Anlage 5

Modulhandbuch des Studiengangs

Motion Pictures
Bachelor of Arts

des Fachbereichs Media

der Hochschule Darmstadt – University of Applied Sciences

zuletzt geändert am 10.01.2017

Änderungen gültig ab 01.10.2018

Zugrundeliegende BBPO vom 04.11.2014 (Amtliche Mitteilungen Jahr 2014)

In der geänderten Fassung vom 10.01.2017 (Amtliche Mitteilung Jahr 2018)

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0. Vorbemerkungen

(1)   Sämtliche Module werden im Sinne des § 1 Abs.7 ABPO durch folgende Punkte beschrieben:

1. Die Inhalte (Indicative Module Contents);
2. Die Lern- und Qualifikationsziele (Learning Outcomes) im Sinne von zu erwerbenden Kompetenzen (Competencies);
3. Die Lehrveranstaltungen (Type of Course) mit den Lehr- und Lernformen (Teaching Methods);
4. Den nach den Lehrveranstaltungen und Lernformen des Moduls aufgeschlüsselten Arbeitsaufwand (Workload) und die Zahl der vergebenen Punkte (CP);
5. Die Voraussetzungen für die Zulassung zu dem Modul (Prerequisites Subjects)
6. Die Dauer (Duration) und zeitliche Gliederung (Semester) sowie die Häufigkeit des Angebots (Module Frequency);
7. Die Verwendbarkeit des Moduls in verschiedenen Studiengängen (Used in other Courses);
8. Die Beschreibung der im Modul zu erbringenden Prüfungsvorleistungen und Prüfungen (Assessment Methods), sowie gegebenenfalls weitere Voraussetzungen für den erfolgreichen Abschluss des Moduls (Prerequisites for CP).

(2)   Die Übersicht über die Module in Anlage 1 der BBPO enthält:

1. Den nach den Lehrveranstaltungen und Lernformen des Moduls aufgeschlüsselten Arbeitsaufwand (workload) und die Zahl der vergebenen Punkte (CP);
2. Die Dauer des Angebots (Duration);
3. Die Art und Form der im Modul zu erbringenden Prüfungen.

(3)   Die Zulassungsvoraussetzungen zum Bachelormodul 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.

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1. The Principle of Problem Based Learning Workshops

Preconditions

Facing the rise of complexity

Media-Projects are characterized by a two-dimensional multidisciplinarity: They are on first 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 but meanwhile highly specific media genres with linear and/or interactive modalities like animation, game, installations, video, film, sound ... 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 shorter ever. For the individual worker this means the rise of self-directed work, self-motivation, self-organisation, lifelong learning and beyond this – teamwork in international (which means multi-cultural) settings. This requires teaching methods, which help students to reach the qualifications necessary in these fields.

Supporting constructivist learning

In the traditional sense, learning means to memorize and to recall facts. Thus declarative knowledge will be acquired in a static way, which is suitable in complex situations to only a limited extent. The future media developer rather needs practical methodological skills and problem solving competencies. Therefore a change from an instructional to a constructivist view of teaching is helpful. In this sense learning means to incorporate the persistent fundamentals on the one hand and to actively construct thought-patterns on the other hand.

Supporting active learning

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.

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Supporting to learn how to learn

Knowledge management is a central task of our knowledge society. Until today the idea of mainly explicit exchange of knowledge prevails. But especially in the media industry a change from codified knowledge (externalized knowledge) to tacit knowledge (implied/implicit Knowledge) is necessary.

Definition

Problem-based learning (PBL) is a student-centred pedagogical strategy, applied to the study courses, in which students learn about the given indicative subjects in the context of complex, multifaceted, and realistic problems. Working in groups, students identify what they already know, what they need to know, and how and where to access new information that may lead to resolution of the problem. The role of the instructor is that of a facilitator of learning who provides appropriate scaffolding of that process by (for example), asking probing questions, providing appropriate resources, and leading class discussions, as well as designing student assessments.

Implementation into the study programme

This form of teaching should embrace the disciplines Media Design, Media Technology and Media Management as inherent parts of a workshop module with a given semester's topic.

Way of teaching

From a constructivist perspective in a problem-based learning strategy, the role of the instructor is to guide the learning process rather than provide knowledge (Hmelo-Silver, C. E. & Barrows, H. S. (2006). "Goals and strategies of a problem-based learning facilitator. ", Interdisciplinary Journal of Problem-based Learning, 1. 21-39.). In this perspective, feedback and reflection on the learning process and group dynamics are essential components of PBL. Students are considered to be active agents who engage in social knowledge construction. Nevertheless, a professional and reliable input-framework is necessary.

Teaching methods in the workshops can be:
• Seminar
• Impulse keynote talk
• Coaching
• Discussion

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General learning outcomes

In Detail PBL develops the following skills:

- 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 competency
- Capacity for teamwork
- Lifelong learning skills

Project phases

(Basic grid, to be adapted to focal-point-specific workshops)

- Define rules of work
- Analyse situation
- Define problem
- Design research & distribute work
- Research/work
- Share results & analyse results
- Conclusion

Benefits of PBL compared to traditional lecture teaching

- With a given project/workshop/production context, students want to learn to a greater extent than in pure lecture scenarios
- Students take ownership of the need to learn
- Students learn by doing – practice, trial-and-error, repetition, experimenting
- Making sense of what is being learned is more obvious – 'getting one's head around it'
- Better effects by learning from feedback: other people's reactions, seeing the results
- Deepening one's learning by explaining it to others, teaching, coaching
- Further deepening one's learning, by making informed judgements on one's own
- Work and on others' work – self- and peer-assessing

(Following Phil Race's presentation, University of Aalborg, March 2009)

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2. Modulbeschreibungen der Pflichtmodule im 1. Semester

MD1 – Basic Principles of Media Design

ID	Workload	Credits	Semester	Module Frequency	Duration
MD 1	250 h	10	1st Semester	Winter Term	1 Semester

1	Type of Course		Contact Hours	Self-Study	Size of Groups
	a) Theory: Collaborative teaching/ lecture/seminar		a) 4 SWS/64 h	61 h	a) 30
	b) Praxis: Practical		b) 4 SWS/64 h		b) 15

2	Learning Outcomes / Competencies
	The Media Design Module ¨md1¨ provides a foundation for all media design activities. The student is introduced to theories, methods and practical processes involved in time-based and interactive media production. The module encourages students to adopt an analytic, creative and ethical approach to the resolution of basic media design problems. The module integrates theoretical and practical aspects of design processes of Motion Pictures. The students gain awareness of the issues associated with the development of ideas and the use of appropriate forms of genre and media specific expression within the contemporary digital media landscape. On successful completion of this module the student will be able to: • Analyse and valuate media artefacts with regard to fundamental genre and design principles • Describe the scope of creative activities and methods within a typical media project • Show basic abilities in developing design concepts for media products in the chosen specialisation and presenting them in a clear and coherent manner • Analyse and evaluate time-based and interactive media artefacts in terms of their use of space, time, motion, sound and interaction • Demonstrate an awareness of audiences in the communication and interpretation of ideas

Indicative Module Contents

Theory: Film Studies

- History of moving images
- Film language
- Narration/storytelling/cinematographic codes
- Basics of lighting
- Basics of cinematography
- Composition of space: mise en scène
- Composition of time: montage
- Sound in video & film

Praxis: Design Basics of Motion Pictures

- Principles of still composition: photography & framing
- Modelling with light: available and constructed light
- Characters and objects in space and time
- Montage, mis en scène, découpage
- Perspective, angle, depth of field
- Trucking, blocking
- Characterization
- Storytelling: plot and subplot
- Storyboarding
- Principles of audio-visual composition: image & sound
- Blue/green screen shooting
- Visual effects and post production

4	**Teaching Methods**
	The module integrates essential methods of problem-based learning. The range of teaching methods includes impulse lectures, coaching of individual practical assignments and short, group-based project activities within Motion Pictures. The student-centred methodical approach creates an interactive learning environment, which encourages learners to explore their creative potential and to integrate professional design thinking in their creative practice.

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	Through individual and group based work the students develop essential methodical, practical and intellectual skills in the specialized field of media design. Carefully selected assignments and projects involve students in design problems that promote the acquisition of critical knowledge, problem solving proficiency, self-directed learning strategies and teamwork capacity.
5	**Prerequisite Subjects** -
6	**Assessment Methods** Examination Prerequisite: Homework, practical work and demonstration (70%), Examination: Final presentation and written documentation (30%)
7	**Prerequisites for CP** -
8	**Used in Other Courses** -
9	**Significance of Mark for Final Mark** According to CP: 2,42%
10	**Name of <u>Module-Responsible</u> and Teaching Professors** Module-responsible: Prof. Alexander Herzog Teaching Professors: Prof. Alexander Herzog Prof. Bettina Blümner Prof. Thomas Lauterbach LfbA Wolfram Gruß
11	**Other Information** -

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MT1 – Media Technology 1

ID	Workload	Credits	Semester	Module Frequency	Duration
MT1	250 h	10	1st Semester	Winter Term	1 Semester

1	Type of Course		Contact Hours	Self-Study	Size of Groups
	a) Lecture		a) 4 SWS/64 h	61 h	a) 30 students
	b) Practical		b) 4 SWS/64 h		b) 15 students

2	Learning Outcomes / Competencies
	The student shall be able to explain and / or give examples for the role of technology in different media areas:
	• The role of media technology in the field of video and film
	• Basic knowledge in camera technology and optics
	• Fundamental competence in sound recording
	• Analogue and digital media
	• Basic understanding of electronics
	• Usage of different types of digital media
	• Principles and limitations of human perception (visual, acoustical, tactile, etc.)

3	Indicative Module Contents
	Indicative Module Contents
	• Physics for film makers
	• The nature of light and sound
	• Human perception
	• Optics and lenses
	• Introduction into electronics
	• Basic Camera and video technology
	• Sound recoding for video and film
	• Lighting technology

4	Teaching Methods
	Lecture, seminar, practical sessions

5	Prerequisite Subjects
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6	**Assessment Methods**
	Examination Prerequisite: Homework, practical work and demonstration (50%) Examination: Written exam (50%)
7	**Prerequisites for CP**
	-
8	**Used in Other Courses**
	-
9	**Significance of Mark for Final Mark**
	According to CP: 2,42%
10	**Name of <u>Module-Responsible</u> and Teaching Professors**
	Module-responsible: Prof. Dr. Frank Gabler Teaching Professors: Prof. Dr. Frank Gabler LfbA Wolfram Gruß N.N. (associate lecturers)
11	**Other Information**
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MM1 – Media Industries and Basic Principles of Communication, Teamwork and Project Management

ID	Workload	Credits	Semester	Module Frequency	Duration
MM1	125 h	5	1st Semester	Winter Term	1 Semester

1	Type of Course	Contact Hours	Self-Study	Size of Groups
	a) Theory: Collaborative teaching / lecture / seminar	a) 1 SWS/16 h	77 h	a) 30
	b) Praxis: Practical	b) 2 SWS/32 h		b) 30

2	Learning Outcomes / Competencies
	The Media Design Module "MM1" provides a basic knowledge of the structure and history of media industries and media business with a strong focus on TV and film.
	The variety of professions in media business, Film & TV production and distribution. It also provides a foundation for communication and cooperation in heterogeneous project-teams and basic methods of project management. The student is introduced to theories, methods and practical communication processes involved in media production
	On successful completion of this module the student will be able to:
	• Understand the structure, history and interdependencies of media business.
	• Understand and apply the basic tools to improve communication and teamwork
	• Analyse and change the own communication behaviour
	• Understand, describe and apply the basic elements of communication

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3	**Indicative Module Contents**
	- Film & TV industries in Germany and Europe - Professions in Film & TV production and distribution - Basic principles of film financing - Introduction to basic elements of communication - Effective teamwork - Handling of team diversity/interdisciplinarity - Talking and listening - Timeline of a media project - Problems in various phases of a media project - Basic methods of project management
4	**Teaching Methods** Seminar/Group coaching
5	**Prerequisite Subjects** -
6	**Assessment Methods** Examination Prerequisite: Homework, practical work (40%), Examination: Presentation (60%)
7	**Prerequisites for CP** -
8	**Used in Other Courses** -
9	**Significance of Mark for Final Mark** According to CP: 2,42%
10	**Name of <u>Module-Responsible</u> and Teaching Professors** Prof. Alexander Herzog Prof. Thomas Lauterbach Prof. Bettina Blümner N.N. (associate lecturers) LfbA Elke Baumann
11	**Other Information** -

MPH1 – Media, Culture, Technology and Communication

ID	Workload	Credits	Semester	Frequency of Module	Duration
MPH1	125 h	5	1. Semester	Winter Term	1 Semester

1	Type of Course	Contact Hours	Self-Study	Size of Groups
	a) Theory: Collaborative teaching / Lecture/Seminar	a) 1 SWS/16 h	77 h	a) 30
	b) Practical	b) 2 SWS/32 h		b) 30

2	Learning Outcomes / Competencies
	On successful completion of this module the student shall be able to:

- Discuss the basic origins, meanings as well as conceptual and terminological implications of the terms 'media', 'communication' and 'culture' in relation to audiovisual media;
- Demonstrate knowledge of milestones in audiovisual art and design history as well as the history of technology and apply them to contemporary audiovisual media;
- Demonstrate basic knowledge of the role and influence of visual and auditory communication modes and reception models in contemporary culture and media production;
- Demonstrate and apply knowledge of the interdependence of technological achievements, upcoming media, political and social ownership of media, role of recipient/user, and the emergence of audiovisual media contents and subjects.
- Apply different terms and strategies to the analysis and interpretation of media and cultural artifacts as well as to their impact on recipients and users demonstrating a knowledge of semiotic, cultural, psychological and social contexts and influences;
- Discuss concepts and terms relevant to the creation, production and consumption of audiovisual media and cultural artefacts e.g. creator/author, artist/designer, recipient/consumer/user/ participant, etc.
- Apply and evaluate scientific and scholarly methods to the analysis of audiovisual productions, their elaboration and their presentation.

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3	**Indicative Module Contents**
	Introductions into:
	• Introductions into
	• The origins and meanings of "Culture", "Media" and "Communication", introducing into their historical developments and their relationship to technological and social developments
	• The history of technology and their impact on audiovisual medias' designs, contents and communication development
	• The history of arts and design, their semiotics and their relation to contemporary media;
	• Theories, models and terms describing and analysing media, communication, culture, art, design, and relating them to e.g. identity, gender, power and socio-political structures
	• Scientific and scholarly methods appropriate for culture and media
	• The culture industry: creation, production, consumption; high, mass and popular culture
4	**Teaching Methods**
	Lecture and presentation
5	**Prerequisite Subjects**
	-
6	**Assessment Methods**
	Examination Prerequisite: Homework, practical work and demonstration (40%), Examination: Written exam (60%)
7	**Prerequisites for CP**
	-
8	**Used in Other Courses**
	-
9	**Significance of Mark for Final Mark**
	According to CP: 2,42%
10	**Name of <u>Module-Responsible</u> and Teaching Professors**
	Prof. Sabine Breitsameter
	N.N. (associate lecturers)
11	**Other Information**
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3. Modulbeschreibungen der Pflichtmodule im 2. bis 7. Semester

MP2 – Experimental Media Projects

ID	Workload	Credits	Semester	Frequency of Module	Duration
MP2	375 h	15	2. Semester	Summer Term	1 Semester

1	Type of Course	Contact Hours	Self-Study	Size of Groups
	Main Module: Project/problem based learning Sub-modules: Problem based learning/workshops/seminars/ lectures	7 SWS/112 h	170 h	10

2	Learning Outcomes / Competencies
	The aim of the Media Project 2 is to foster the development of a first project in the area of motion pictures. This project should promote awareness of the creative and technical issues associated with the chosen specialization and the use of appropriate cinematographic language, tools and techniques. It allows the students to experience the scope of creative and technical methods and processes within contemporary media production. The first project offers the possibility to apply basic project management methods and skills.
	Students are encouraged to take responsibility for self-directed, group-oriented learning processes. They explore individual and collective methods of problem solving and construction of knowledge. They develop presentation ideas tailored to an audience; visualize and verbalize the essential of a message, address and present to an audience and reply to critical questions within their projects. They explore methods and tools of project management.
	On successful completion of this module the student shall be able to:
	• Understand and experience key characteristics of team based projects, solve team problems; use relevant and appropriate etiquette in communicating with stakeholders
	• Apply basic principles of research such as: examine the topic and identify the audience, existing samples in contemporary or historic cinematography , the social and cultural environment, empathy, functional and technical conditions of the media project

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	• Demonstrate methodical and practical skills in creating, visualizing and evaluating different ideas and concepts
	• Produce media artefacts in an appropriate media language and with necessary technical skills
	• Understand and solve the problems within a project team and within a project development process
	• Understand and apply basic methods of project management
	• Understand, and describe the basic elements of project management
	• Document the project development and the deliveries of the project
3.	**Indicative Module Contents: Short Films**
	In this project the students explore planning, preparing, producing, editing and public presentation of short films – either experimental, documentary or fiction. They train appropriate creative techniques regarding research, scriptwriting, planning, budgeting, casting, organizing camera operation, lighting, sound recording, nonlinear editing and sound mixing. Items are spine, tone, narrative perspective in cinematographic storytelling, the grammar of film language, character development, plot and subplot. Students research advanced contemporary cinematographic codes in order to reveal the students' "visual mind".
	Sub-module Media Technology • Camera technology II: Imaging sensors, output formats, Synchronization • Video and Audio Compression: mathematical basics, RLE, Huffmann-Code, discrete cosine transform, (e.g. MPEG, JPEG, MP3) • Image & video reproduction
	Sub-module Media Design • Narratology: story structure, characterization, dramatic/narrative structure • Narratology: documentary and fiction film • Classical and modern patterns in storytelling • Film language, cinematographic codes • Cinematography, montage principles • Image and sound • Preproduction & Production • Post production & visual effects • Sound design and mixing

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4	**Teaching Methods** Project work, assisted team work, problem based learning
5	**Prerequisite Subjects** -
6	**Assessment Methods** Examination Prerequisite: project work (0%) **Media Technology**: written or oral exam (33,3%) **Media Design**: homework, written or oral exam (33,3%) Examination: **Project**: Final Presentation and documentation (33,3%)
7	**Prerequisites for CP** -
8	**Used in Other Courses** -
9	**Significance of Mark for Final Mark** According to CP: 4,85%
10	**Name of <u>Module-responsible</u> and Teaching Professors** Module-responsible: Prof. Alexander Herzog Teaching Professors: Prof. Alexander Herzog Prof. Bettina Blümner Prof. Thomas Lauterbach LfbA Wolfram Gruß
11	**Other Information** -

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SuK2– Diversity and Intercultural Communication in Globalized Media *

ID	Workload	Credits	Semester	Frequency of Module	Duration
SuK 2	125 h	5	2nd Semester	Summer Term	1 Semester

1	Type of Course		Contact Hours	Self-Study	Size of Groups
	a) Lecture/Seminar		a) 1 SWS/16 h	87 h	a) 30
	b) Workshops/Seminar/Practical		b) 1 SWS/16 h		b) 30

2	Learning Outcomes / Competencies
	This module introduces the students to the major challenges of professional practices in an economically globalized and socially highly diversified media arena.
	After the successful completion of the module the students shall be able to
	• Demonstrate and apply knowledge of central aspects of gender, diversity and intercultural issues and questions prevalent in contemporary societies related to the contents, production conditions, technologies and working situations in media
	• Demonstrate and apply knowledge of the similarities and differences in diverse media cultures (presuming the roles as media makers, producers, performers and consumers) based on diversity and gender
	• Apply appropriate terms and strategies to analyse issues of gender, diversity and intercultural communication in media, understand and discuss the origins and causes of disbalances and frictions of the issues, their ethical, humanitarian as well as economical implications
	• Apply appropriate ways of meeting a standard of connecting the requirements of gender, diversity and interculturality with the aims and requirements of media production in the digital, globalized media world

3	Indicative Module Contents
	• Introduction into the topics of diversity, gender and interculturality from a historical as well as from a contemporary perspective
	• Specification and exemplification of the topics towards their occurrence, influence and relevance in media
	• Introduction into the aims, approaches and policies of major International Organizations such as UN or EU and their subdivisions to improve communication, collaboration, communal productivity/creativity and avoid or compensate disbalances.

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4	**Teaching Methods**
	Lecture, seminar, presentations, individual and team-based research, case studies
5	**Prerequisite Subjects**
	-
6	**Assessment Methods**
	Examination Prerequisite: Homework, practical work and demonstration (40%), Examination: Written or oral exam (60%)
7	**Prerequisites for CP**
	-
8	**Used in Other Courses**
	-
9	**Significance of Mark for Final Mark**
	According to CP: 2,42%
10	**Name of Module-responsible and Teaching Professors** Module-responsible: Prof. Sabine Breitsameter
11	**Other Information** * This module is offered in the framework of the socio-scientific programme of the University of Applied Sciences Darmstadt

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MP3 – Cinematographic Media Projects

ID	Workload	Credits	Semester	Frequency of Module	Duration
MP 3	375	15	3rd Semester	Winter Term	1 Semester

1	Type of Course		Contact Hours	Self-Study	Size of Groups
	Main Module: Project/problem based learning Sub-modules: Problem based learning/workshops/seminars/ lectures		9 SWS/145 h	230 h	10

2	Learning Outcomes / Competencies
	The aim of this Project is to combine creativity, technology and management in the development and realisation of an ambitious time-based media product. The project should promote awareness of the professional issues associated with the conception, production and post production process of a standard media product in the area of motion pictures. There is an emphasis on conceptual design, professional methods and techniques and management of complex workflows. The whole project workflow is accompanied and controlled by a professional project management.

On successful completion of this module the student will be able to:

Overall Competencies:
- Apply analytical and methodological skills with more routine
- Transfer skills
- Apply problem solving skills
- Work in a mid-sized team
- Define quality standards

Project competencies:
- Demonstrate creativity, initiative and experimentation in developing and progressing ideas over the course of a project
- Apply project management techniques, tools and strategies throughout the lifecycle of a project
- Meet agreed deadlines and declared milestones of a project |

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- Apply an appropriate range of specialised software, hardware and cinematographic technics, in the production and postproduction of a project
- Demonstrate the use of appropriate research, project development, script writing shooting and postproduction methods in the development and realisation of a project

Disciplinary Competencies:

Design:
- Story structure, characterization, dramatic/narrative structure
- Classical and modern patterns in storytelling
- Sophisticated Film language, cinematographic codes
- Complex Cinematography, montage principles – dramaturgy
- Post production, grading and visual effects
- Sound design, recording and mixing
- Framing, composition, depth of field
- Painting with light

Media Technology:
- Profound understanding and handling of camera- and studio technology
- Deepening the understanding of technological impacts to the production flow for video and film

Media Management:
- Cope with crises and failures
- Preproduction and Production
- Project workflow
- Planning, scheduling and budgeting
- Financing and funding film projects
- Legal aspects of production and distribution
- Marketing and distribution
- Apply business-planning methodologies

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3	Indicative Module Contents: Professional TV-/Movie Production
	This project focuses on pre-production of a feature film, experimental Film or a documentary film either individual or in groups of several students.
	Production of a feature film: The students develop their idea to a script. The items of pre-production are breakdown, schedule, budget, financing, storyboard, teambuilding, casting, pitch and presentation due to the character and content of the individual project.
	Production of a documentary film: The items are catalyst (motivation, wound, encounter, assignment…), research, "choice of weapons", fund raising, spine, perspective/, tone, common editing strategies in documentary film making and new documentary formats.

Sub-module Media Management

- Planning, scheduling and budgeting

- Financing and funding film projects

- Legal aspects of production and distribution

- Teambuilding

- Casting

- Quality management

- Marketing and distribution

Sub-module Media Design

- Film history

- Film semiotics

- Advanced storytelling and scriptwriting

- Film language

- Advanced cinematography

- Work with actors

- Technique of interview (e.g documentary film)

Sub-module Media Technology

- Historical contemplation of TV- and broadcast technology

- Digital and analogue video signals and signal measurement

- Studio environment and production workflow

- Studio technology: live recording, live editing

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	• Green Screen, chroma key
4	**Teaching Methods** **Project work, seminar, lecture**
5	**Prerequisite Subjects**
6	Assessment Methods Examination Prerequisite: project work (0%) **Media Management**: written or oral exam (25%) **Media Design**: homework, written or oral exam (25% **Media Technology**: written or oral exam (25%) Examination: **Project: Final Presentation and documentation (25%)**
7	Prerequisites for CP -
8	Used in Other Courses -
9	Significance of Mark for Final Mark According to CP: 7,27%
10	**Name of <u>Module-responsible</u> and Teaching Professors** Module-responsible: Prof. Alexander Herzog Teaching Professors: All professors of of the study courses Motion Pictures and associated MT professors LfbA Wolfram Gruß
11	**Other Information** -

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IP4 – Praxismodul

ID	Workload	Credits	Semester	Frequency of Module	Duration
IP4	750 h	30	4th Semester	Summer Term	1 Semester

1	Type of Course	Contact Hours	Self-Study	Size of Groups
	a) Lecture	a) 2 SWS/30 h		a) 30
	b) Tutorials, group discussions and peer reviews	b) 2 SWS/30 h		b) 15
	c) Industrial placement		c) 690 h	

2	Learning Outcomes / Competencies
	On successful completion of this subject the student will be able to:
	• Understand and reflect the practical work of a designer, producer, developer
	• Reflect new fields of application and new professional methods
	• Integrate needs of practice in coming projects
	• Integrate methods of practice in coming projects

3	Indicative Module Contents
	The industrial placement takes five months. There will be accompanying studies at university before the placement and after the placement.
	The course before the placement gives information about industrial places and about the organisation of the placement. In the course after the placement the students give a presentation about their projects in the placement and about their experiences.
	Students have to produce a detailed report about their projects.
	The students work in the fields of:
	• Concept, planning and / or production and / or postproduction of movie, video, TV and AV projects
	• Concept, planning and / or production of multimedia projects
	• Concept, planning and / or production of media systems
	• Management and marketing of multimedia products and media systems

4	Teaching Methods
	• Lectures

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	• Tutorials, group discussions and peer reviews • Presentation
5	**Prerequisite Subjects** -
6	**Assessment Methods** Examination Prerequisite: Completed IP (0%) Examination: IP-Report, presentation of IP-Report (100%)
7	**Prerequisites for CP** -
8	**Used in Other Courses** -
9	**Significance of Mark for Final Mark** None (0%)
10	**Name of Module-responsible and Teaching Professors** Module-responsible: Prof. Alexander Herzog Teaching Professors: All professors of of the study course Motion Pictures LfbA Elke Baumann
11	**Other Information** -

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MP 5 – Professional Media Project

ID	Workload	Credits	Semester	Frequency of Module	Duration
MP5	375	15	5th Semester	Winter Term	1 Semester

1	Type of Course		Contact Hours	Self-Study	Size of Groups
	Problem based learning/workshops/seminars/ Lectures		9 SWS/145 h	230 h	10

2	Learning Outcomes / Competencies

The aim of the project is to develop, produce and finalize a professional and competitive motion picture project from brief through presentation. There is an emphasis on conceptual design, professional methods, techniques and management of complex contemporary media production. Parallel ethical, social and legal aspect should be taken into consideration.

On successful completion of this module the student will be able to:

Overall Competencies:

- Lifelong learning skills
- Ability to develop and communicate a conception for a motion picture project
- Demonstrate sophisticated skills in the use of cinematographic language
- Ability for critical thinking concerning innovation, new formats and technologies
- Ability to transfer technical innovation into cultural and/or social innovations
- Ability to generate synergies by the cooperation of project members with different expertise

Project competencies:

- Manage a self-initiated project from brief through to presentation
- Demonstrate creativity, independence and inventiveness in the approach and methods used to develop, produce and finalize a project
- Make informed choices through a critical approach to information gained through appropriate research methods in the development and implementation of ideas for a project

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- Effectively use synergy-effects learning from the members of a team

- Present a project in a coherent and clear fashion using a range of appropriate documentation and communication skills

Media Design
- Advanced dramaturgy skills
- Sophisticated understanding of cinematographic code
- Broaden the understanding of scenography
- Sophisticated skills and understanding of montage
- Advanced skills of photography in cinematography

Media Technology:
- Professional handling and understanding of state of the art camera-, sound- and lighting technology.

Media Management:
- Manage a self-initiated project from brief through to presentation
- Broaden project management skills including project plan, work breakdown structure, project mgt. software
- Manage a self-initiated project conception to presentation in the boarders of time, quality and budged - planning, scheduling and budgeting
- Financing and funding film projects
- Apply methods to promote creativity in a team
- Apply techniques to manage crises in a team
- Enhance presentation skills using a range of presentations styles, techniques and technologies.
- Professional marketing and distribution

3	Indicative Module Contents

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	Sub-module Media Design • Advanced Montage • Broaden skills to make concept based decisions • Broaden storytelling and project development skills • Development of a professional camera conception relating to a project. • Strategies to stay creative under the pressure of a professional production
	Sub-module Media Technology • Advanced Camera technology: contrast and dynamic range. • Camera performance measurement and understanding (Ulbricht Kugel) • Advanced lighting systems • Stereoscopy
	Sub-module Media Management • Broaden project management skills including project plan, work breakdown structure, project mgt. software • Manage a self-initiated project from brief through to presentation in an interdisciplinary environment • Apply methods to promote creativity in a team setting • Apply methods to evaluate media projects concerning their potential production and distribution in different media channels • Enhance presentation skills using a range of presentations styles, techniques and technologies.
4	**Teaching Methods** PBL-Workshops
5	**Prerequisite Subjects** Successful completion of all modules of semester 1-3, except two elective modules
6	**Assessment Methods** Examination Prerequisite: project work (0%) **Media Design**: homework, written or oral exam (25% **Media Technology**: written or oral exam (25%) **Media Management**: written or oral exam (25%)

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	Examination: **Project**: Final Presentation and documentation (25%)
7	**Prerequisites for CP** -
8	**Used in Other Courses** -
9	**Significance of Mark for Final Mark** According to CP: 7,27%
10	**Name of <u>Module-responsible</u> and Teaching Professors** Module-responsible: Prof. Alexander Herzog Teaching Professors: Prof. Alexander Herzog Prof. Bettina Blümner Prof. Thomas Lauterbach
11	**Other Information** *Project-Topic shall change if no longer up-to-date. Each team shall consist of students of each focus.

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MP6 – Advanced Media Projects

ID	Workload	Credits	Semester	Frequency of Module	Duration
MP 6	375	15	6th Semester	Summer Term	1 Semester

1	Type of Course		Contact Hours	Self-Study	Size of Groups
	Problem based learning/workshops/seminars/ Lectures		9 SWS/145 h	230 h	10

2	Learning Outcomes / Competencies
	On successful completion of this module the student will be able to:

Overall Competencies:

• Lifelong learning skills

• Ability for critical thinking concerning innovation, new formats and technologies

• Ability to transfer technical innovation into cultural and/or social innovations

Project competencies

• Manage a self-initiated project from brief through to presentation

• Demonstrate creativity, independence and inventiveness in the approach and methods used to develop and implement a project

• Make informed choices through a critical approach to information gained through appropriate research methods in the development and implementation of ideas for a project

• Effectively use quality control techniques and methods to ensure a high quality finish to their product

• Present a project in a coherent and clear fashion using a range of appropriate documentation and communication skills

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3	Indicative Module Contents
	This project focuses on pre-production of a feature film, experimental film or a documentary film either individual or in groups of several students. Production of a feature film: The students develop their idea to a script. The items of pre-production are breakdown, schedule, budget, financing, storyboard, teambuilding, casting, pitch and presentation due to the character and content of the individual project. Production of a documentary film: The items are catalyst (motivation, wound, encounter, assignment...), research, "choice of weapons", fund raising, spine, perspective/, tone, common editing strategies in documentary film making and new documentary formats.

Sub-module Media Management

- Planning, scheduling and budgeting
- Financing and funding film projects
- Advanced legal aspects of production and distribution
- Teambuilding
- Casting
- Quality management
- Marketing and distribution

Sub-module Media Design

- Film history
- Film semiotics
- Advanced storytelling and scriptwriting
- Film language
- Advanced cinematography
- Working with actors
- Technique of interview

Sub-module Media Informatics/Technology

- Emerging standards & technologies
- Motion capturing and 3-D, Stereoscopy
- Camera motion and control systems
- Massive data storage & handling
- Digital cinema
- Transmedia technology

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4	**Teaching Methods** Project work, seminar, lecture
5	**Prerequisite Subjects** Successful completion of all modules of semester 1-3, except two elective modules
6	**Assessment Methods** Examination Prerequisite: project work (0%) **Media Management**: written or oral exam (25%) **Media Design**: homework, written or oral exam (25% **Media Technology**: written or oral exam (25%) Examination: **Project**: Final Presentation and documentation (25%)
7	**Prerequisites for CP** -
8	**Used in Other Courses** -
9	**Significance of Mark for Final Mark** According to CP: 7,27%
10	**Name of** <u>Module-responsible</u> **and Teaching Professors** Module-responsible: Prof. Alexander Herzog Teaching Professors: Prof. Alexander Herzog Prof. Bettina Blümner Prof. Thomas Lauterbach
11	**Other Information** -

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MP7R – Research-Project

ID	Workload	Credits	Semester	Frequency of Module	Duration
MP7R	370 h	15	7th Semester	Every Term	10 weeks

1	Type of Course		Contact Hours	Self-Study	Size of Groups
	Seminar Tutorials, group discussions and peer reviews		3 SWS/30 h	340 h	30

2	Learning Outcomes / Competencies
	On successful completion of this subject the student will be able to:

- Use appropriate methodologies to explore the topic for an interactive or linear product; and/or
- Demonstrate the advantages of carrying out extensive and detailed user or situation research for a product; and/or
- Use appropriate methodologies with regard to research for product development; and/or
- Use appropriate methodologies with regard to market research; and/or
- Use appropriate methodologies with regard to product concept and development; and/or
- Use appropriate methodologies to plan the project organisation and financing of a media-project; and/or
- Identify and design for the cultural environment in which a product will be used or experienced

3	Indicative Module Contents
	The student(s) submits a briefing document for a linear and/or interactive to a desired project coach. Once this brief has been accepted, the student then writes a planning document, containing:

- A project proposal
- The results of the necessary research, developing the project
- The description of a developed rough concept for the project
- A project plan

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Project Schedule:

- Application with briefing document

- Agreement on deliverables according to chosen subject with coach

- Delivery of research- and concept-plan

- Discussion sessions and review of preliminary results (group/peer reviews)

- Final Presentation (assessment)

4	**Teaching Methods**
	- Coaching
	- Tutorials, group discussions and peer reviews
	- Presentation and demonstration
5	**Prerequisite Subjects**
	Successful completion of all modules of semester 1-3, except two elective modules
6	**Assessment Methods**
	Examination Prerequisite: Research Documentation (75%)
	Examination: Final Presentation (25%)
7	**Prerequisites for CP**
	-
8	**Used in Other Courses**
	-
9	**Significance of Mark for Final Mark**
	According to CP: 7,27%
10	**Name of Module-responsible and Teaching Professors**
	All professors of Motion Pictures
11	**Other Information**
	-

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MP7B – Bachelor Module incl. Colloquium

ID	Workload	Credits	Semester	Frequency of Module	Duration
MP7B	390 h	15	7th Semester	Every Term	12 weeks

1	Type of Course		Contact Hours	Self-Study	Size of Groups
	Seminar Tutorials, group discussions and peer reviews		4 SWS / 60 h	330 h	20

2	Learning Outcomes / Competencies
	On successful completion of this subject the student will be able to
	• Discuss the design, cultural, technical and economic issues related to the project
	• Show appropriate use of project management skills and tools in application of project resources and in meeting project milestones on time and to specifications
	• Demonstrate judgement in the application of appropriate research and design methods in arriving at final solution(s) for the proposed project
	• Demonstrate specialised technical, creative or conceptual skills and tools in the development, completion and presentation of the project outcomes
	• Show critical personal reflection and accountability in relation to learning from successful and unsuccessful project outcomes

3	Indicative Module Contents
	Students may develop and realise a motion pictures production or media product. The work should demonstrate an understanding of how to apply a range of methods and tools in arriving at a professional solution.
	Students may explore a concept from a cultural or market perspective that they wish to develop as a proposal to industry. Students developing ideas should cater for the cultural, technical, aesthetic and business aspects of a particular idea and explore all these aspects through sound research methods.
	Students are encouraged to start specialisation within the field of motion picture production.
	Projects can be the product of individual or team effort and in the case of team work the project proposed should outline clearly the areas of responsibility for each member of the team.

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	Project Schedule:
	• Discussion sessions, review of preliminary ideas and preparation of pre- production
	• Student presentation of Ideas (seminars; individual and group reviews)
	• Rough cut Presentation and/or Paper Prototyping (group/peer reviews)
	• Final cut Presentation and/or Prototype Presentation (group/peer reviews)
	• Final Presentation (assessment)
4	**Teaching Methods** • Coaching • Tutorials, group discussions and peer reviews • Presentation and demonstration
5	**Prerequisite Subjects** Successful completion of all modules of semester 1-6 (including IP), except two elective modules
6	**Assessment Methods** Bachelor Project: 75% Colloquium: 25%
7	**Prerequisites for CP** -
8	**Used in Other Courses** -
9	**Significance of Mark for Final Mark** 20%
10	**Name of <u>Module-responsible</u> and Teaching Professors** All professors of Motion Pictures
11	**Other Information** -

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4. Rahmenmodulbeschreibungen der Electives ME im 2. bis 6. Semester

ME – Media Electives

ID	Workload	Credits	Semester	Frequency of Module	Duration
ME	125 h	5	2, 3, 5, 6	Each semester	1 Semester

1	Type of Course		Contact Hours	Self-Study	Size of Groups
	Seminar/workshop/lectures/ project		3 SWS / 50 h	75 h	20 Design 20 IT 20 Philosophy

2	Learning Outcomes / Competencies
	Media Electives shall enable the student to:
	• Deepen his or her knowledge in specialised media fields or advanced topics and/or
	• Work in genre-spanning teams and contexts and/or
	• Gain and deepen knowledge from other media foci
	On successful completion of these modules the student shall be able to:
	• Develop and describe media concepts in a broad cultural and social horizon as well as in adaption to the eventually addressed media genre
	• Use a professional project management from brief and concept through to implementation and presentation
	• Use quality control techniques to ensure a professional finish to their product
	• Use all necessary design abilities to achieve a high quality media product
	• Use all necessary informatics and technical abilities and skills to achieve a high quality media product
	• Evaluate and assess the product or service completed from the success and functionality of the design, the technical, but also from a cultural perspective.
	• Integrate different media and different techniques to a complex product.

3	Indicative Module Contents
	The modules are clustered here in the following fields:
	• Media Technology
	• Media Design

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	• Media Management	
	• Media Philosophy	
4	**Teaching Methods**	
	Lecture, seminar, practical and presentation	
5	**Prerequisite Subjects**	
	-	
6	**Assessment Methods**	
	Final presentation and documentation	
7	**Prerequisites for CP**	
	-	
8	**Used in other courses**	
	-	
9	**Significance of Mark for Final Mark**	
	According to CP: 2,42%	
10	**Name of <u>Module-Responsible</u> and Teaching Professors**	
	Media Technology:	
	Prof. Dr. Frank Gabler	
	N.N.	
	Media Design:	
	Prof. Alexander Herzog	
	Prof. Bettina Blümner	
	Prof. Thomas Lauterbach	
	N.N.	
	Media Management:	
	All professors of of the study course Motion Pictures	
	N.N. (associate lecturers)	
	Media Philosophy:	
	Prof. Sabine Breitsameter	
	N.N.	

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11	**Other Information**
	* The catalogue offers two modules from the socio-scientific programme of the University of Applied Sciences Darmstadt: a) Media and Entertainment Law, b) a free of choice-course from the respective catalogue.

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5.2	**ME_01 bis ME_07 – Electives Media Design**
	The main indicative topics are:
	• Advanced Video Production
	• Advanced Post Production
	• Advanced Montage
	• Film Sound
	• Media Installation
	• Creative Writing, Dramaturgy and Storytelling for Linear and Interactive Media
	• Media Experiments
	Several versions of these Modules can be offered servicing different domains and foci. Basic indicative elements are:
	• Character development, inner and outer conflict, characterisation, archetypes
	• Interview techniques
	• Storytelling and understanding of complex story-structure taking into consideration of the history of drama, literature and motion pictures
	• Experience and knowledge in pace, rhythm and timing as part of directing, photographing and editing motion pictures and designing games
	• Capability of analysing motion pictures in terms of cinematographic language, montage, "mise en scene" a.o. in due consideration of historical and artistic background as well as genre
	• Active elaborated use of film language and taking into account contemporary styles and evolutions
	• History of the so called "montage" versus the contemporary "non-linear editing"
	• Film editing for documentary and feature films
	• Time, light, style as part of motion picture photography
	• Technical, artistic and journalistic practice of TV production taking into consideration of TV & media history and contemporary evolutions

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5.1	**ME_08 bis ME_09 – Electives Media Technology**
	The main indicative topics are:

The main indicative topics are:

- Advanced Film, AV and studio technology
- Transmedia Technology

Several versions of these modules can be offered servicing different domains and foci. Basic indicative elements are:

- Analogue and digital handing of still, video, film and audio signals
- Sound and film synchronization
- Sound recording and acoustics
- Sound and video effects (e.g. filters)
- Camera technology, optics
- Studio technology
- Broadcast technology
- IP-TV standards and systems
- Transmedia projects
- Blue/green screen technology
- Image analysis principles, image processing, object detection and tracking
- Virtual and augmented reality technology
- 3D position description and motion capturing
- Emerging technologies, current trends in technologies

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5.3	**ME_10 bis SuK 12 – Electives Media Management**
	The main indicative topics are:
	 • Media Events and Marketing • Media Producing in Different Fields of Media • Media and Entertainment Law (SuK-Module) Several versions of these Modules can be offered servicing different domains and foci. Basic indicative elements are: • History and contemporary practices of media business, financing, funding and budgeting as well as planning of resources. • Capability of planning and producing cross media events under consideration of Aspects such as technical, artistic, management & marketing • Entrepreneurial approach towards media production • Knowledge and experience of markets, their elementary laws, distribution and refunding of media products • Capability of planning, scheduling, financing and funding complex media products in due consideration to the artistic or journalistic approach • Copyright, media and entertainment law as basis for entrepreneurial decision making

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5.4	**ME_13 bis ME_18 – Electives Media Philosophy**

The main indicative topics are:

- Media Art History
- Cultures and Creative Practices in Digital Media
- Media Environments and Spaces
- Media Ethics and Philosophy
- Media and Communication Theories
- Play, Game, Act, Use: Concepts, History and Practices
- Choice from SuK-Catalogue

Several versions of these Modules can be offered servicing different domains and foci. Basic elements are:

- History and contemporary practices of image, sound, music and other semiotic systems
- History and contemporary practices of philosophy and ethical values
- History and contemporary practices of performative, process oriented and interactive arts, designs and cultural techniques
- History of media and media technology, its use and its audience
- Media and communication theories
- Media, perception and technology related philosophies and ethics
- Individual and social psychology of media use and impact
- Concepts, degrees and types of the audience's/the user's involvement and participation
- Notions and concepts of space, environment and architecture in media
- Contemporary practices and historical roots of exhibitions, installations, virtual spaces, games
- Structure and pre-requisites of creative and innovative aesthetic and social processes
- Aesthetic and ethical interpretation of historical or contemporary art, design and media productions
- Individuality, character, gender and identity in the digital age's virtual and networked world

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- Methodologies of cultural analysis, self-reflection, observation and field research
- Communication in the age of globalisation and diversity, and its impact on values, behaviours and aesthetics
- The relation between technology and innovation
- Success and failure of art-, design-works and media productions
- Terminologies of digital art and design related to aesthetics and communication
- Strategies of empowerment in order to participate in on-going theoretical/cultural/conceptual discourses

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6. Modulbeschreibungen der Electives ME im 2. bis 6. Semester

6. 1 Modulbeschreibungen der Design Electives

ME_01 – Advanced Video Production

ID	Workload	Credits	Semester	Frequency of	Duration
ME _01	125 h	5	2-6	Winter Term Summer Term	1 Semester

1	Type of Course		Contact Hours	Self-Study	Size of Groups
	Seminar/Workshop/Practical		3 SWS/50 h	75 h	20

2	Learning Outcomes / Competencies
	On successful completion of this module the student shall be able to:
	• Create detailed scripts, storyboards, dispostions and task listings for the production of a video and film composition
	• Use a professional project management from brief and concept through to implementation and presentation
	• Use a range of camera techniques to record/capture quality footage under a range of different circumstances like day time-, night time- and / or studio based recording
	• Design and integrate a range of visual media in a video and film editing environment using advanced compositing and post production techniques
	• Output a video or film composition to a range of delivery environments such as web (low and broadband), CD/DVD, film and TV

3	Indicative Module Contents
	This module is designed to build upon the students existing knowledge in linear and non-linear video production and post- production initiated in first year. The subject aims to provide students, who are specifically interested in the audio visual aspects of multimedia design and production, with a higher level of knowledge regarding processes and techniques of capturing, manipulating and delivering video or film within a multimedia context.
	Contents of this module may contain but are not limited to the following aspects:
	Visual Research: Examination of established practices, styles, narratives and elements of visual language employed in film, TV, and multimedia.
	Preproduction:

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Detailed writing of exposés, treatments, scripts and storyboards of a video or film composition illustrating the related narrative aspects ; planning of the recording of film and video material as well as production of graphic elements to be included in the final production; creation of a comprehensive project management plan to chart the time allocated to the different stages of the research and production tasks involved in the overall life cycle of the assignment.

Recording and Capturing:
Camera and shooting techniques applicable to a variety of environments and situations including day and night time recording, the use of different focal lengths and lens filters for creating atmosphere or correcting unbalanced natural or available light; advanced single and multichannel audio recording parallel to the shoot, techniques for minimising audio interference in an outdoor or live situation; advanced studio-based and outdoor lighting techniques; advanced studio-based recording techniques such as working with a green screen / chroma key; advanced content oriented recording techniques such as portrait composition guidelines for the interviewees appearance and clothing.

Post Production:
Advanced techniques for storing and managing video resources; setting up a project for a range of different delivery environments; advanced editing techniques employed to support narrative, advanced compositing techniques and choreography of various visual graphic elements; the application of special effects.

Rendering and Output:
Techniques for rendering as part of the production process; rendering a final composition in appropriate formats for a range of different delivery environments (for example, web, interactive and linearDVD, interactive and linear TV, film/projection).

Concept and Production:
The student is required to choreograph a short video or film sequence (for example, 5 minutes) that is cohesive from an audio visual aesthetic perspective. Media to be incorporated could include sound, 2D graphic elements, typography and basic 3D elements. The student is required to generate all, or a large proportion (re 80%), of the resources included in the composition. Also, at this level a greater emphasis is placed on the need for the student to incorporate a strong narrative and become familiar with finer concepts relating to the language of the moving image. With regard to the narrative the student may select from a range of topics provided by the lecturer or present a proposal for an independent idea to be passed by the lecturer. The assignment should incorporate title and credits sequences.

4	**Teaching Methods**
	Lecture, seminar, practical and presentation
5	**Prerequisite Subjects**
	-
6	**Assessment Methods**
	Final presentation and documentation

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7	Prerequisites for CP
	–

8	Used in Other Courses
	–

9	Significance of Mark for Final Mark
	According to CP: 2,42%

10	Name of <u>Module-responsible</u> and Teaching Professors
	Module-responsible:
	see general description ˝ME – Media Electives˝
	Teaching Professors:
	All professors of of the study courses Motion Pictures and associated MT professors

11	Other Information
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ME_02 – Advanced Post Production

ID	Workload	Credits	Semester	Frequency of	Duration
ME _02	125 h	5	2-6	Winter Term Summer Term	1 Semester

1	Type of Course		Contact Hours	Self-Study	Size of Groups
	Seminar/Workshop/Practical		3 SWS/50 h	75 h	20

2	Learning Outcomes / Competencies
	On successful completion of this module the student shall be able to: • Describe the process of post-production and identify its key uses within the overall production process • Create a detailed task listing for the postproduction of a video or film, employing advanced compositing and editing • Design and integrate a range of visual media in a professional video-editing environment using advanced compositing and editing techniques • Output a video composition to a range of delivery environments such as web (low and broadband), DVD, film and TV • Produce a finished piece of video or film work individually or as part of a team

3	Indicative Module Contents
	This module is designed to build on the students' existing knowledge of linear and non-linear media production and post- production, initiated in first year. The subject aims to provide the student, specifically interested in post-production techniques, to extend and develop existing knowledge and craft skills to a higher level with regard to processes and techniques relating to the capture, manipulation and delivery of video within a multimedia context. Contents of this module may contain but are not limited to the following aspects: Editing: To examine in detail established practices, styles, narratives and elements of audio-visual language employed in film, TV, and multimedia; To assemble editing, Jump cut, Match cut, subliminal cut, cross cut, montage sequence. Concept Development and Planning: Creating a detailed concept of a video composition illustrating the narrative aspects of the composition throughout the whole production ; producing a plan for the capture and production of video and graphic elements to be included in the final production; creating a comprehensive project management plan to chart the time allocated to the different stages of the research and production tasks involved in the overall lifecycle of the assignment.

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Compositing:
Animation, motion control and keying. Using either shot footage or library material. Layering effects and filters. Tracking motion and masking techniques. Multichannel and 3D effects applied for image correction or enhancement. Compositing as a creative tool. Audio mixing different recordings and effects within a post-production environment. Manipulation of audio tracks for correction or enhancement. Lights and cameras as effects tools within compositing. Merging 2D and 3D material.

Management in Post Production:
Advanced techniques for storing and managing video resources; advanced content management; setting up a project for a range of different effects employed to support narrative, advanced compositing techniques and choreography of various visual graphic elements; the application of special effects.

Rendering and Output:
Techniques for rendering as part of the production process; rendering a final composition in appropriate formats for a range of different delivery environments (for example, web, interactive and linear DVD, interactive and linear TV, film/projection)

Concept and Production:
The student is required to choreograph a short video sequence (for example, 5 minutes) that is cohesive from an audiovisual aesthetic perspective. Media to be incorporated could include sound, 2D graphic elements, typography and basic 3D elements. The student is required to generate all, or a large proportion (re 80%), of the resources included in the composition. Also, at this level a greater emphasis is placed on the need for the student to incorporate a strong narrative and become familiar with finer concepts relating to the language of the moving image. With regard to the narrative the student may select from a range of topics provided by the lecturer or present a proposal for an independent idea to be passed by the lecturer. The assignment should incorporate title and credits sequences. The size and complexity of the overall practical assignment should be designed to allow the student finish the assignment within in the time allocated.

4	Teaching Methods
	Lecture, seminar, practical and presentation
5	Prerequisite Subjects
	-
6	Assessment Methods
	Final presentation and documentation
7	Prerequisites for CP
	-

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8	Used in Other Courses
	–
9	Significance of Mark for Final Mark
	According to CP: 2,42%
10	Name of Module-responsible and Teaching Professors
	Module-responsible:
	see general description ¨ME – Media Electives¨
	Teaching Professors:
	All professors of of the study courses Motion Pictures and associated MT professors
11	Other Information
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ME_03 – Advanced Montage

ID	Workload	Credits	Semester	Frequency of	Duration
ME _03	125 h	5	2-7	Winter Term Summer Term	1 Semester

1	Type of Course **Project/problem based learning** Lecture/Seminar/ Workshop/Practical	Contact Hours 3 SWS/50 h	Self-Study 75 h	Size of Groups 20

2	Learning Outcomes / Competencies

On successful completion of this module the student shall be able to:

- Structure a workflow in postproduction
- Demonstrate and apply appropriate montage-methods, montage-theory and montage-technology
- Analyse, value and select Footage
- Make self-responsible decisions
- Develop and communicate a montage-conception
- Develop, present and argue cut variations
- Reflect critical the own work
- Apply sophisticated dramaturgy- and rhythm in the edit
- Adapt and modify the conception of a film to the real borders and possibilities of the shot footage.
- Discuss and analyse critical and in detail montage and dramaturgy
- Demonstrate a self-confident standing in a communicative teamwork
- Develop a own handwriting and position in montage-specific issues

3	Advanced Montage Module Contents

The task is to communicate different perspectives and approaches in montage to inspire exploration and the development of an independent and individual position. The training is not focused in instructing editing rules but in showing montage as a open field with different approaches and methods

Advanced Montage Overview:

This module is designed to build on the students existing knowledge of editing initiated in first year (MD1, MD2). The subject aims to provide the student specific knowledge in

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	dramaturgy, cinematografic language, storytelling, character development and audio-visual aspects. In this project the students train how to: • Explore editing and public presentation of short films, documentories, commercials and music-videos • Research and discuss advanced contemporary and historic cinematographic codes in order to reveal the students' "visual mind". • Develop a working montage-conception, to communicate a given content with the exiting footage • Build-up a sophisticated montage for dialogs • Develop a final-cut conceptions by reflecting rough-cut versions • Create a working dramaturgy in a time-based Media • Apply the two methods collage and "mise en scene" • Use information politics in storytelling • Communicate by symbolism, analogies, • Compressing and expanding time - drive, pace and timing, • Basic knowledge in animation, postproduction and compositing. • Decide between montage-methods collage and assemble and reduction, • Work with pattern, texture and rhythm in montage • How to develop criteria for selecting and eliminating footage • Use classical and modern pattern in storytelling, story structure, characterisation, dramatic/narrative structure • Apply sound design, mixing and basic SFX in the timeline
4	Teaching Methods **Project/problem based learning** Lecture, seminar, practical and presentation
5	Prerequisite Subjects -
6	Assessment Methods Final presentation and documentation
7	Prerequisites for CP -

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8	Used in Other Courses
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9	**Significance of Mark for Final Mark**
	According to CP: 2,42%
10	**Name of <u>Module-responsible</u> and Teaching Professors**
	Module-responsible:
	see general description "ME – Media Electives"
	Teaching Professors:
	Prof. Alexander Herzog
	Prof. Dr. Frank Gabler
	Prof. Bettina Blümner
	Prof. Thomas Lauterbach
11	**Other Information**
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ME_04 – Film-Sound

ID	Workload	Credits	Semester	Frequency of	Duration
ME _04	125 h	5	2-7	Winter Term Summer Term	1 Semester

1	Type of Course **Project/problem based learning** Lecture/Seminar/ Workshop/Practical	Contact Hours 3 SWS/50 h	Self-Study 75 h	Size of Groups 20

2	Learning Outcomes / Competencies
	On successful completion of this module the student shall be able to:
	• Develop, present and argue a film-sound-conception
	• Conceive and realize an individual film-audio project
	• Discuss and analyses critical audio conceptions of contemporary and historic cinema
	• Master and finalize a film-audioproject
	• Describe and use studio and mobil recording techniques
	• Apply analytical, methodological and transfer skills
	• Cope with crises and failures
	• Apply problem solving skill
	• Demonstrate creativity, initiative and experimentation in audiovisual conceptions
	• Use a sound-archive
	• Arrange pictures, sound, atmos, words and music in a timeline in order to communicate a plot

3	**Advanced Montage Module Contents**
	The training is not focused in instructing audiovisual rules but in showing film-sound as an open field with different approaches and methods

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Film-Sound Overview:

The subject aims to provide the student specific knowledge in audio-visual aspects.

- Basic physics of acoustic waves

- Loudness and levels in TV and cinema

- Finalizing and mastering,

- Basics of microphone-technologies

- Criteria for selecting and eliminating footage

- Arrangement of soundscapes and cinematic atmospheres to create a authentic and alive impression of a location

- Realization of a Filmsoundconception as a analytical reflection of a plot

- The use of a sound archive

- Field Recording

- Use of Electronic and acoustic instrumentation in filmsound

- Development of a working film-sound-conception, that supports the communication of a given content

- Sound technologies, timecode formats, recording technology, codecs, equalizer, compressor, expander, noisegates,

- Multicanal audio in TV and cinema,

- Stereophonic – microphones, technology and creative effects

- Mobile soundrecording technology and the use of microphones on location

- Methods for dubbing dialogues

- Soundrecording and the use of Microphones in Studio

- Sound editing and arraignment with digital nonlinear audiosytems

- Basics of film and Tv mixing

- Foley

- Mickymousing

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		• Critical reflection and argumentation oft audiovisual conceptions
		• Development of sound conceptions for feature, documentary or experimental films.
		• Signaltechnology and signal transmission
		• Score, atmo, music, soundtrack and sounddesign
		• The complex relation of filmsound, dramaturgy and storytelling
4	**Teaching Methods** **Project/problem based learning** Lecture, seminar, practical and presentation	
5	**Prerequisite Subjects** -	
6	**Assessment Methods** Final presentation and documentation	
7	**Prerequisites for CP** -	
8	**Used in Other Courses** -	
9	**Significance of Mark for Final Mark** According to CP: 2,42%	
10	**Name of <u>Module-responsible</u> and Teaching Professors** Module-responsible: see general description "ME – Media Electives" Teaching Professors: Prof. Alexander Herzog Prof. Dr. Frank Gabler Prof. Bettina Blümner Prof. Thomas Lauterbach	
11	**Other Information** -	

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ME_05 – Media Installation

ID	Workload	Credits	Semester	Frequency of	Duration
ME_05	125 h	5	2-6	Winter Term Summer Term	1 Semester

1	Type of Course		Contact Hours	Self-Study	Size of Groups
	Seminar/Workshop/Practical		3 SWS/50 h	75 h	20

2	Learning Outcomes / Competencies
	On successful completion of this module the student shall be able to:
	• Understand and discuss the historical prerequisites, transdisciplinary aspects and design principles of media installations and environmental media approaches
	• Reflect and apply perceptual, cultural, technological, participatory/interactive and societal aspects and models of installations
	• Conceptualize, design and implement media installations and environments considering and merging transdisciplinary criteria and components
	• Develop and apply appropriate dramaturgies and presentational strategies of environmental media concepts for artistic as well as for applied fields

3	Indicative Module Contents
	Contents of this module may contain but are not limited to the following aspects:
	Students analyse and explore milestones of installations in media art (preferably, but not only, by excursions to media festivals or media art museums). They analyze the installations' different spatial/environmental, aesthetic and participatory/interactive experiences, and by which dramaturgical, technological and creative means they have been generated.
	The students will develop installations, environments, situative and spatial simulations. Their design, production and implementation will be based on prototypical media elements and system components. The productions' final presentation follows environmental experience's necessities and state-of-the-art display of professional exhibitions.

4	Teaching Methods
	Lecture, seminar, practical and presentation

5	Prerequisite Subjects
	-

6	Assessment Methods
	Final presentation and documentation

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7	Prerequisites for CP
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8	Used in Other Courses
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9	Significance of Mark for Final Mark
	According to CP: 2,42%
10	Name of <u>Module-responsible</u> and Teaching Professors
	Module-responsible:
	see general description "ME – Media Electives"
	Teaching Professors:
	All professors of of the study courses Motion Pictures and associated MT professors
11	Other Information
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ME_06 – Creative Writing, Dramaturgy and Storytelling for Linear and Interactive Media

ID	Workload	Credits	Semester	Frequency of	Duration
ME _06	125 h	5	2-6	Winter Term Summer Term	1 Semester

1	Type of Course		Contact Hours	Self-Study	Size of Groups
	Seminar/Workshop/Practical		3 SWS/50 h	75 h	20

2	Learning Outcomes / Competencies
	This module aims to equip students with the essential knowledge and skills required to concept, write, design, prototype and evaluate narrative strategies for linear and interactive media. They will learn the principles of narration, dramaturgy and montage or interactive concepts which are fundamental for storytelling media. On successful completion of this module the student shall be able to: • Discuss and evaluate dramaturgic theories and strategies • Discuss and evaluate linear and nonlinear storytelling in film, interactive film and game • Understand and making use of dramaturgic and storytelling principles • Concept, design/write and develop/realize linear and nonlinear stories • Discuss and integrate interaction in linear media or narration in interactive media

3	Indicative Module Contents
	Contents of this module may contain but are not limited to the following aspects: • Narratology • Dramaturgic concepts • Creative writing methods • Character development • Linear storytelling in film and animation • Nonlinear storytelling in film and animation • Interactive film and animation • Narration in games and interactive application • Web documentaries • Interactive commercials

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4	**Teaching Methods**
	Lecture, seminar, practical and presentation,
5	**Prerequisite Subjects**
	-
6	**Assessment Methods**
	Final presentation and documentation
7	**Prerequisites for CP**
	-
8	**Used in Other Courses**
	-
9	**Significance of Mark for Final Mark**
	According to CP: 2,42%
10	**Name of Module-responsible and Teaching Professors**
	Module-responsible:
	see general description ˝ME – Media Electives˝
	Teaching Professors:
	Prof. Alexander Herzog
	Prof. Dr. Frank Gabler
	Prof. Bettina Blümner
	Prof. Thomas Lauterbach
11	**Other Information**
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ME_07 – Media Experiments

ID	Workload	Credits	Semester	Frequency of	Duration
ME_07	125 h	5	2-6	Winter Term Summer Term	1 Semester

1	Type of Course		Contact Hours	Self-Study	Size of Groups
	Seminar/Workshop/Practical		3 SWS/50 h	75 h	20

2	Learning Outcomes / Competencies
	On successful completion of this module the student shall be able to:
	• Identify important media experiments in history and presence and their different aspects of experimentation
	• Understand the plurality of the aesthetic term "experiment"
	• Understand the basic conceptual aesthetic, historical-philosophical, societal and technological incitements for media experimentation
	• Relate these phenomena to standard media design, and identify the respective transgressing of boundaries and how they are conceptualized
	• Understand and apply concepts, methodologies and strategies of experimentation Develop, conduct and implement experimental media projects and position them in relation to standard as well as to historical experimental productions.
	Indicative Module Contents
	Contents of this module may contain but are not limited to the following aspects:
	• Prototypical media experiment in history in relation to standard media production
	• Experimental concepts in trans- and mono-media
	• Experimental methodologies and strategies in relation to societal and technological prerequisites as experimental incitements
	• The different experimental perspective of media makers and recipients/users
	• Assessment methods for experiments' effects on society, art world and technology
	• Assessing the experiments' originality and ingenuity
	• Implementing, producing and presenting experimental work according to its concepts and intentions

4	Teaching Methods
	Lecture, seminar, practical and presentation

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5	Prerequisite Subjects
	-
6	Assessment Methods
	Final presentation and documentation
7	Prerequisites for CP
	-
8	Used in Other Courses
	-
9	Significance of Mark for Final Mark
	According to CP: 2,42%
10	Name of Module-responsible and Teaching Professors
	Module-responsible:
	see general description "ME – Media Electives"
	Teaching Professors:
	All professors of of the study courses Motion Pictures and associated MT professors
11	Other Information
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6. 2 Modulbeschreibungen der Technology Electives

ME_08 – Advanced Film, AV and studio technology					
ID ME _8	**Workload** 125 h	**Credits** 5	**Semester** 2-6	**Frequency of** Winter Term Summer Term	**Duration** 1 Semester
1	**Type of Course** Seminar/Workshop/Practical		**Contact Hours** 3 SWS/50 h	**Self-Study** 75 h	**Size of Groups** 20
2	**Learning Outcomes / Competencies** On successful completion of this module the student shall be able to: • Apply scientific methods in exploring and analysing emerging film, AV and studio technologies, the user needs, socio-cultural contexts an corresponding markets • Critically examine innovative forms of film, video and studio technology in their social-cultural-context • Explore and investigate complex technologies in terms of their use for filmmaking, image design, story telling and pre- and postproduction workflow.				
3	**Indicative Module Contents** Contents of this module may contain but are not limited to the following aspects: Emerging camera technologies New studio technologies (e.g. virtual studio) Complex sound recording and processing Motion capture and motion tracking Visual effects (VFX) Postproduction technologies Massive Data handling Emerging projection technologies (e.g. full dome. Immersive cinema)				
4	**Teaching Methods** Lecture, seminar, practical and presentation				
5	**Prerequisite Subjects** -				

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6	**Assessment Methods**
	Final presentation and documentation
7	**Prerequisites for CP**
	-
8	**Used in Other Courses**
	-
9	**Significance of Mark for Final Mark**
	According to CP: 2,42%
10	**Name of <u>Module-responsible</u> and Teaching Professors**
	Module-responsible:
	see general description "ME – Media Electives"
	Teaching Professors:
	All professors of of the study courses Motion Pictures and associated MT professors
11	**Other Information**

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ME_09 – Transmedia Technology

ID	Workload	Credits	Semester	Frequency of	Duration
ME_9	125 h	5	2-6	Winter Term Summer Term	1 Semester

1	Type of Course		Contact Hours	Self-Study	Size of Groups
	Seminar/Workshop/Practical		3 SWS/50 h	75 h	20

2	Learning Outcomes / Competencies
	On successful completion of this module the student shall be able to:
	• Explore, analyze and understand contemporary forms of expanded narration
	• Analyze and apply knowledge about existing transmedia projects and their use of media technology as a tool for cross- and transmedial narration.
	• Develop own ideas and concepts for transmedia projects
	• Demonstrate and apply knowledge about the influence and possibilities of technology for expanded forms of story telling

3	Indicative Module Contents
	Contents of this module may contain but are not limited to the following aspects:
	• Social media platforms in transmedia projects
	• Mobile Applications and their use for expanded narration
	• User Participation and interaction in transmedia projects
	• Control- and development tools for transmedia projects
	• Expanded Cinema
	• Electronics and devices usable for transmedia (i.e. Smart phones, iBeacon, GPS, Sensor technology)
	• Emerging technologies and techniques in the field of transmedia

4	Teaching Methods
	Lecture, seminar, practical and presentation,

5	Prerequisite Subjects
	-

6	Assessment Methods
	Final presentation and documentation

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7	Prerequisites for CP
	-
8	Used in Other Courses
	-
9	Significance of Mark for Final Mark
	According to CP: 2,42%
10	Name of <u>Module-responsible</u> and Teaching Professors
	Module-responsible:
	see general description "ME – Media Electives"
	Teaching Professors:
	All professors of of the study courses Motion Pictures and associated professors
11	Other Information
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6. 3 Modulbeschreibungen der Media Management Electives

ME_10 – Media Events & Marketing					
ID	**Workload**	**Credits**	**Semester**	**Frequency of**	**Duration**
ME _10	125 h	5	2-6	Winter Term Summer Term	1 Semester
1	**Type of Course** Seminar/Workshop/Practical		**Contact Hours** 3 SWS/50 h	**Self-Study** 75 h	**Size of Groups** 20
2	**Learning Outcomes / Competencies** On successful completion of this module the student shall be able to: • Develop concepts of media events • Design environments for media events • Organize and realise media events • Develop marketing and funding • Develop public relation methods • Organise all technical equipment of a media event • Prepare and fulfil all necessary legal aspects and contracts				
3	**Indicative Module Contents** In this module students develop and perform a media event. For the event they implement and realise the whole marketing and funding process. Contents of this module may contain but are not limited to the following aspects: • Pieces to be exhibited: choose and arrange the pieces choose and arrange the speeches, speakers, moderation • Personal management: moderators, speakers servant staff technical staff security people				

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- Exhibition rooms:
  prepare necessary rooms
  design environments
  prepare setup and break down,
  cleaning

- Technical equipment:
  organise the technical equipment
  trouble shooting
  camera, sound, microphones, cables, electrical capacity

- Catering:
  organize catering
  servants

- Public relations:
  magazine

  offer in newspapers

  announcements

  web-site

- Marketing and project management:
  funding, entrance fee

  finance management, finance controlling

  time table

  project management

  legal aspects

4	**Teaching Methods**
	Lecture, seminar, practical and presentation
5	**Prerequisite Subjects**
	-
6	**Assessment Methods**
	Final presentation and documentation
7	**Prerequisites for CP**
	-
8	**Used in Other Courses**
	-
9	**Significance of Mark for Final Mark**
	According to CP: 2,42%

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10	Name of <u>Module-responsible</u> and Teaching Professors
	Module-responsible:
	see general description "ME – Media Electives"
	Teaching Professors:
	Prof. Alexander Herzog
	Prof. Dr. Frank Gabler
	Prof. Bettina Blümner
	Prof. Thomas Lauterbach
11	Other Information
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ME_11 – Media Producing in Different Fields of Media

ID	Workload	Credits	Semester	Frequency of	Duration
ME_11	125 h	5	2-6	Winter Term Summer Term	1 Semester

1	Type of Course		Contact Hours	Self-Study	Size of Groups
	Seminar/Workshop/Practical		3 SWS/50 h	75 h	20

2	Learning Outcomes / Competencies
	This module enables participants to manage the preproduction/concept, production/realisation and post production process of typical media projects. The module examines critical methods for the various processes and offers strategies that maximize resources and time frames. Management methods, timelines and project life cycles are examined with a focus on supporting business growth and project properties.
	On successful completion of this module the student shall be able to:
	• Identify separate processes and deliverables within the overall production timeline;
	• Identify methods and tools for the various processes;
	• Use strategies to maximize resources and control finance;
	• Use project management methods and tools to organize timelines and project life cycles;
	• Use human resource management methods to organize teams.

3	Indicative Module Contents
	Contents of this module may contain but are not limited to the following aspects:
	• Project management within media production
	• Time management and handling deliverables within media production
	• Staff management and organizing teams within media production
	• Finance management within media production
	• Fund raising and media promotion

4	Teaching Methods
	Lecture, seminar, practical and presentation

5	Prerequisite Subjects
	-

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6	Assessment Methods
	Final presentation and documentation
7	Prerequisites for CP
	-
8	Used in Other Courses
	-
9	Significance of Mark for Final Mark
	According to CP: 2,42%
10	Name of Module-responsible and Teaching Professors
	Module-responsible:
	see general description "ME – Media Electives"
	Teaching Professors:
	All professors of of the study courses Motion Pictures and associated professors with producing expertise
11	Other Information
	-

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SuK_12 – Media and Entertainment Law *

ID	Workload	Credits	Semester	Frequency of Module	Duration
SuK_12	125 h	5	2-6	Winter Term Summer Term	1 Semester

1	Type of Course		Contact Hours	Self-Study	Size of Groups
	Lecture/Seminar		3 SWS/48 h	77 h	20

2	Learning Outcomes / Competencies
	This module introduces students to the legal framework and legal issues in relation to digital media production. On successful completion of this module students should be able to: • Identify and explain core concepts of media law (p. ex. „intellectual property, „copyright", „right of publicity" etc.) • Demonstrate a working knowledge of basic standards and procedures of media law and regulation • To be able to apply this knowledge to the different aspects and stages of content creation and production of in digital media • Discuss the international dimension of media law • Identify and explain basic elements of legal contracts in the context of media production

3	Indicative Module Contents
	Introduction into • The specific legal framework of Germany/Europe and their fundamental principles of assigning special protection to media and its diverse forms of expression • The concept of intellectual property in national and international media law • Copyright law and its legal implications for content creation and distribution in digital media • General legal issues, standards and practices related to production and co-production of media products (financing, insurance, talent agreements, producer agreements, licensing etc.) • Specific legal issues and practices in different sectors of entertainment/media industry (Animation, Game, Music, Software etc.)

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	• Revenue chains in the national and international media industries and typical legal frameworks • Media law and media ethics: freedom of expression, right of publicity, protection of minors, basic principles in constitutional and european law", standards and codes of conduct in the media industries etc. • Contracts in media law (function of contracts in the production process, typical contracts/case studies, and standards in contract language....)
4	**Teaching Methods** Lecture, seminar, presentations, individual and team-based research, case studies
5	**Prerequisite Subjects** -
6	**Assessment Methods** Presentation, research project (e.g. essay, case study)
7	**Prerequisites for CP** -
8	**Used in Other Courses** -
9	**Significance of Mark for Final Mark** According to CP: 2,42%
10	**Name of Module-responsible and Teaching Professors** Module-responsible: see general description "ME – Media Electives" Teaching Professors: Professors of GS
11	**Other Information** * This module is offered in the framework of the socio-scientific programme of the University of Applied Sciences Darmstadt

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6. 4 Modulbeschreibungen der Media Philosophy Electives

ME_13 – Media Art History					
ID ME _13	**Workload** 125 h	**Credits** 5	**Semester** 2-6	**Module Frequency** Winter Term Summer Term	**Duration** 1 Semester
1	**Type of Course** Lecture/Seminar/ Workshop/Practical		**Contact Hours** 3 SWS/48 h	**Self-Study** 77 h	**Size of Groups** 20
2	**Learning Outcomes / Competencies** On successful completion of this module the student shall be able to: • Demonstrate and apply a knowledge and the appropriate terms of the main strands of aesthetic approaches and ways of artistic expression within the history of arts and culture • Describe the evolution of image and sonic expression from pre-history up to actual developments, with specific knowledge on the related history of ideas, religions, philosophies, socio-political developments, art and media institutions and technologies • Demonstrate appropriate, terminology, skills of reflection and specific methods of analyzation of artefacts from different time periods • Discuss and analyze critically contemporary and own media productions in relation to the history of art.				
3	**Indicative Module Contents** The content follows an itinerary of the milestones in art history and the history of the arts, covering the period from pre-history to the digital imagery and sounds of our time. Special emphasis is on selected periods and their content, imaging composing and dramaturgical techniques e.g.: Classical Antiquity, Middle Ages, Renaissance, Romanticism, Expressionism and the arts in 20th century. Special emphasis will be given to time specific technologies and tools, religions, value systems and philosophies, and to the aesthetic transfers to and developments in media and design.				
4	**Teaching Methods** Lecture, seminar, presentations				

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5	Prerequisite Subjects
	–
6	**Assessment Methods**
	Presentation of homework
7	**Prerequisites for CP**
	–
8	**Used in Other Courses**
	–
9	**Significance of Mark for Final Mark**
	According to CP: 2,42%
10	**Name of Module-responsible and Teaching Professors**
	Module-responsible:
	see general description "ME – Media Electives"
	Teaching Professors:
	Prof. Sabine Breitsameter
	All media design teachers
11	**Other Information**
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ME_14 – Cultures and Creative Practices in Digital Media

ID	Workload	Credits	Semester	Module Frequency	Duration
ME _14	125 h	5	2-6	Winter Term Summer Term	1 Semester

1	Type of Course		Contact Hours	Self-Study	Size of Groups
	Lecture/Seminar/ Workshop/Practical		3 SWS/48 h	77 h	20

2	Learning Outcomes / Competencies
	On successful completion of this module the student shall be able to: • Describe aesthetic concepts related to 'culture' within the context of the 'digital age' and demonstrate and apply knowledge of the history and the presence of digital media key productions, phenomena and systems • Apply appropriate terms and analytical methods to the study the specifity of digital cultural phenomena and relate them to social and concepts • Analyse critically the own practice and use of digital media in private and professional contexts; analyse critically the general values, presumptions, beliefs, behaviours, frictions, rituals, and specifities of different cultural models in relation to the digital age • Describe and apply the essential terms and methods of current intercultural discourse.

3	Indicative Module Contents
	Study of: • Individuality and identity in the digital age's virtual world. • (Re)construction of self, character, gender, media personae etc. changing modes of communication and representation (avatars, blogs, webcams, chatrooms, etc). • The digital community: the 'networked' society, virtual and real communities. Social networks and the emergence of locally dispersed communities, the emergence of social behaviours and values in different types of communities; the incurrence of stereotypes. • Globalisation of communication – impact on cultural values; democracy and control, censorship and the rights of the individual. • Mono-culturalism versus multi-culturalism. Globalization and the ‚clash of cultures'; approaches and endeavors towards a diversity based communical style of creativity

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	and production.
	• Approaches to cultural analysis: self-reflection, observation and field research.
4	**Teaching Methods** Lecture, seminar, presentations
5	**Prerequisite Subjects** -
6	**Assessment Methods** Presentation of homework
7	**Prerequisites for CP** -
8	**Used in Other Courses** -
9	**Significance of Mark for Final Mark** According to CP: 2,42%
10	**Name of Module-responsible and Teaching Professors** Module-responsible: see general description ¨ME2 – Media Electives¨ Teaching Professors: Prof. Sabine Breitsameter All media design teachers
11	**Other Information** -

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ME_15 – Media Environments and Spaces

ID	Workload	Credits	Semester	Module Frequency	Duration
ME_15	125 h	5	2-6	Winter Term Summer Term	1 Semester

1	Type of Course		Contact Hours	Self-Study	Size of Groups
	Lecture/Seminar/ Workshop/Practical		3 SWS/48 h	77 h	20

2	Learning Outcomes / Competencies
	On successful completion of this module the student shall be able to:
	• Relate media to the diverse concepts of space and environment
	• Demonstrate and apply knowledge of non-linear media key concepts, their interdependence with the history of society and technological developments.
	• Demonstrate and apply a knowledge of the distinctive and conceptual properties of space and environment in the „real" world as well as in different media, understand concept and implications of „virtual space" and link them to the diverse options of action and use within the respective settings.
	• Demonstrate and apply knowledge of groundbreaking productions, their specific conceptual and technological characteristics, their utilitarian and/or aesthetic values and their way of addressing/involving the recipient/user.
	• Discuss and analyze critically current and own media productions within the described field and foster the ability for experimenting and innovating.

3	Indicative Module Contents
	The elective aims at the knowledge and understanding of environmental as well as of spatial aspects of media productions such as in installations.
	Study of:
	• Central aspects and milestones of spatial and environmental concepts within analogue and digital media productions and settings (e.g. in media architectural settings, installations, virtual spaces, games, exhibitions etc. etc.)
	• Major works, settings and concepts within the field of practical utility as well artistic creation, identifying the crucial technological achievements of the respective productions
	• Emphasizing the different concepts, degrees and types of the audience's/the user's involvement and participation, introducing and discussing critically related terms as

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e.g. „interactivity", „immersion", „virtual reality" etc.

- Globalisation of communication – impact on cultural values; democracy and control, censorship and the rights of the individual.

- Mono-culturalism versus multi-culturalism. Globalization and the ‚clash of cultures'; approaches and endeavors towards a diversity based communical style of creativity and production.

- Approaches to cultural analysis: self-reflection, observation and field research.

4	**Teaching Methods**
	Lecture, seminar, presentations
5	**Prerequisite Subjects**
	-
6	**Assessment Methods**
	Presentation of homework
7	**Prerequisites for CP**
	-
8	**Used in Other Courses**
	-
9	**Significance of Mark for Final Mark**
	According to CP: 2,42%
10	**Name of** <u>**Module-responsible**</u> **and Teaching Professors**
	Module-responsible:
	see general description ˝ME2 – Media Electives˝
	Teaching Professors:
	Prof. Sabine Breitsameter
	All media design teachers
11	**Other Information**
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ME_16 – Media Ethics and Philosophy

ID	Workload	Credits	Semester	Module Frequency	Duration
ME_16	125 h	5	2-6	Winter Term Summer Term	1 Semester

1	Type of Course		Contact Hours	Self-Study	Size of Groups
	Lecture/Seminar/ Workshop/Practical		3 SWS/48 h	77 h	20

2	Learning Outcomes / Competencies
	On successful completion of this module the student shall be able to:

- Describe the development of ethical and aesthetic theories and discuss their relationship to contemporary media with particular reference to social responsibility, ethical behaviour, ecology, beauty, interpersonal values, intercultural relationships, sustainability, artistic freedom, freedom of speech

- Demonstrate the appropriate use of terms as well as methods of argumentation and reflection that advance beyond common sense; address and describe perspectives, structures, conflicts within different value systems and philosophies, applying them to media and suggesting possible ways to deal with them productively

- Discuss the cultural, social, political and moral implications of publishing to a virtually global audience.

3	Indicative Module Contents

A narrative of the milestones in the art of thinking: mythology, religion, theories of cognition, moral philosophy, anthropology, and aesthetic theories are discussed in major writings that shaped our understanding of human and nature and the concepts of human rights, ethics, and beauty.

Special emphasis is given to:

- The history of monotheistic religions (Judaism, Christianity, Islam) and their enduring influence on culture; the different approaches of idealism (Plato to Hegel), materialism (de la Mettrie to certain post-Marxist positions), and existentialism (Nietzsche to Sartre) and contemporary media philosopher's positions

- Aesthetic theories that justified and directed art, perception and production from the Renaissance to contemporary positions.- Mono-culturalism versus multi-culturalism. Globalization and the ‚clash of cultures'; approaches and endeavors towards a diversity based communal style of creativity and production

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	• Approaches to cultural analysis: self-reflection, observation and field research.
4	**Teaching Methods** Lecture, seminar, presentations
5	**Prerequisite Subjects** -
6	**Assessment Methods** Presentation of homework
7	**Prerequisites for CP** -
8	**Used in Other Courses** -
9	**Significance of Mark for Final Mark** According to CP: 2,42%
10	**Name of <u>Module-responsible</u> and Teaching Professors** Module-responsible: see general description "ME – Media Electives" Teaching Professors: Prof. Sabine Breitsameter N.N. (associate lecturers)
11	**Other Information** -

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ME_17 – Media and Communication Theories

ID	Workload	Credits	Semester	Module Frequency	Duration
ME_17	125 h	5	2-6	Winter Term Summer Term	1 Semester

1	Type of Course		Contact Hours	Self-Study	Size of Groups
	Lecture/Seminar/ Workshop/Practical		3 SWS/48 h	77 h	20

2	Learning Outcomes / Competencies
	On successful completion of this module the student shall be able to:
	• Demonstrate and apply a knowledge of major contemporary media and communication theories
	• Describe the theories' evolution from the mid-19th century until today
	• Demonstrate and apply appropriate skills of reflection and specific methods of analysis of media and communication theories, their basic assumptions and methods
	• Discuss and analyze the theories in relation to the developments of technologies, sciences and societal changes.

3	Indicative Module Contents
	A narrative of milestones of major media and communication theories from the beginning of mechanical reproduction in the 19th century, the start-up of electric media at the beginning of the 20th century to the mid-century's media diversification and proliferation until the turn of century's theory models and discourses on digital media and its pre- and successors.
	Special emphasis will be given to historical aspects relating the media theories to their contemporary developments and changes of society, science, technologies as well as belief systems and value concepts.

4	Teaching Methods
	Lecture, seminar, presentations

5	Prerequisite Subjects
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6	**Assessment Methods**
	Presentation of homework
7	**Prerequisites for CP**
	-
8	**Used in Other Courses**
	-
9	**Significance of Mark for Final Mark**
	According to CP: 2,42%
10	**Name of <u>Module-responsible</u> and Teaching Professors**
	Module-responsible:
	see general description "ME – Media Electives"
	Teaching Professors:
	Prof. Sabine Breitsameter
	N.N. (associate lecturers)
11	**Other Information**
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ME_18 – Play, Game, Act, Use: Concepts, History and Practices

ID	Workload	Credits	Semester	Module Frequency	Duration
ME_18	125 h	5	2-6	Winter Term Summer Term	1 Semester

1	Type of Course		Contact Hours	Self-Study	Size of Groups
	Lecture/Seminar/ Workshop/Practical		3 SWS/48 h	77 h	20

2	Learning Outcomes / Competencies
	The elective introduces into the performative and process oriented aspects of media, from the creational as well as from the receptive point of view.
	On successful completion of this module the student shall be able to:
	• Describe inherited and innovative performative cultural techniques and relate them to their application in analogue and digital media productions and their reception
	• Apply appropriate analytical methods to explore the cultural techniques of performativity and process in specific ground breaking media productions and relate them to concepts of the human individual as well as of society, to concepts of psychological experience, consumptional needs and utility, as well as to existing or evolving structures of power relations
	• Describe and exert methods and results of performative cultural techniques, and apply them appropriately in own media productions.

3	Indicative Module Contents
	Study of:
	• History and presence of cultural techniques of perception, awareness and action, especially within the fields of old and new media from ritual performing, theatre acting, different ways of „Spiel" (game, match, play, gambling, dramaturgy), operational as well as passive perception, interaction and participation)
	• The related motivations, affects, and anthropological dispositions (e.g. Aristotle, Lessing, Freud, Jung, Brecht, Searle, Virilio, Debord, Weibel)
	• Key terms and concepts of the described field as e.g. „performative", „generative", „sublimation", „immersion", „flow", „dionysical/apollonial"

4	Teaching Methods
	Lecture, seminar, presentations

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5	**Prerequisite Subjects**
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6	**Assessment Methods**
	Presentation of homework
7	**Prerequisites for CP**
	–
8	**Used in Other Courses**
	–
9	**Significance of Mark for Final Mark**
	According to CP: 2,42%
10	**Name of <u>Module-responsible</u> and Teaching Professors**
	Module-responsible:
	see general description "ME – Media Electives"
	Teaching Professors:
	Prof. Sabine Breitsameter
	N.N. (associate lecturers)
11	**Other Information**
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