



EMEX Online Course 2020 / Autumn

As part of the [Emerging Media Exploration Erasmus+ Strategic Partnership](#) Project

Course Theme

“Virtual Production: Common Spaces – Ideas in Transit”

Course Date	19.10. – 20.11.2020 (5 weeks)
Preliminary Online-Course	19.10. – 13.11.2020 (4 weeks) 1-2 meetings per week and additional weekly tasks Workload: 4-6h / week
Intensive course	16.11. – 20.11.2020 (1 week) Daily online sessions and group work Workload: 5x8h
Course Goal	A prototype built with the help of Unreal engine and any Real-Life Capture Technology
Industry partners	<ul style="list-style-type: none"> ● YLE (Tampere) ● RBB (Potsdam, Germany) ● Volucap GmbH (Potsdam, Germany) ● INVR.SPACE (Berlin)
Useful Skills	One or more of: Storytelling, Visual Concepting, Unreal Engine, 3D-Modelling, Coding/Scripting, Cinematography, Human Centred Design, Production Design, or...

Course Description

As new forms of media and technology are introduced to the market and international collaborations between creators become more and more frequent, we believe it is crucial to give our students the opportunity to experience an international development process for emerging media and have real industry briefs to work on. The set of skills required for a project like this might just be essential for your future professional lives in an ever-changing workspace. You will join international students from the UK, Finland, and Germany with different academic backgrounds in transnational teams to develop a prototype built with the help of Unreal engine and different Real-Life Capture Technologies.

In the 4-week online course, you work in a team of 4–5 members that will be accompanied by tutors who will guide you through the process and assist with the technologies.

The teamwork will be accompanied by screencasts, hands-on tutorials and introductions to different topics at the intersection between virtual reality and real-time film production



technologies. At the end of the course, you will have a basic knowledge of the field of virtual production, experiences of how to develop prototypes that convey the idea of the whole product and valuable skills in creative transnational online teamwork.

ECTS: The amount of ECTS granted for this course is subject to the individual implementation of the partner universities.

Course Outline - Course Date: 19.10. – 20.11.2020 (5 weeks)

Preliminary Online-Course: 19.10. – 13.11.2020 (4 weeks)	
Workload	<ul style="list-style-type: none"> • 1-2 meetings per week and additional weekly group tasks • Approx.: 4-6h / week
Schedule*	<p>Monday, October 19th 17-19 CET Kick-Off</p> <ul style="list-style-type: none"> • Introduction to the course challenge • Presentation of platforms used in the course • Explanation of the conception phase and first steps • Check-in with your tutors <p>Until Friday the 13.11.</p> <ul style="list-style-type: none"> • 3-4 Tutor Sessions scheduled individually for each group • Group meetings • Tutorials
Course Goal	<ul style="list-style-type: none"> • Creation of a low fidelity prototype • Knowing the basics of Unreal • Learn how to prototype • Getting ready for production

Intensive Course: 16.11. – 20.11.2020 (1 week)	
Workload	<ul style="list-style-type: none"> • Daily online sessions and group work • Approx.: 5x8h
Schedule*	<p>Monday, November 16th</p> <ul style="list-style-type: none"> • Introduction • Keynote • Pitch of the results from precourse (low-fi prototype) • Tutor session <p>Tuesday, November 17th</p> <ul style="list-style-type: none"> • Tutor session (approx.: 15 min) • Prototyping / using Mozilla Hubs • Presentation • Notes on implementation <p>Wednesday, November 18th</p> <ul style="list-style-type: none"> • Tutor session (approx.: 15 min) • Production <p>Thursday, November 19th</p> <ul style="list-style-type: none"> • Tutor session (approx.: 15 min)



	<ul style="list-style-type: none">• Production Friday, November 20th• Presentation of final prototypes• Feedback on your final prototypes by experts
Course Goal	<ul style="list-style-type: none">• Creation of a short medium to high fidelity prototype• Knowing the basics of virtual production workflows

* Schedules may vary and change according to your needs and the circumstances.

Continuous Support

- Online learning platform and forum for support
- Three to four mandatory individual tutoring sessions for each team with one of the lecturers during the preliminary course
- Daily checking with a tutor during the intensive course
- Possibility to contact consultants for Unreal engine and other technologies • Release of dedicated learning materials
- Optional debrief session with the tutor to discuss the process, including problems experienced, insights gathered and potential further collaboration.

Tentative Competencies and Skills to be achieved in the Course

- Working in an interdisciplinary team
- Self-organisation within teams
- Self-reliance and empowerment
- Creative processes and decision making
- Problem-solving skills
- Developing innovative ideas for virtual production
- Methods of structured online ideation
- Exploration of the technology and practices of VR
- Explore the creative potential of new media technologies
- Prototyping strategies for emerging media
- Virtual production workflows



Teachers and Tutors (tentative):

- Carita Forsgren, Senior Lecturer of Visual Design, freelance writer and producer, Tampere University of Applied Sciences
- Kirsi Karimäki, Senior Lecture, User Experience Design, Tampere University of Applied Sciences
- Tuomo Joronen, Senior Lecturer of Animation, Tampere University
- Jaakko Hakulinen, Researcher in Speech based and Pervasive Interaction, Tampere University
- Björn Stockleben, Professor of New Media Production, Film University Babelsberg, Germany
- Sophie Tummeseit, Researcher, Film University Babelsberg, Germany
- Evgeny Kalachikhin, Filmmaker, Film University Babelsberg, Germany
- Christian Zipfel, Filmmaker, Film University Babelsberg, Germany
- Christian Möller, Researcher, Film University Babelsberg, Germany
- Graham Cooper, Senior Lecturer of Digital Media practice and theory, University of Lincoln
- James Field, Senior Lecturer of Media Production, interaction, web and game design, University of Lincoln
- Mark Lochrie, Lecturer in Computing, researching interaction design, University of Central Lancashire

About EMEX

EMEX - Emerging Media Exploration is an Erasmus+ Strategic Partnership between six international partners:

- Film University Babelsberg KONRAD WOLF, Germany (Project Lead)
- University of Lincoln, UK
- University of Central Lancashire, UK
- Tampere University, Finland
- Tampere University of Applied Sciences, Finland
- Rundfunk Berlin-Brandenburg, Germany (Industry & Research Partner)

Together they are working on:

- creating transnational courses on the theme of Emerging Media
- exploring “blended mobility” approaches by integrating online courses with international mobility activities
- cooperation with research institutes and media-tech start-up to create narrative content for emerging media technologies
- offering a joint minor curriculum in “Emerging Media”

EMEX is funded by the Erasmus+ Programme of the European Commission under Grant Agreement No. 2018-1-DE01-KA203-004282