurship</i> | 18 |
| <i>Animation and Game Concept Development 2</i> | 21 |
| <i>Animation and Game Direction and Producing 2</i> | 24 |
| Third Semester Modules | 27 |
| <i>Animation and Game Direction Master Project</i> | 27 |
| Industrial Placement Module | 30 |
| <i>Animation and Game Direction Industrial Placement</i> | 30 |
| Study Abroad Module | 33 |
| <i>Animation and Game Direction Study Abroad</i> | 33 |
| Elective Modules Semester 1-2 (2-3) | 36 |
| <i>Animation and Game Direction Elective x.x – Social and Cultural Studies</i> | 36 |
| <i>Animation and Game Direction Elective x.x – Advanced Skill Development and Professionalization</i> | 39 |

Vorbemerkungen

- (1) Sämtliche Module werden im Sinne des § 1 Abs. 7 ABPO durch folgende Punkte beschrieben:
 - a. die Inhalte (indicative module contents);
 - b. die Lernziele (learning outcomes);
 - c. die Art der Lehrveranstaltung (type of course) mit den Lehr- und Lernformen (teaching methods);
 - d. den nach den Lehrveranstaltungen und Lernformen des Moduls aufgeschlüsselten Arbeitsaufwand (workload) und die Zahl der vergebenen Punkte (credit points/CP);
 - e. die Voraussetzungen für die Zulassung zu dem Modul (prerequisite subjects);
 - f. die Dauer (duration) und zeitliche Gliederung (semester);
 - g. die Verwendbarkeit des Moduls in verschiedenen Studiengängen (used in other courses);
 - h. die Beschreibung der im Modul zu erbringenden Prüfungsvorleistungen und Prüfungen (assessment methods), sowie gegebenenfalls weitere Voraussetzungen für den erfolgreichen Abschluss des Moduls (prerequisites for credit points/CP).

- (2) Die Übersicht über die Module in Anlage 1 der BBPO enthält:
 - a. den nach den Lehrveranstaltungen und Lernformen des Moduls aufgeschlüsselten Arbeitsaufwand (workload) und die Zahl der vergebenen Punkte (credit points/CP);
 - b. die Dauer des Angebots (duration);
 - c. die Art und Form der im Modul zu erbringenden Prüfungen.

- (3) Die Zulassungsvoraussetzungen zum Mastermodul sind in § 12 BBPO, zu allen anderen Modulen in § 11 BBPO geregelt. Darüber hinaus sind eventuelle weitere Zulassungsvoraussetzungen in den Modulbeschreibungen aufgeführt.

- (4) Die Wahlpflichtmodule sind in Anlage 2 der BBPO aufgeführt und beschrieben.

Die in den Modulbeschreibungen angegebene Zuordnung zu einem Studiensemester bezieht sich auf den dreisemestrigen Studiengang gemäß §4 BBPO. Die Zuordnung zum entsprechenden Studiensemester des viersemestrigen Studiengangs ist jeweils in Klammern darunter angegeben.

- (5) Das Praxismodul (Industrial Placement) ist nur im viersemestrigen Studium gemäß BBPO § 4 Abs. 2 vorgesehen. Es kann je nach Studienbeginn im 1. oder im 3. Studiensemester absolviert werden:
 - a. Studienbeginn zum Wintersemester: 1. Studiensemester
 - b. Studienbeginn zum Sommersemester: 3. Semester

Teaching and Learning Strategy – the Principles of Project Based Learning

Critical thinking and problem solving, innovation and creativity, communication and collaboration are widely recognized as the most important 21st century skills. Today's teaching and learning models are characterized by student-centered, inquiry-based and interdisciplinary approaches which focus on developing the ability and motivation to generate, evaluate and communicate knowledge. Managing and merging explicit, tacit and emerging knowledge has grown into one of the central qualifications to ensure sustainable careers in particular in technology-mediated fields such as the media industry.

Facing the rise of complexity

Media projects are characterized by a two-dimensional multidisciplinary: They are, on the one hand, a combination of Media Design, Media Management, Media Technology (the "classical" disciplines) and, on the other hand, more and more often a combination of the diverse however highly specific media genres with linear and/or interactive modalities like animation, game, installations, video, film, sound, augmented and virtual reality. Teaching should correspond to the exposure of complexity by accentuating respective methods how to handle this rising complexity.

Facing new concepts of work

The change from an industrial to a knowledge-oriented society has deep impact on contemporary and future work patterns. Moreover the half-value period of tools and software gets ever shorter. For individual workers this involves an increase of self-directed work as well as a rising demand for self-motivation, self-organisation, lifelong learning and teamwork in international (therefore multi-cultural) settings. This requires teaching methods, which help students to reach the qualifications necessary in these fields.

Supporting constructivist learning

Traditional learning models focus on memorizing and recalling facts. It mainly creates declarative knowledge, which, due to its static nature, often proves inadequate to seize complex, rapidly evolving issues. The future media developer will rather need procedural knowledge in form of practical methodological skills and problem solving competencies. This suggests a change from an instructional to a constructivist model of teaching which incorporates the transmission of persistent fundamentals and, at the same time, stimulates students to actively construct suitable ways of thinking. Constructivist learning means the change from reproduction to production, from gaining knowledge to developing competencies, from examination to facilitation, from teaching to coaching. These requirements can be fulfilled by an adequate link between theory and practice.

Definition of Project Based Learning

Project Based Learning (PBL) is a student-centred pedagogical strategy, where students learn by investigating a complex question, problem or challenge. It promotes active learning, engages students, and allows for higher order thinking. Students explore a given subject in the context of complex, multifaceted, and realistic problems. Working in groups, they identify what they already know, what they need to know as well as how to access new information that may lead to the resolution of a problem. In PBL students are considered to be active agents who engage in social knowledge construction. The lecturer's main role is as a facilitator of learning who guides the learning process and provides the appropriate instructional scaffolding by, for instance, designing assignments, asking probing questions, suggesting appropriate resources and leading class discussions.

Implementation into the Animation and Game Direction Program

The Animation and Game Direction Program implements PBL as the core teaching and learning method for all types of modules – from seminar-style modules to actual project modules. The competence oriented, interdisciplinary character of PBL makes it particularly performant in a creativity and technology driven field of knowledge and practice. PBL permits to organize the learning process following the timeline of real life media projects from research, over concept development, production, implementation and publishing to evaluation and documentation. The Animation and Game Direction Program provides a professional and reliable input-framework involving various teaching methods such as seminar, impulse keynote talk, coaching or discussion.

Benefits of PBL compared to traditional academic teaching models are

- higher learning motivation and intensity due to a real-world context;
- students take ownership of the need to learn;
- students learn by doing (experiment and practice, trial-and-error, repetition);
- making sense of what is being learned is more obvious – 'getting one's head around it';
- better effects by learning from feedback: receiving other people's reactions, seeing the results;
- deepening one's learning by explaining it to others in group of learners;
- further deepening one's learning by making informed judgements on one's own work and the work of others (self- and peer assessment).

General learning outcomes are

- ability for critical thinking;
- analytical and methodological skills, i.e. transferable skills;
- research skills;
- problem solving skills;
- project management skills;
- communication, negotiation and conflict resolution skills;
- acquisition of knowledge that is flexibly usable;
- development of interdisciplinary competencies;
- social and intercultural competency;
- capacity for teamwork;
- lifelong learning skills.

First Semester Modules

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|------------|---|
| 1 | Module Name Animation and Game Theory and Culture |
| 1.1 | Module Code AGDi-TC1 |
| 1.2 | Module Type Compulsory |
| 1.3 | Course Title Animation and Game Theory and Culture |
| 1.4 | Semester Semester 1 (Semester 2 in four-semester Master programme according § 4 Abs. 2 BBPO) |
| 1.5 | Module Responsible Prof. Katharina Kafka |
| 1.6 | Teaching Professors N.N. |
| 1.7 | Level of Study Master |
| 1.8 | Language of Instruction English |
| 2 | <p>Indicative Module Content</p> <p>This module will provide participants with topics and issues such as</p> <ul style="list-style-type: none"> • avantgarde and mainstream - historic and contemporary genres, styles and themes in animations and games; • representations of time and space in animations, games and virtual reality experiences; • animation and game narratology; • storytelling in augmented and virtual reality scenarios; • advanced animation and game cinematography; • advanced animation and game studies; • audiences and media cultures - theories and concepts of immersion, agency, identification and empathy in animations, games and virtual reality; • ethical considerations in media production; |

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| | <ul style="list-style-type: none"> conceptualizations of diversity in animations and games. |
| 3 | <p>Learning Outcomes</p> <p><u>Knowledge and Understanding:</u> On successful completion of the module students shall be able to</p> <ul style="list-style-type: none"> identify cinematographic, scenographic, narrative and ludic vocabularies specific for animations, games and interactive experiences; discuss aesthetic strategies of animations, games and interactive experiences on a scientific level. <p><u>Intellectual Skills:</u> On successful completion of the module students shall be able to</p> <ul style="list-style-type: none"> evaluate processes and conceptualizations of immersion, presence, agency and identification in animations, games, interactive, augmented and virtual reality experiences; interpret scientific concepts of perception, cognition and interaction with regard to games, augmented and virtual environments; critically analyse animations, games and virtual reality productions with regard to genre, aesthetics, ethics, narrative consistency and cultural relevance. <p><u>Practical and Professional Skills:</u> On successful completion of the module students shall be able to</p> <ul style="list-style-type: none"> design and conduct original research projects with regard to animations, games and virtual reality experiences informed by current scientific methods and approaches in the field of animation/game studies, animation/game history, media and communication studies; demonstrate the ability of advanced critical thinking necessary to create compelling animations and games by placing them within a social, historical and aesthetic context. <p><u>Transferable Skills and Competencies:</u> On successful completion of the module students shall be able to</p> <ul style="list-style-type: none"> present knowledge and demonstrate expertise in a coherent, effective and meaningful form; communicate and collaborate with international researchers and practitioners in the field of animations, games and related media. |
| 4 | <p>Teaching Methods</p> <p>a) Lecture, excursion b) Seminar, practical</p> |
| 5 | <p>Credit Points, Contact Hours and Self Study</p> <p>5 CP a) 2 SWS/32 h b) 2 SWS/32 h Self-study: 86 h Workload: 150 h</p> |
| 6 | <p>Assessment Methods</p> <p>Term paper and/or presentation</p> |

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| | Assessment methods will be announced to students at the beginning of the module |
| 7 | Module Prerequisites - |
| 8 | Recommended Prerequisite Knowledge - |
| 9 | Duration and Frequency 1 semester, summer term |
| 10 | Used in other Modules - |
| 11 | Recommended Reading Literature references will be announced to students at the beginning of the module |

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| 1 | Module Name Animation and Game Concept Development 1 |
| 1.1 | Module Code AGDi-CD1 |
| 1.2 | Module Type Compulsory |
| 1.3 | Course Title Animation and Game Concept Development 1 |
| 1.4 | Semester Semester 1 (Semester 2 in four-semester Master programme according § 4 Abs. 2 BBPO) |
| 1.5 | Module Responsible Prof. Tilmann Kohlhaase |
| 1.6 | Teaching Professors N.N. |
| 1.7 | Level of Study Master |
| 1.8 | Language of Instruction English |
| 2 | Indicative Module Content <p>This module will provide participants with topics and issues such as</p> <ul style="list-style-type: none"> • story and world building for animations, games and interactive spaces; • visual and look development for animations, games and interactive experiences; • experience and advanced game mechanics design; • IP development; • dialogue scripting; • methods of story prototyping; • methods of previsualisation and project preparation; • methods of cinematographic style development. |

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| <p>3</p> | <p>Learning Outcomes</p> <p><u>Knowledge and Understanding:</u> On successful completion of the module students shall be able to</p> <ul style="list-style-type: none"> • identify professional methods of design research and concept development for animations, games and interactive experiences; • evaluate animation and game concepts with regard to relevance, creative potential and feasibility. <p><u>Intellectual Skills:</u> On successful completion of the module students shall be able to</p> <ul style="list-style-type: none"> • think outside of the box for future formats and the use of animation and game in other fields of theory and practice. <p><u>Practical and Professional Skills:</u> On successful completion of the module students shall be able to</p> <ul style="list-style-type: none"> • develop animation and game concepts focusing innovative and unique visual languages, narrative styles and game experiences; • use a variety of technical equipment and computer software to enhance visual, written and verbal communication. <p><u>Transferable Skills and Competencies:</u> On successful completion of the module students shall be able to</p> <ul style="list-style-type: none"> • evaluate own strengths and weaknesses; • take responsibility for own learning with appropriate support; • communicate effectively in a format appropriate to the media disciplines and report and document practical procedures in a clear and concise manner. |
| <p>4</p> | <p>Teaching Methods</p> <p>a) Lecture b) Practical</p> |
| <p>5</p> | <p>Credit Points, Contact Hours and Self Study</p> <p>5 CP a) 1 SWS/16 h b) 3 SWS/48 h Self-study: 86 h Workload: 150 h</p> |
| <p>6</p> | <p>Assessment Methods</p> <p>Assessed assignment and/or presentation</p> <p>Assessment methods will be announced to students at the beginning of the module</p> |

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| 7 | Module Prerequisites - |
| 8 | Recommended Prerequisite Knowledge - |
| 9 | Duration and Frequency 1 semester, summer term |
| 10 | Used in other Modules - |
| 11 | Recommended Reading Literature references will be announced to students at the beginning of the module |

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| 1 | Module Name Mise en Scène for Animations and Games |
| 1.1 | Module Code AGDi-MS1 |
| 1.2 | Module Type Compulsory |
| 1.3 | Course Title Mise en Scène for Animations and Games |
| 1.4 | Semester Semester 1 (Semester 2 in four-semester Master programme according § 4 Abs. 2 BBPO) |
| 1.5 | Module Responsible Prof. Katharina Kafka |
| 1.6 | Teaching Professors N.N. |
| 1.7 | Level of Study Master |
| 1.8 | Language of Instruction English |
| 2 | Indicative Module Content <p>This module will provide participants with topics and issues such as</p> <ul style="list-style-type: none"> • animation and game dramaturgy; • scenography and scenographic prototyping for animation, games and virtual reality; • dialogue and sound directing; • acting and directing; • acting methods and improvisation techniques; • shot direction and choreography; • costume and prop design; • user experience direction; • spatial experience and behaviour design; • advanced design research and documentation. |

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| <p>3</p> | <p>Learning Outcomes</p> <p><u>Knowledge and Understanding:</u> On successful completion of the module students shall be able to</p> <ul style="list-style-type: none"> • explain relevant acting theories and artistic methods of character portrayal and representation of emotion and intent; • define scenographic components, their role and their interplay in the design of spatio-temporal experiences; • describe the role of a director or producer in the context of an animation, game or virtual reality production. <p><u>Practical and Professional Skills:</u> On successful completion of the module students shall be able to</p> <ul style="list-style-type: none"> • compose believable and consistent audiovisual representations of action, emotion and mood by applying advanced principles of animation, character performance, environment and game design; • create a coherent audiovisual experience with a unique and individual voice and form; • direct a character in a range of scenes and game levels at a professional level; • demonstrate authorship and artistic expertise in creating animations, games and virtual reality experiences. <p><u>Transferable Skills and Competencies:</u> On successful completion of the module students shall be able to</p> <ul style="list-style-type: none"> • professionally communicate a directorial vision in visual, verbal, written and virtual form, using appropriate terminology; • develop new work methods by means of experimental and investigative work; • lead and motivate interdisciplinary artistic teams; |
| <p>4</p> | <p>Teaching Methods</p> <p>a) Lecture b) Practical</p> |
| <p>5</p> | <p>Credit Points, Contact Hours and Self Study</p> <p>5 CP 3 SWS/48 h Self-study: 102 h Workload: 150 h</p> |
| <p>6</p> | <p>Assessment Methods</p> <p>Presentation and/or practical examination and/or portfolio examination</p> <p>Assessment methods will be announced to students at the beginning of the module</p> |
| <p>7</p> | <p>Module Prerequisites</p> <p>-</p> |

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| 8 | Recommended Prerequisite Knowledge - |
| 9 | Duration and Frequency 1 semester, summer term |
| 10 | Used in other Modules - |
| 11 | Recommended Reading Literature references will be announced to students at the beginning of the module |

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| 1 | Module Name Animation and Game Direction and Producing 1 |
| 1.1 | Module Code AGDi-DP1 |
| 1.2 | Module Type Compulsory |
| 1.3 | Course Title Animation and Game Direction and Producing 1 |
| 1.4 | Semester Semester 1 (Semester 2 in four-semester Master programme according § 4 Abs. 2 BBPO) |
| 1.5 | Module Responsible Prof. Carla Heinzl |
| 1.6 | Teaching Professors N.N. |
| 1.7 | Level of Study Master |
| 1.8 | Language of Instruction English |
| 2 | Indicative Module Content This module will provide participants with topics and issues such as <ul style="list-style-type: none"> • vision keeping; • art direction for animation, games and interactive experiences; • audio direction for animation, games and interactive experiences; • methodologies of creative leadership; • creative producing. |

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| <p>3</p> | <p>Learning Outcomes</p> <p><u>Knowledge and Understanding:</u> On successful completion of the module students shall be able to</p> <ul style="list-style-type: none"> • identify methods of communicating audiovisual ideas on a professional level; • differentiate methods and strategies of artistic research related to animation and game direction; • establish criteria for overall artistic consistency throughout project development. <p><u>Intellectual Skills:</u> On successful completion of the module students shall be able to</p> <ul style="list-style-type: none"> • evaluate ideas in respect of importance and relevance to a project vision; • perform creative investigation and evaluation based on scholarly methods. <p><u>Practical and Professional Skills:</u> On successful completion of the module students shall be able to</p> <ul style="list-style-type: none"> • develop animations and games in time and within budget while meeting the specific needs of stakeholders; • originate a vision for original animation and game concepts; • apply the knowledge in scientific writing and research methodology and use the knowledge to write a scientific report and opposition report. <p><u>Transferable Skills and Competencies:</u> On successful completion of the module students shall be able to</p> <ul style="list-style-type: none"> • explain and apply scientific writing and research methodology to prepare the writing of a scientific report, as well as a degree project. |
| <p>4</p> | <p>Teaching Methods</p> <p>a) Lecture b) Practical/Seminar</p> |
| <p>5</p> | <p>Credit Points, Contact Hours and Self Study</p> <p>5 CP a) 2 SWS/32 h b) 2 SWS/32 h Self-study: 86 h Workload: 150 h</p> |
| <p>6</p> | <p>Assessment Methods</p> <p>Assessed assignment and/or presentation</p> <p>Assessment methods will be announced to students at the beginning of the module</p> |

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| 7 | Module Prerequisites - |
| 8 | Recommended Prerequisite Knowledge - |
| 9 | Duration and Frequency 1 semester, summer term |
| 10 | Used in other Modules - |
| 11 | Recommended Reading Literature references will be announced to students at the beginning of the module |

Second Semester Modules

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| 1 | Module Name Animation and Game Entrepreneurship |
| 1.1 | Module Code AGDi-EP2 |
| 1.2 | Module Type Compulsory |
| 1.3 | Course Title Animation and Game Entrepreneurship |
| 1.4 | Semester Semester 2 (Semester 3 in four-semester Master programme according § 4 Abs. 2 BBPO) |
| 1.5 | Module Responsible Prof. Boris Kunkel |
| 1.6 | Teaching Professors N.N. |
| 1.7 | Level of Study Master |
| 1.8 | Language of Instruction English |
| 2 | Indicative Module Content This module will provide participants with topics and issues such as <ul style="list-style-type: none"> • introduction to entrepreneurship; • business related challenges and opportunities in the animation and game industry; • innovation strategies for animations, games and virtual reality experiences; • starting and funding new ventures in the animation and game industry; • commercial thinking - industry and business model understanding. |

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| <p>3</p> | <p>Learning Outcomes</p> <p><u>Knowledge and Understanding:</u> On successful completion of the module students shall be able to</p> <ul style="list-style-type: none"> • discuss common business models and target groups in the animation and games industry; • describe strategies to plan, organize, and execute a new venture by acknowledging financial, legal and operational aspects. <p><u>Intellectual Skills:</u> On successful completion of the module students shall be able to</p> <ul style="list-style-type: none"> • demonstrate an understanding of the skills relevant to entrepreneurship such as leadership, creativity, big thinking and risk-taking; • recognize the importance of industry standards, evolution and innovation when producing animations, games and virtual realities. <p><u>Practical and Professional Skills:</u> On successful completion of the module students shall be able to</p> <ul style="list-style-type: none"> • identify and assess the commercial viability of new technologies in connection to business opportunities and challenges in the field of animations, games and virtual realities; • establish strategies to successfully launch and market products in the field of animations, games and virtual realities. <p><u>Transferable Skills and Competencies:</u> On successful completion of the module students shall be able to</p> <ul style="list-style-type: none"> • explain effective entrepreneurial leadership forms and principles; • discuss judgment and decision making in complex business environments by recognizing ethical and environmental responsibilities. |
| <p>4</p> | <p>Teaching Methods</p> <ul style="list-style-type: none"> a) Lecture b) Tutorial, Practical |
| <p>5</p> | <p>Credit Points, Contact Hours and Self Study</p> <p>5 CP a) 1 SWS/16 h b) 2 SWS/32 h Self-study: 102 h Workload: 150 h</p> |
| <p>6</p> | <p>Assessment Methods</p> <p>Term paper and/or presentation</p> <p>Assessment methods will be announced to students at the beginning of the module</p> |

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| 7 | Module Prerequisites - |
| 8 | Recommended Prerequisite Knowledge - |
| 9 | Duration and Frequency 1 semester, winter term |
| 10 | Used in other Modules - |
| 11 | Recommended Reading Literature references will be announced to students at the beginning of the module |

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| 1 | Module Name Animation and Game Concept Development 2 |
| 1.1 | Module Code AGDi-CD2 |
| 1.2 | Module Type Compulsory |
| 1.3 | Course Title Animation and Game Concept Development 2 |
| 1.4 | Semester Semester 2 (Semester 3 in four-semester Master programme according § 4 Abs. 2 BBPO) |
| 1.5 | Module Responsible Prof. Tilmann Kohlhaase |
| 1.6 | Teaching Professors N.N. |
| 1.7 | Level of Study Master |
| 1.8 | Language of Instruction English |
| 2 | Indicative Module Content This module will provide participants with topics and issues such as <ul style="list-style-type: none"> • formats, platforms, serial content and episodic narratives; • advanced game and experience design; • iterative story prototyping (storyboard/story writing/story building) and narrative development; • previsualisation and project preparation; • professional art bibles and design documents; • advanced editing and cinematographic style development. |

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| <p>3</p> | <p>Learning Outcomes</p> <p><u>Knowledge and Understanding:</u> On successful completion of the module students shall be able to</p> <ul style="list-style-type: none"> • explore original and innovative stories and characters for animation, game and interactive experiences. <p><u>Intellectual Skills:</u> On successful completion of the module students shall be able to</p> <ul style="list-style-type: none"> • use critical thinking skills and problem-solving strategies in all dimensions of development and production. <p><u>Practical and Professional Skills:</u> On successful completion of the module students shall be able to</p> <ul style="list-style-type: none"> • develop design solutions with significant theoretical, narrative, perceptual and aesthetic coherence. <p><u>Transferable Skills and Competencies:</u> On successful completion of the module students shall be able to</p> <ul style="list-style-type: none"> • demonstrate self-reflection and self-critique in creation of a highly immersive media product. |
| <p>4</p> | <p>Teaching Methods</p> <p>Project based learning</p> |
| <p>5</p> | <p>Credit Points, Contact Hours and Self Study</p> <p>10 CP 4 SWS/64 h Self-study: 236 h Workload: 300 h</p> |
| <p>6</p> | <p>Assessment Methods</p> <p>Portfolio examination and/or presentation</p> <p>Assessment methods will be announced to students at the beginning of the module</p> |
| <p>7</p> | <p>Module Prerequisites</p> <p>-</p> |
| <p>8</p> | <p>Recommended Prerequisite Knowledge</p> <p>-</p> |
| <p>9</p> | <p>Duration and Frequency</p> <p>1 semester, winter term</p> |

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| 10 | Used in other Modules - |
| 11 | Recommended Reading Literature references will be announced to students at the beginning of the module |

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| 1 | Module Name Animation and Game Direction and Producing 2 |
| 1.1 | Module Code AGDi-DP2 |
| 1.2 | Module Type Compulsory |
| 1.3 | Course Title Animation and Game Direction and Producing 2 |
| 1.4 | Semester Semester 2 (Semester 3 in four-semester Master programme according § 4 Abs. 2 BBPO) |
| 1.5 | Module Responsible Prof. Carla Heinzl |
| 1.6 | Teaching Professors N.N. |
| 1.7 | Level of Study Master |
| 1.8 | Language of Instruction English |
| 2 | Indicative Module Content This module will provide participants with topics and issues such as <ul style="list-style-type: none"> • mise en scène for animation, games and interactive experiences; • dialogue direction; • animation direction; • quality assurance; • team leadership methods; • peer review; • management and producing. |
| 3 | Learning Outcomes <u>Knowledge and Understanding:</u> On successful completion of the module students shall be able to <ul style="list-style-type: none"> • identify production pipelines for effective and high-quality workflows in media productions. <u>Intellectual Skills:</u> On successful completion of the module students shall be able to <ul style="list-style-type: none"> • demonstrate judgement in the application of appropriate production-methods. |

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| | <p><u>Practical and Professional Skills:</u></p> <p>On successful completion of the module students shall be able to</p> <ul style="list-style-type: none"> • develop a detailed and targeted design-bible that guides team members in their design decisions; • produce a complex and innovative animation, game or interactive experience; • apply project management techniques, tools and strategies from brief through preproduction, iteration/testing to production and presentation. <p><u>Transferable Skills and Competencies:</u></p> <p>On successful completion of the module students shall be able to</p> <ul style="list-style-type: none"> • demonstrate the use of appropriate methods to direct a project in all stages; • demonstrate reflective and critical thinking during the development of an animation or game project; • keep and defend the artistic vision throughout the production process; • work in a professional manner, maintaining professional relationships and communicating effectively with co-workers, supervisors and others; |
| 4 | <p>Teaching Methods</p> <p>Project based learning</p> |
| 5 | <p>Credit Points, Contact Hours and Self Study</p> <p>10 CP 4 SWS/64 h Self-study: 236 h Workload: 300 h</p> |
| 6 | <p>Assessment Methods</p> <p>Term paper and/or portfolio examination and/or presentation</p> <p>Assessment methods will be announced to students at the beginning of the module</p> |
| 7 | <p>Module Prerequisites</p> <p>-</p> |
| 8 | <p>Recommended Prerequisite Knowledge</p> <p>-</p> |
| 9 | <p>Duration and Frequency</p> <p>1 semester, winter term</p> |
| 10 | <p>Used in other Modules</p> <p>-</p> |

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| 11 | Recommended Reading |
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| Literature references will be announced to students at the beginning of the module |
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Third Semester Modules

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| 1 | Modul Name Animation and Game Direction Master Project |
| 1.1 | Module Code AGDi-MP3 |
| 1.2 | Module Type Compulsory |
| 1.3 | Course Title Animation and Game Direction Master Project |
| 1.4 | Semester Semester 3 (Semester 4 in four-semester Master programme according § 4 Abs. 2 BBPO) |
| 1.5 | Module Responsible Prof. Tilmann Kohlhaase |
| 1.6 | Teaching Professors N.N. |
| 1.7 | Level of Study Master |
| 1.8 | Language of Instruction English |
| 2 | Indicative Module Content The main subject aim of the Master project is to enable the learner to contribute to the development of animations, games or interactive experiences as leader and vision keeper of the concept and idea. The Master topic should be the result of an independent approach to the issues identified through previous studies and focused research. It should be informed but not limited by current thinking in pertinent fields of research and practice and should extend and deepen our understanding and/or knowledge of the topic under investigation. By addressing pertinent issues of direction and producing within the sectors of animation and games, as well as interactive media experiences, post-production or experimental installations or works the project outcomes should enhance our general and specific knowledge of the issues addressed. |

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| <p>3</p> | <p>Learning Outcomes</p> <p><u>Knowledge and Understanding:</u> On successful completion of the module students shall be able to</p> <ul style="list-style-type: none"> • demonstrate comprehensive understanding of current and future trends, concepts and strategies within his or her chosen field of research. <p><u>Intellectual Skills:</u> On successful completion of the module students shall be able to</p> <ul style="list-style-type: none"> • demonstrate conceptual and strategic leadership and directing abilities in the production of animation, games or interactive and immersive experiences; • demonstrate critical thinking and deeper insight, informed by current theoretical debates, into all aspects of practical work in animation and game related fields of media; • refine his/her individual narrative voice that holistically integrates the elements of storytelling, performance and user/player representation in order to actively engage the audience or experiencers. <p><u>Practical and Professional Skills:</u> On successful completion of the module students shall be able to</p> <ul style="list-style-type: none"> • conduct informed independent research in an interdisciplinary context, informed by the most recent debates within the field of performing arts related to animation, games and interactive experiences; • interact in a professional manner with experts in various sub-fields of media; • conceive an independent media product, derived from an individual mind-set and informed by the theories of animation, games and possible future trends and strategies in media design, media technology, media formats and/ or media studies; <p><u>Transferable Skills and Competencies:</u> On successful completion of the module students shall be able to</p> <ul style="list-style-type: none"> • initiate, direct and produce highly professional work in collaborative and interdisciplinary contexts. |
| <p>4</p> | <p>Teaching Methods</p> <p>Project based learning</p> |
| <p>5</p> | <p>Credit Points, Contact Hours and Self Study</p> <p>30 CP 8 SWS/128 h Self-study: 772 h Workload: 900 h</p> |
| <p>6</p> | <p>Assessment Methods</p> <p>Master Thesis Colloquium Master Thesis: 75% of final mark Colloquium: 75% of final mark</p> |

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| 7 | <p>Module Prerequisites</p> <p>Admission to Master Module upon successful completion of all modules except one Elective module (5CP). Admission to Master Colloquium upon successful completion of all modules.</p> |
| 8 | <p>Recommended Prerequisite Knowledge</p> <p>-</p> |
| 9 | <p>Duration and Frequency</p> <p>1 Semester, Winter and Summer Semester -</p> |
| 10 | <p>Used in other Modules</p> <p>-</p> |
| 11 | <p>Recommended Reading</p> <p>-</p> |

Industrial Placement Module

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| 1 | Module Name Animation and Game Direction Industrial Placement |
| 1.1 | Module Code AGDi-IP |
| 1.2 | Module Type Compulsory (only four-semester Master programme according § 4 Abs. 2 BBPO) |
| 1.3 | Course Title Animation and Game Direction Industrial Placement |
| 1.4 | Semester Semester 1 (or Semester 3 when starting Master programme in winter term) |
| 1.5 | Module Responsible Prof. Carla Heinzl |
| 1.6 | Teaching Professors N.N. |
| 1.7 | Level of Study Master |
| 1.8 | Language of Instruction English |
| 2 | <p>Indicative Module Content</p> <p>The students work in the fields of</p> <ul style="list-style-type: none"> • concept, planning, directing and / or production of movie, video, TV and AV projects; • concept, planning, directing and / or production of animation projects; • concept, planning, designing and / or production of game projects; • concept, planning, directing and / or production of interactive experience projects; • concept, planning, directing and / or production of audio projects; • concept, planning and / or production of media systems; • concept, planning and / or production of audio systems; • implementation and / or programming of multimedia products and media systems; • implementation and / or programming of games; • management and marketing of multimedia products and media systems. <p>There will be accompanying studies at university that will provide participants with topics and issues such as</p> <ul style="list-style-type: none"> • methodological description of practical work; • reflection and assessment of practical work; |

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| | <ul style="list-style-type: none"> analysis of practical work. |
| 3 | <p>Learning Outcomes</p> <p><u>Knowledge and Understanding:</u> On successful completion of the module students shall be able to</p> <ul style="list-style-type: none"> understand and reflect the practical work of a director, producer or developer of media projects; identify new fields of professional practice. <p><u>Intellectual Skills:</u> On successful completion of the module students shall be able to</p> <ul style="list-style-type: none"> analyze and assess professional methods. <p><u>Practical and Professional Skills:</u> On successful completion of the module students shall be able to</p> <ul style="list-style-type: none"> integrate methods of practice in coming projects. <p><u>Transferable Skills and Competencies:</u> On successful completion of the module students shall be able to</p> <ul style="list-style-type: none"> take personal responsibility in terms of professional behaviour, personal motivation and planning of one's own work. |
| 4 | <p>Teaching Methods</p> <ol style="list-style-type: none"> Lectures Tutorials, group discussions and peer reviews, presentation Industrial placement |
| 5 | <p>Credit Points, Contact Hours and Self Study</p> <p>30 CP</p> <ol style="list-style-type: none"> 4 SWS/64 h Self-study: 836 h <p>Workload: 900 h</p> |
| 6 | <p>Assessment Methods</p> <p>Term paper and presentation</p> |
| 7 | <p>Module Prerequisites</p> <p>-</p> |

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| 8 | Recommended Prerequisite Knowledge - |
| 9 | Duration and Frequency 1 Semester <ul style="list-style-type: none"> • winter term (when starting Master program in winter term) • summer term (when starting Master program in summer term) |
| 10 | Used in other Modules - |
| 11 | Recommended Reading - |

Study Abroad Module

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| 1 | Module Name Animation and Game Direction Study Abroad |
| 1.1 | Module Code AGDi-SA |
| 1.2 | Module Type Compulsory (only four-semester Master programme according § 4 Abs. 2 BBPO) |
| 1.3 | Course Title Animation and Game Direction Study Abroad |
| 1.4 | Semester Semester 1 (or Semester 3 when starting Master programme in winter term) |
| 1.5 | Module Responsible Prof. Katharina Kafka |
| 1.6 | Teaching Professors N.N. |
| 1.7 | Level of Study Master |
| 1.8 | Language of Instruction Language of instruction at receiving institution |
| 2 | <p>Indicative Module Content</p> <p>The students spend one semester abroad in a bachelor or master program related to the disciplinary field of animation and game direction and production, such as:</p> <ul style="list-style-type: none"> • animation and/or direction • animation and/or game production • animation • game design • visual effects • augmented and virtual reality • scenography • visual development • digital arts • cinematography • dramaturgy • screenwriting <p>A Learning Agreement must be concluded beforehand between the sending institution (Darmstadt University</p> |

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| | of Applied Sciences/Animation and Game Department) and the receiving institution. |
| 3 | <p>Learning Outcomes</p> <p><u>Knowledge and Understanding:</u> On successful completion of the module students shall be able to</p> <ul style="list-style-type: none"> • identify advanced approaches and methods in the field of international animation, game and virtual reality direction and production • demonstrate an awareness of regional and global forms, genres and styles in animation, game and virtual reality productions <p><u>Intellectual Skills:</u> On successful completion of the module students shall be able to</p> <ul style="list-style-type: none"> • place the discipline of animation and game direction in its international context and reflect disciplinary content and methods from an international perspective <p><u>Practical and Professional Skills:</u> On successful completion of the module students shall be able to</p> <ul style="list-style-type: none"> • work in multicultural contexts and teams <p><u>Transferable Skills and Competencies:</u> On successful completion of the module students shall be able to</p> <ul style="list-style-type: none"> • effectively communicate in the host language • appreciate diversity and multiculturalism |
| 4 | <p>Teaching Methods</p> <p>Subject to chosen abroad study program: lectures and/or practicals and/or projects and/or seminars</p> |
| 5 | <p>Credit Points, Contact Hours and Self Study</p> <p>30 CP</p> <p>Workload and contact hours due to the regulations of the receiving institution</p> |
| 6 | <p>Assessment Methods</p> <p>Transcript of Records</p> |
| 7 | <p>Module Prerequisites</p> <p>Learning Agreement</p> |

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| 8 | Recommended Prerequisite Knowledge - |
| 9 | Duration and Frequency 1 Semester <ul style="list-style-type: none"> • winter term (when starting Master program in winter term) • summer term (when starting Master program in summer term) |
| 10 | Used in other Modules - |
| 11 | Recommended Reading - |

Elective Modules Semester 1-2 (2-3)

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| 1 | Module Name Animation and Game Direction Elective x.x – Social and Cultural Studies |
| 1.1 | Module Code AGDi-EL1-SCS |
| 1.2 | Module Type Elective |
| 1.3 | Course Title Animation and Game Direction Elective 1 – Social and Cultural Studies |
| 1.4 | Semester Semester 1 - 2 (Semester 2-3 in four-semester Master programme according § 4 Abs. 2 BBPO) |
| 1.5 | Module Responsible Faculty SuK / GW |
| 1.6 | Teaching Professors N.N. |
| 1.7 | Level of Study Master |
| 1.8 | Language of Instruction English |
| 2 | <p>Indicative Module Content</p> <p>This module comprises a range of changing elective topics in the field of humanities, cultural studies and social sciences which enable students to connect their subject specific learning with a larger context of contemporary cultural, ethical, economic and technological discourses. Students can choose from the Elective Catalogue provided by the Department of Social and Cultural Studies SUK of Hochschule Darmstadt. The curriculum design of the electives will be clearly related to the Animation and Game Direction Master Programme, focussing content such as</p> <ul style="list-style-type: none"> • legal frameworks and issues in international media production; • audiences and users in contemporary media culture; • diversity and interculturalism; • media ethics and media politics; • work and workplace in digital societies; • communication and conflict resolution; • psychological concepts of cognition and learning; |

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| | <ul style="list-style-type: none"> • literature, film, media and public spaces as cultural texts. |
| 3 | <p>Learning Outcomes</p> <p><u>Knowledge and Understanding:</u> On successful completion of the module students shall be able to</p> <ul style="list-style-type: none"> • relate their own creative practice and experience to contemporary cultural, ethical, political, cultural and social contexts; • reflect the role of digital technology in today's knowledge society; • describe basic theoretical models of communication and cognition. <p><u>Practical and Professional Skills:</u> On successful completion of the module students shall be able to</p> <ul style="list-style-type: none"> • critically differentiate cultural stereotypes in communication and media; • evaluate legal and ethical issues related to media production and reception; • articulate new approaches to questions, topics and themes associated with traditional disciplines; • demonstrate information literacy by recognizing the different cultural, social, political contexts in which meaning is made. <p><u>Transferable Skills and Competencies:</u> On successful completion of the module students shall be able to</p> <ul style="list-style-type: none"> • carry out various forms of advanced research involving independent enquiry; • demonstrate the ability of intercultural and interdisciplinary communication; • present their own critical position in formal contexts; • appraise the importance of lifelong learning. |
| 4 | <p>Teaching Methods</p> <p>Seminar, lecture and/or practical</p> |
| 5 | <p>Credit Points, Contact Hours and Self Study</p> <p>5 CP 3 SWS/48 h Self-study: 102 h Workload: 150 h</p> |
| 6 | <p>Assessment Methods</p> <p>Term paper and/or assessed assignment and/or presentation and/or written examination and/or practical examination</p> <p>Assessment methods will be announced to students at the beginning of the module</p> |
| 7 | <p>Module Prerequisites</p> <p>-</p> |
| 8 | <p>Recommended Prerequisite Knowledge</p> |

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| 9 | Duration and Frequency 1 semester, winter and summer term |
| 10 | Used in other Modules - |
| 11 | Recommended Reading - |

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| 1 | Module Name Animation and Game Direction Elective x.x – Advanced Skill Development and Professionalization |
| 1.1 | Module Code AGDi-EL2-SDP |
| 1.2 | Module Type Elective |
| 1.3 | Course Title Animation and Game Direction Elective 2 – Advanced Skill Development and Professionalization |
| 1.4 | Semester Semester 1 - 2 (Semester 2-3 in four-semester Master programme according § 4 Abs. 2 BBPO) |
| 1.5 | Module Responsible Prof. Katharina Kafka |
| 1.6 | Teaching Professors N.N. |
| 1.7 | Level of Study Master |
| 1.8 | Language of Instruction English |
| 2 | <p>Indicative Module Content</p> <p>This module comprises a range of changing elective topics in the field of digital media which allow students to either build up specialist knowledge, competencies and skills in a particular field related to Animation and Game Direction, or to aim for an interdisciplinary widening of their profile. Students can choose between electives offered within the Animation and Game Direction programme or other Master level electives offered by digital media related programmes within the Faculty of Media. Their indicative content can be categorized as follows:</p> <p>1) Technical Basics for Directors and Producers</p> <p>The curriculum of this elective is designed by the lectures of the Animation and Game Direction Program. It is targeted at Master students with undergraduate degrees which involve little or no animation and game production technology. It offers basic knowledge and competencies in relevant fields such as for example computer graphics, 3D graphics, programming, game engines, visual effects or 360° and virtual reality technology.</p> <p>2) Advanced Digital Media Studies</p> <p>This category provides students with a wide range of interdisciplinary topics from the Master level elective</p> |

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| | <p>pool at the Faculty of Media such as for example: audience and user research, emerging technologies, creative strategies, leadership by arts, scientific progress in digital media, digital culture.</p> <p>3) Creative Research and Development</p> <p>Students carry creative case studies related to the development of directional concepts for animations, games and virtual reality experiences. Through research, experiment, analysis and evaluation students - mentored by staff members - develop their ability to solve relevant, innovation oriented, self-initiated challenges in the field of animations and games and related disciplines. The research and development case studies are carried out as a group project (PBL). Individual research and development projects are supported upon approval by a lecturer.</p> |
| <p>3</p> | <p>Learning Outcomes</p> <p><u>Knowledge and Understanding:</u></p> <p>On successful completion of the module students shall be able to</p> <ul style="list-style-type: none"> • describe technical requirements and software tools for developing a wide range of media projects; • demonstrate an understanding of the potential of new technologies and their creative uses; • define interdisciplinary analytical and critical frameworks to develop fresh thinking in media design projects. <p><u>Practical and Professional Skills:</u></p> <p>On successful completion of the module students shall be able to</p> <ul style="list-style-type: none"> • use professional-level communication and technological practices in digital environments; • to analyze and strategically approach diverse digital media and their audiences; • choose interdisciplinary approaches to questions, topics and themes related to the creative development and design of digital media projects. <p><u>Transferable Skills and Competencies:</u></p> <p>On successful completion of the module students shall be able to</p> <ul style="list-style-type: none"> • carry out various forms of advanced research involving independent enquiry; • demonstrate the ability of intercultural and interdisciplinary communication. |
| <p>4</p> | <p>Teaching Methods</p> <p>Seminar Lecture Practical Project Based Learning</p> |
| <p>5</p> | <p>Credit Points, Contact Hours and Self Study</p> <p>5 CP 3 SWS/48 h Self-study: 102 h Workload: 150 h</p> |

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| 6 | <p>Assessment Methods</p> <p>Term paper and/or assessed assignment and/or presentation and/or written examination and/or practical examination</p> <p>Assessment methods will be announced to students at the beginning of the module</p> |
| 7 | <p>Module Prerequisites</p> <p>-</p> |
| 8 | <p>Recommended Prerequisite Knowledge</p> <p>-</p> |
| 9 | <p>Duration and Frequency</p> <p>1 semester, winter and summer term</p> |
| 10 | <p>Used in other Modules</p> <p>-</p> |
| 11 | <p>Recommended Reading</p> <p>-</p> |